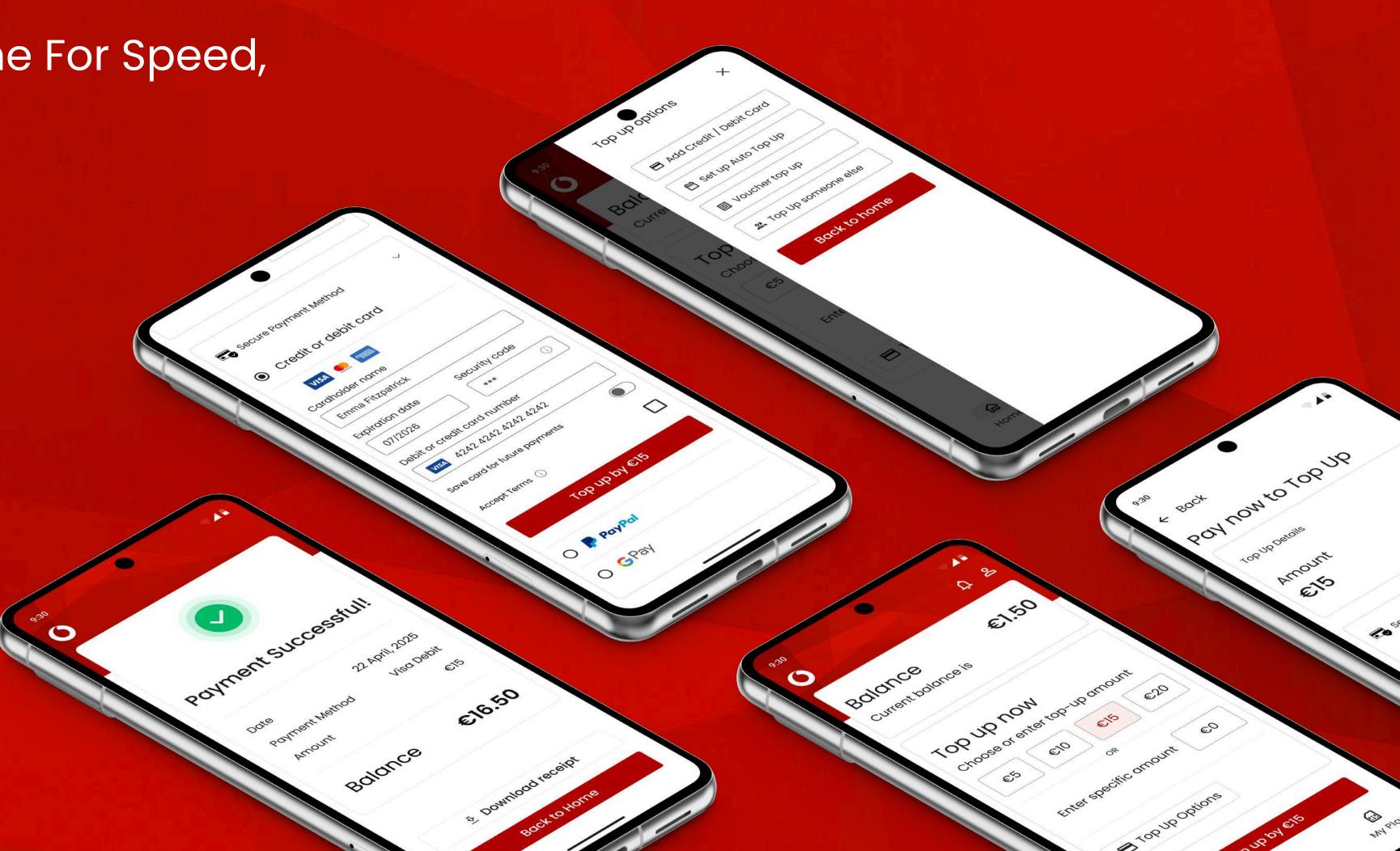
Streamlining Top-Ups

Redesigning My Vodafone For Speed, Clarity, And Flexibility

UX Design: Shane Dalton

Date: 07-05-2025



Snapshot

- Project brief
- Summary of interim research
- Design process
- Main research findings
- Problem statement
- Design
- Usability testing results

- Design iterations
- Final prototype
- Conclusion
- Main learnings
- What I would do differently
- Next steps

Context

Customers

2.3 M

Subscriptions

30%

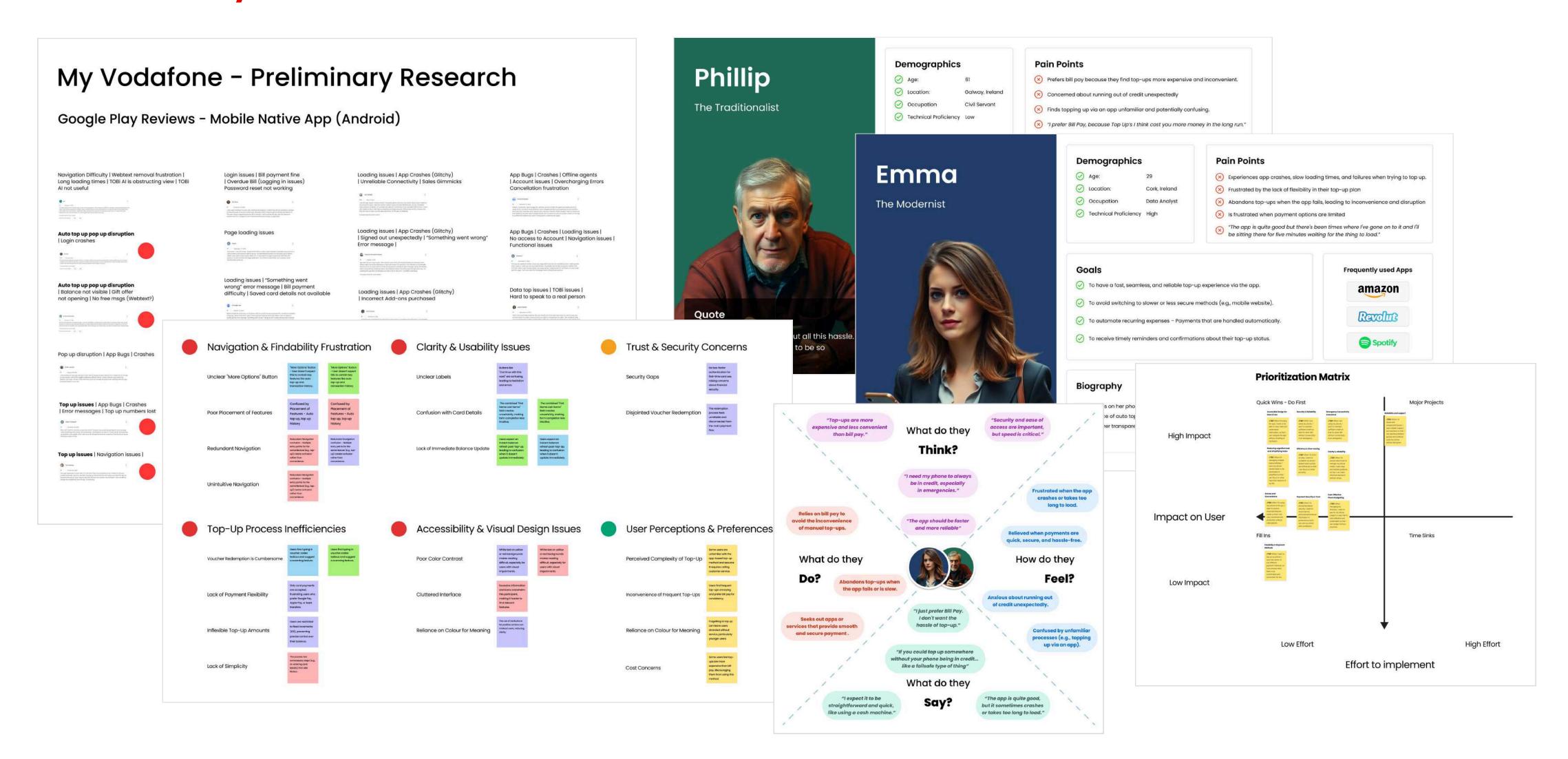
Largest Network

2nd

Data Consumption

28%

Summary Of Interim Research



Early Research & Hypothesis

Early research

Top Up Payment Failures 25%

Poor Navigation & Accessibility 20%

The new layout is difficult to navigate, making it challenging to find what I need quickly"

"It's not clear if my top up worked or not"

"Balance not always visible"

Hypothesis

- Guides Tests Focus
- Testable assumption
- Connects Research to Design
- Validated my assumptions

Key Findings

Speed & Simplicity

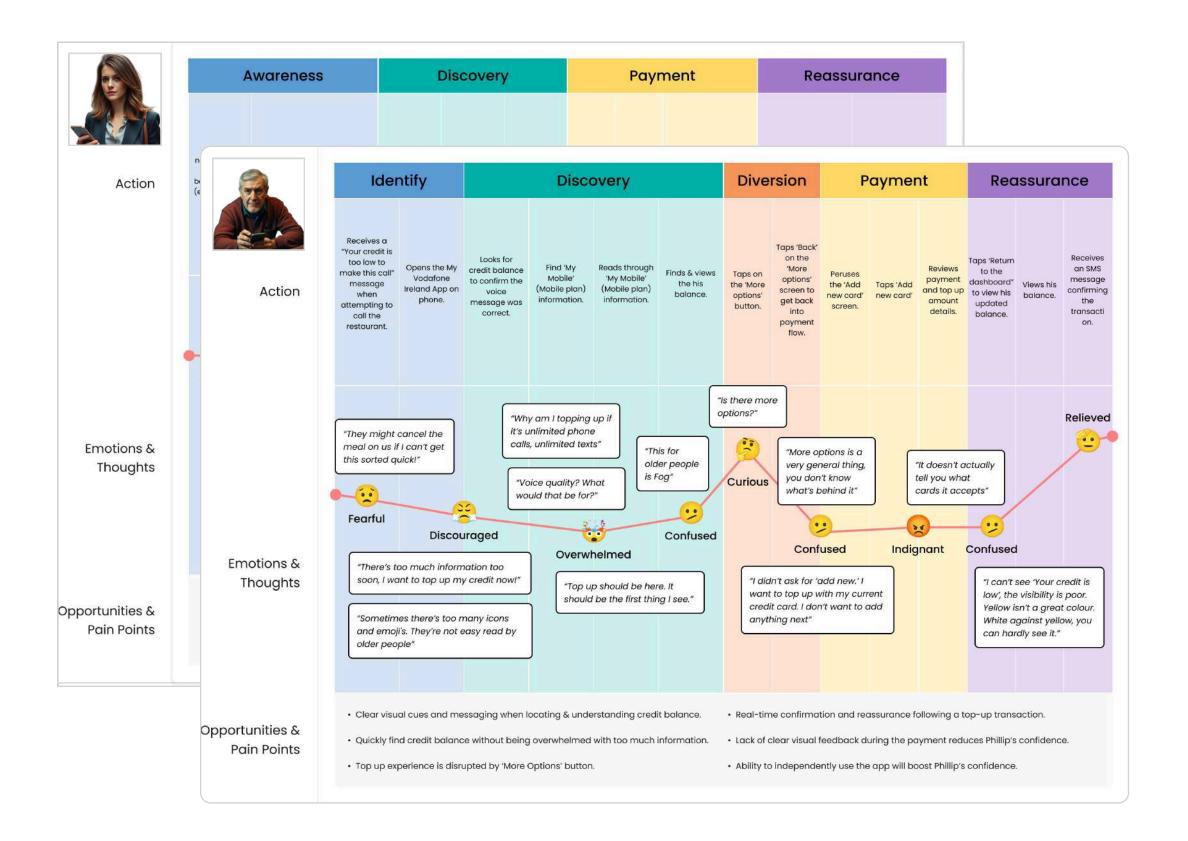
Navigation Clarity

Accessibility & Feedback

Payment Flexibility

Trust & Support

Develop Phase



Develop Phase

Quote	Theme	Opportunity
"There's Too Much Information Too Soon, I Want To Top Up My Credit Now!"	Accessibility & Feedback	Simplify The Home Screen. Prioritize Balance Visibility And Reduce Visual Clutter.
"I Think It Doesn't Belong There. I Think It's Hidden And It's Just Strange"	Navigation Clarity	Restructure 'More Options' To Stay Visually And Contextually Connected To The Top-Up Flow.
"Sometimes There's Too Many Icons And Emoji's. They're Not Easy Read By Older People"	Accessibility & Feedback	Replace Ambiguous Icons/Emojis With Clear Text Labels For Easier Navigation By Older Users.
"More Options Is A Very General Thing, You Don't Know What's Behind It."	Accessibility & Feedback	Replace Or Clarify Ambiguous Labels Like "More Options" To Reduce Hesitation.

How might we?

Provide less disruptions and barriers for Phillip when he is topping up? (Phillip) - (Navigation Confusion)

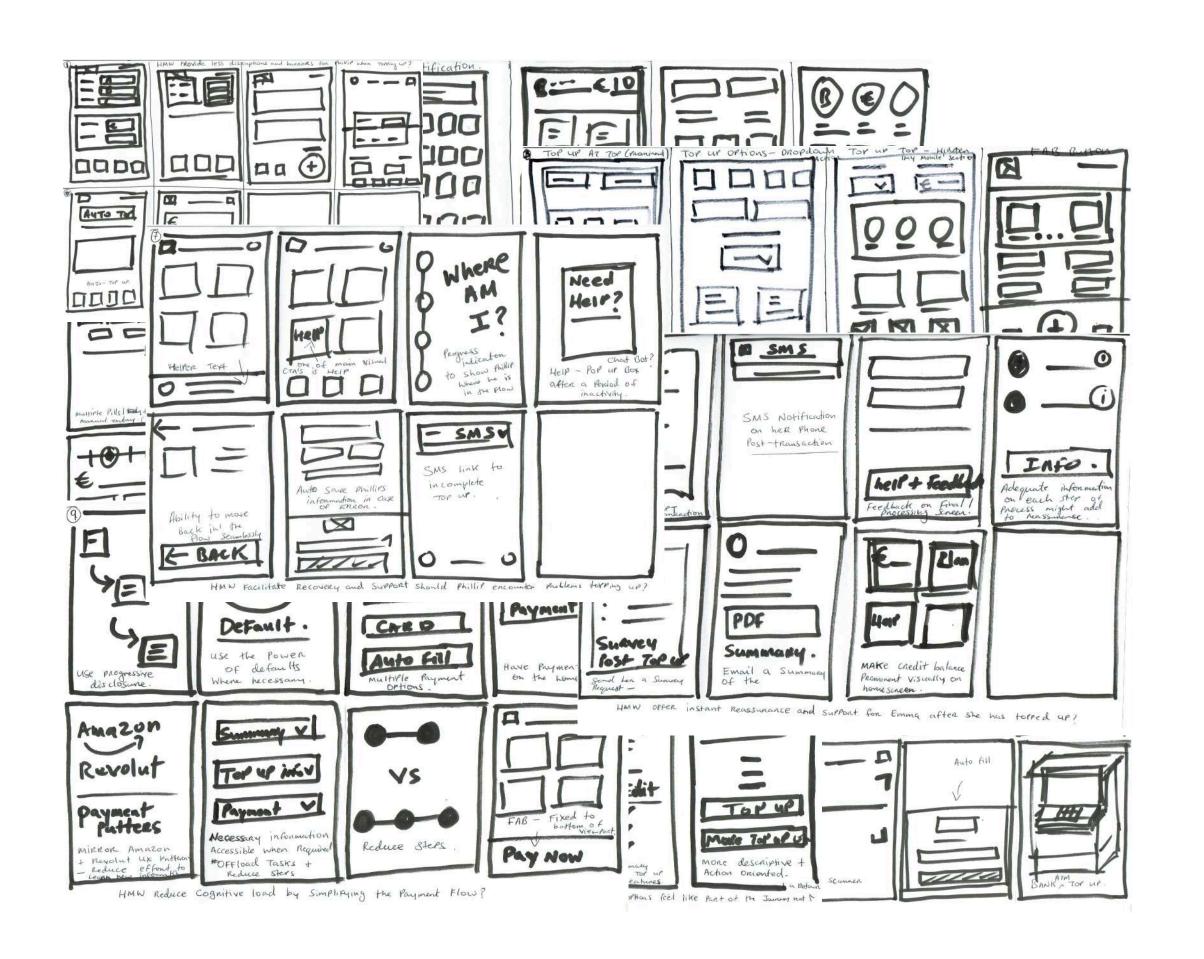
Make Emma aware when her credit is low in a timely and helpful way? (Emma) - (Speed & Simplicity)

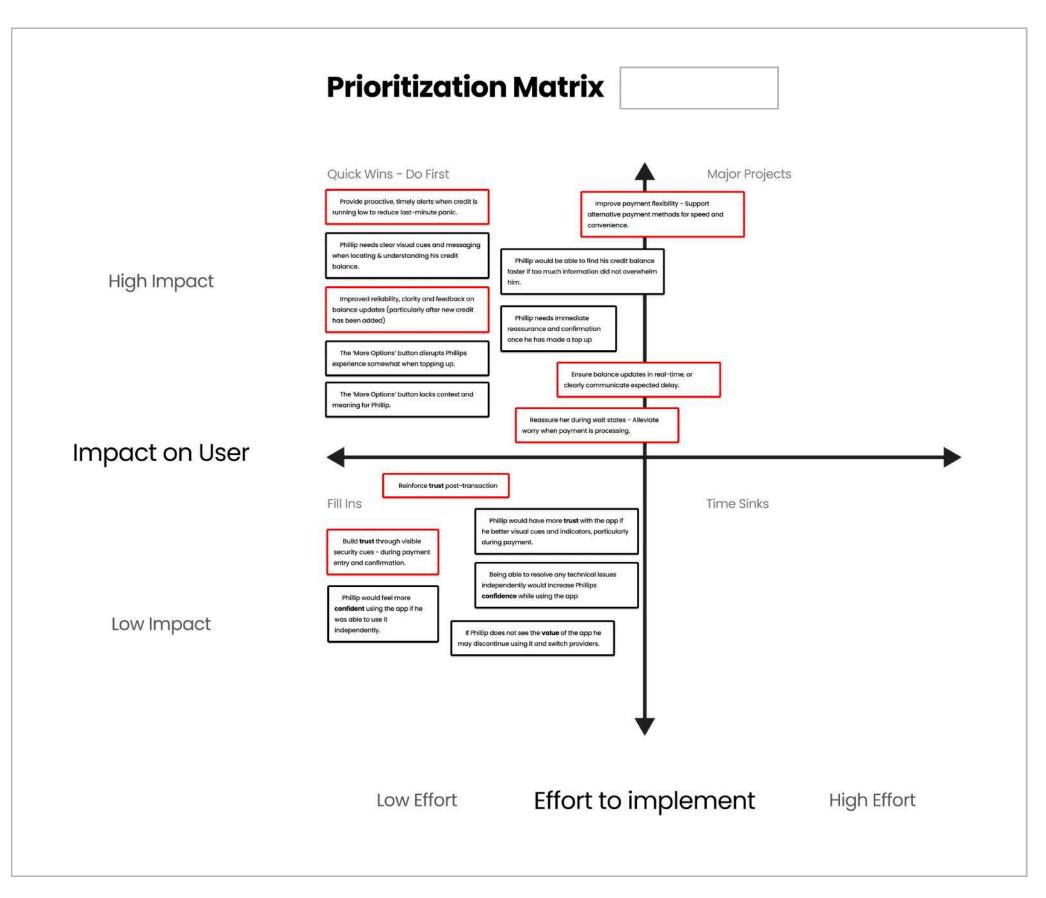
Create a less overwhelming experience for Phillip as he looks for his credit balance? (Phillip) - (Accessibility and Feedback))

Make selecting top-up amounts and payment methods feel intuitive and fast? (Emma) (Speed & Simplicity)

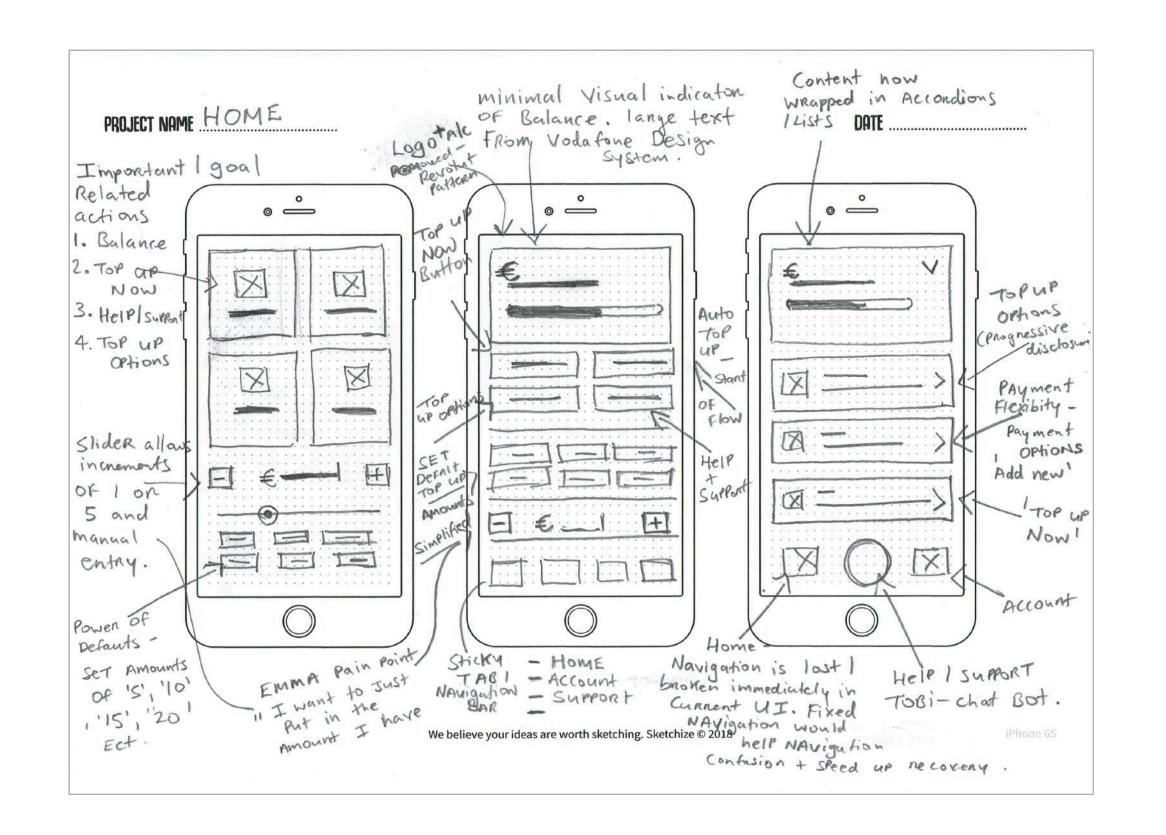
Offer instant reassurance and support for Emma after she has topped up? (Emma) (Accessibility and Feedback)

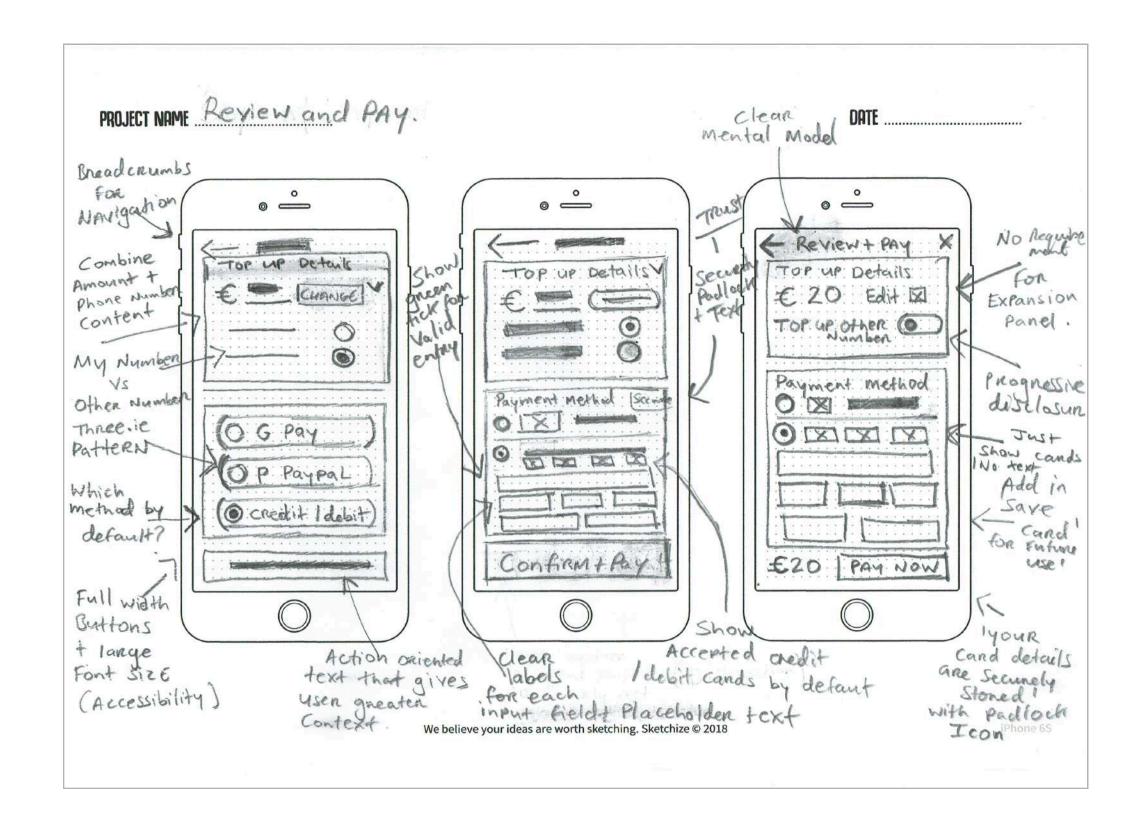
Ideation & Prioritization



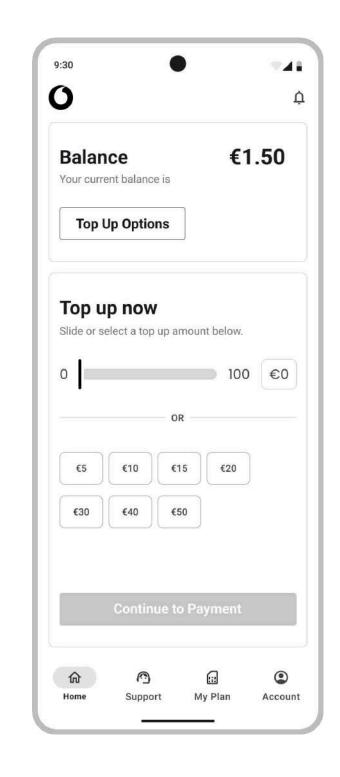


Paper Wireframes

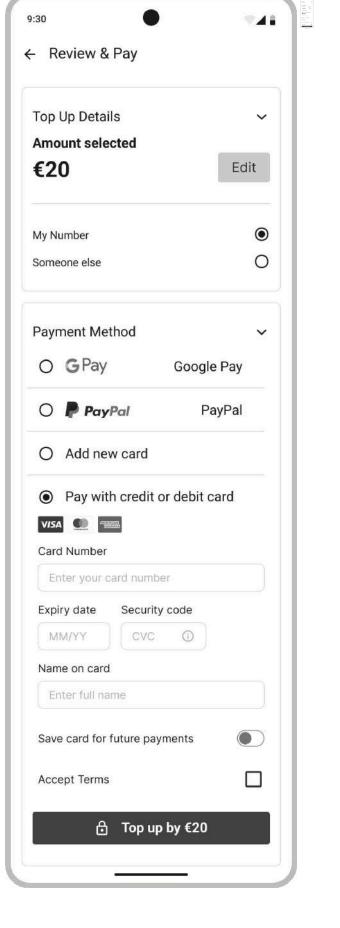


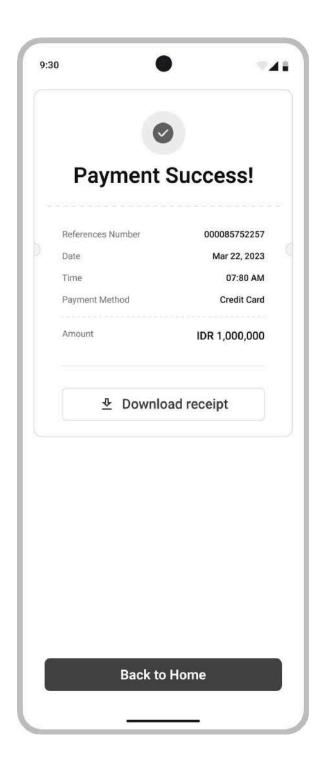


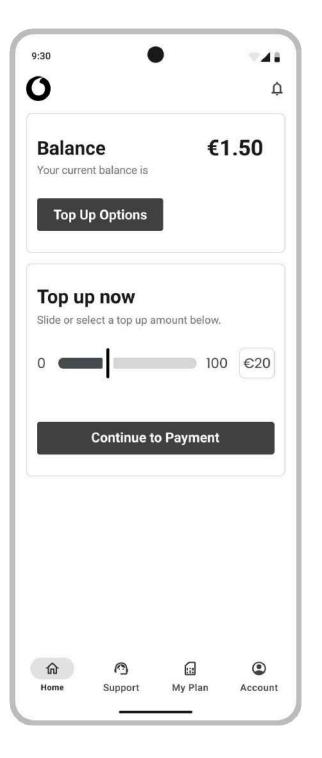
Digital Wireframes

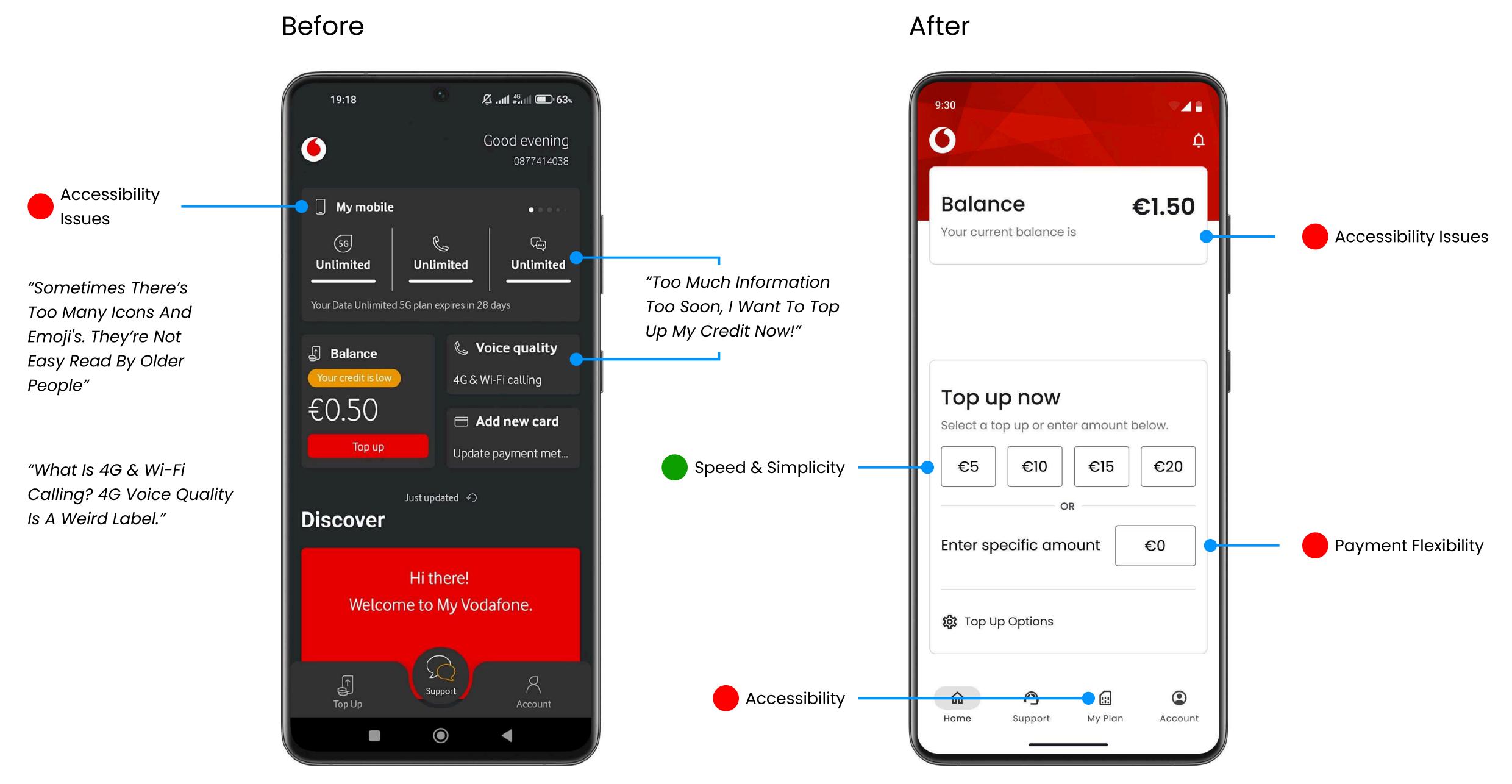




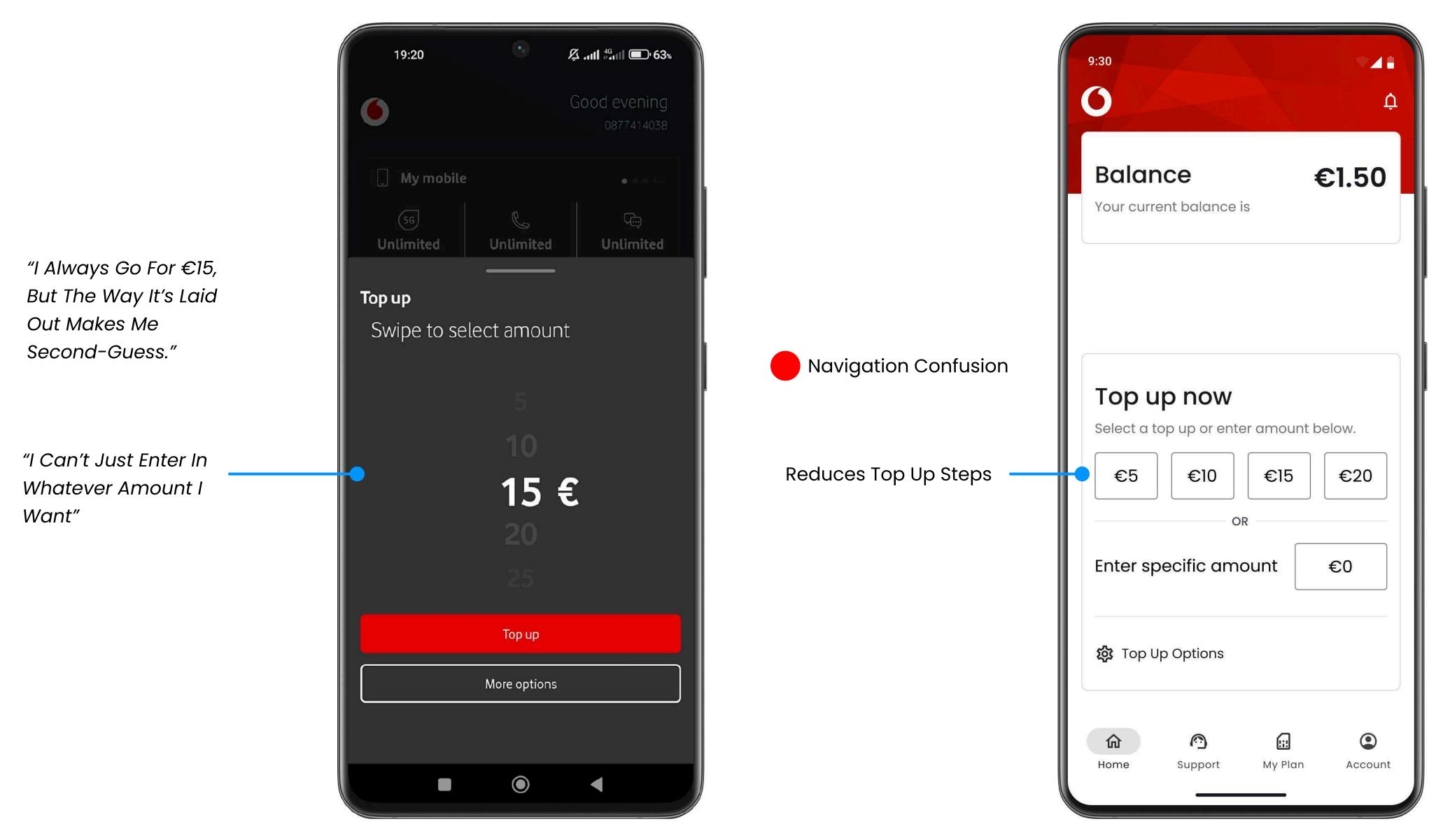






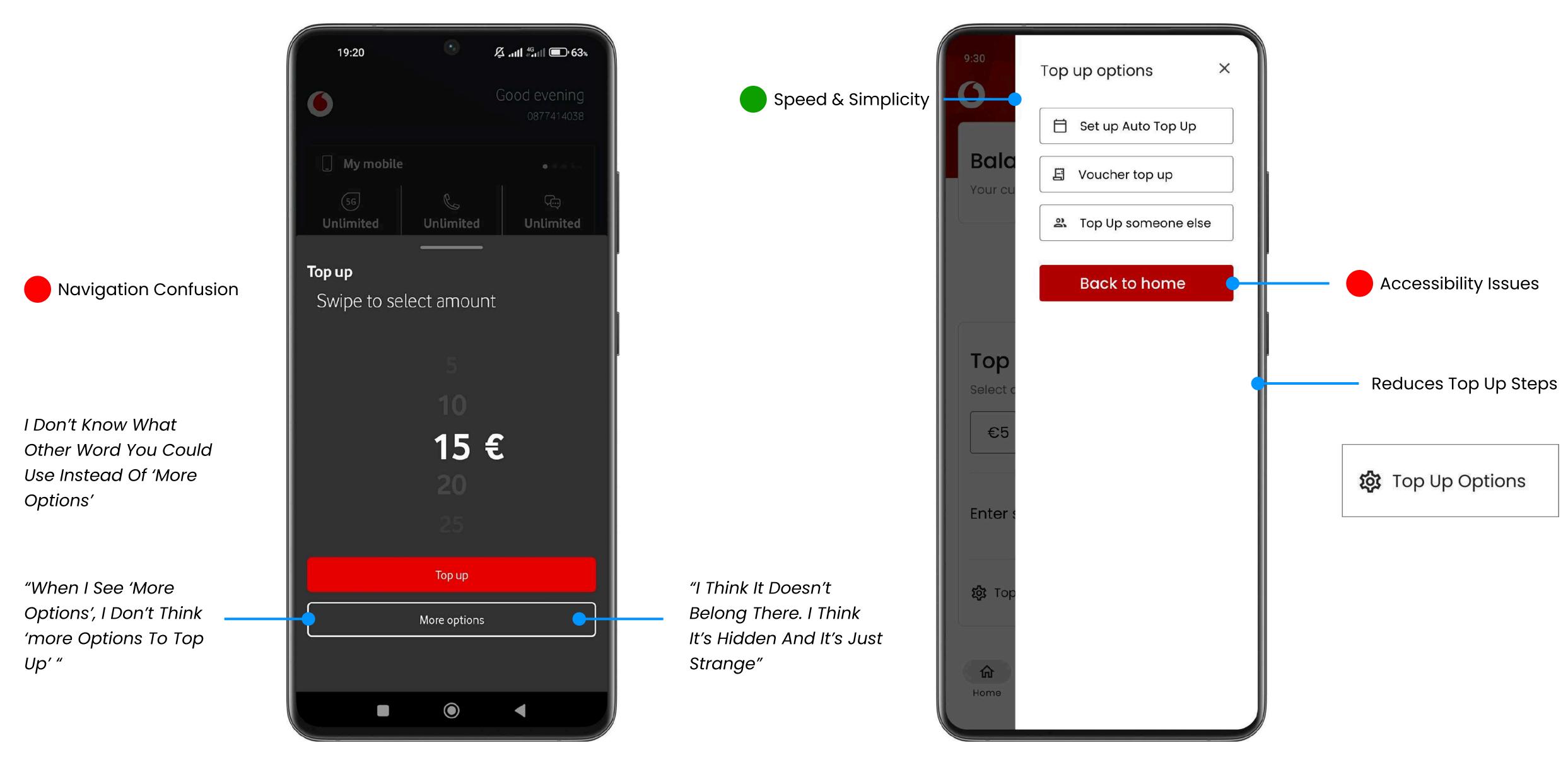


Before After



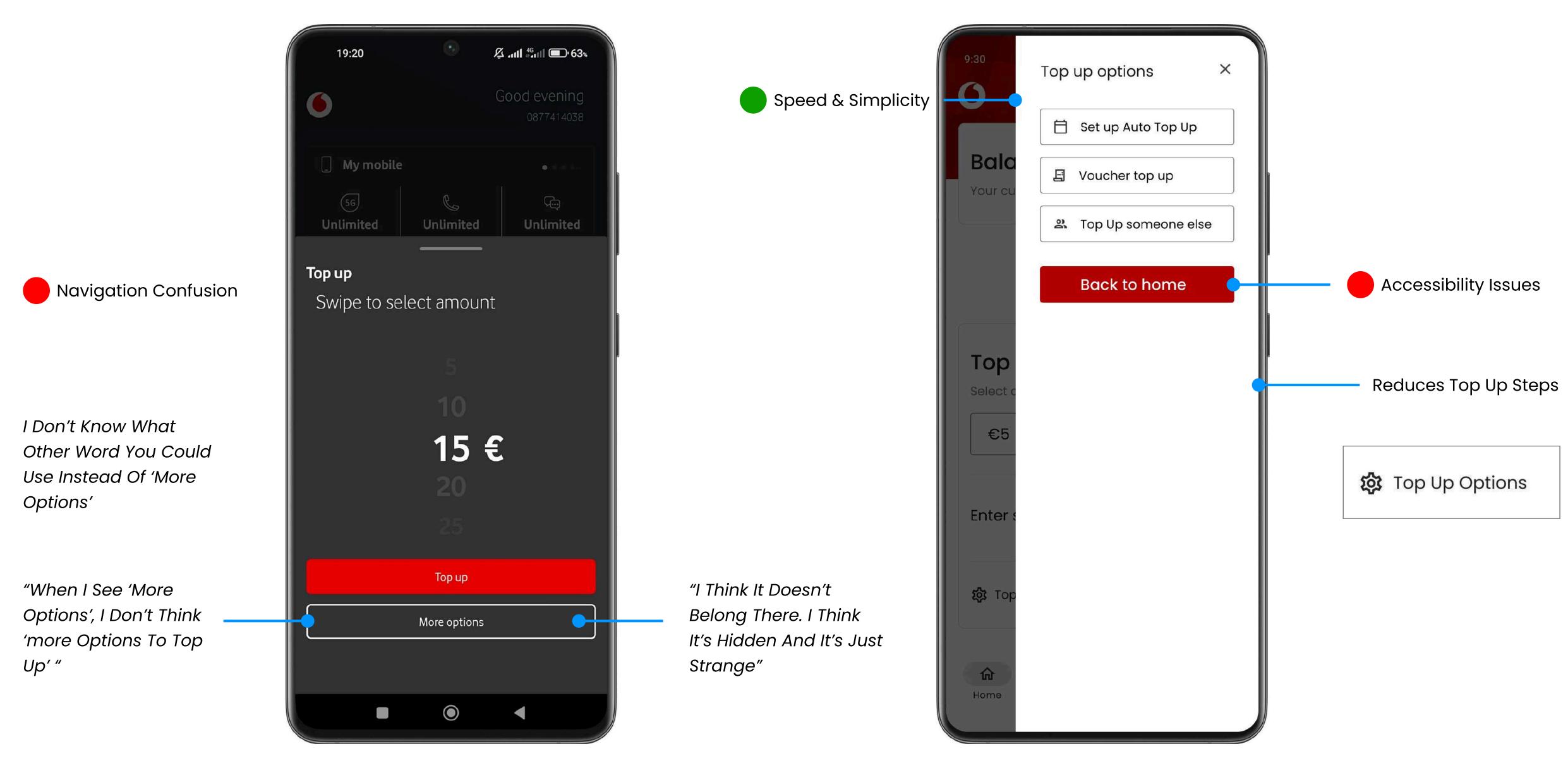
Hi-Fi Designs Home Screen 2

Before After



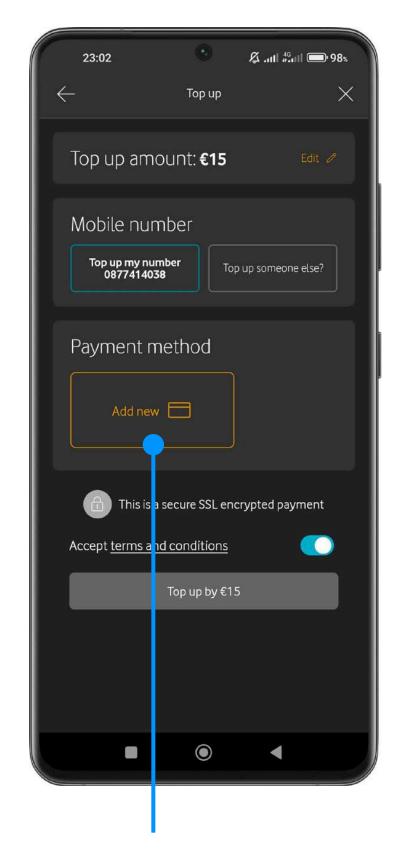
Hi-Fi Designs - Top Up Options

Before After

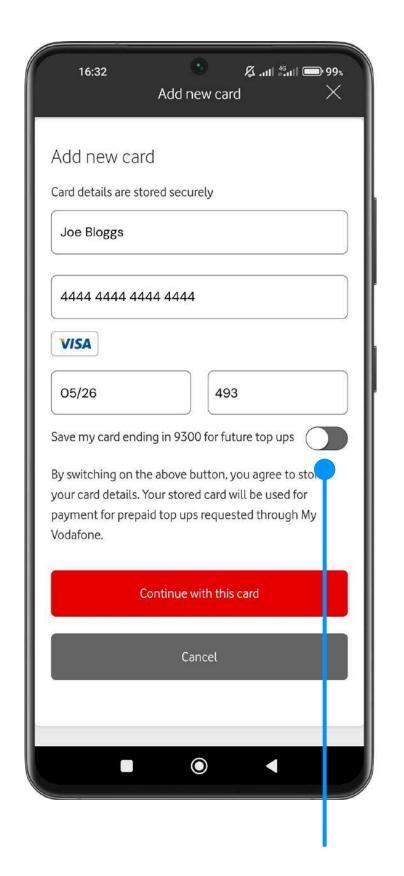


Hi-Fi Designs - Payment

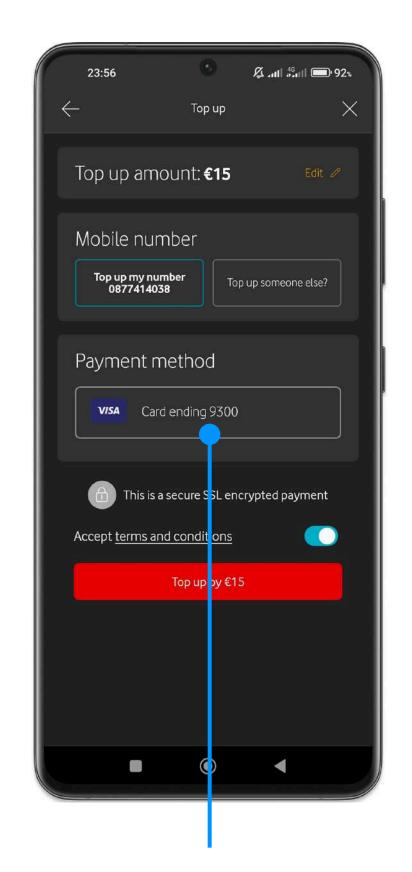
Before



"It Doesn't Actually Tell You Either What Kind Of Cards It Accepts... To Indicate You Can Use Visa, Mastercard."



"It's Good That You Have An Option Here To Toggle On Save For Future Top-Ups. That's Great."



"There's Only One Way To Pay, That's Unusual"

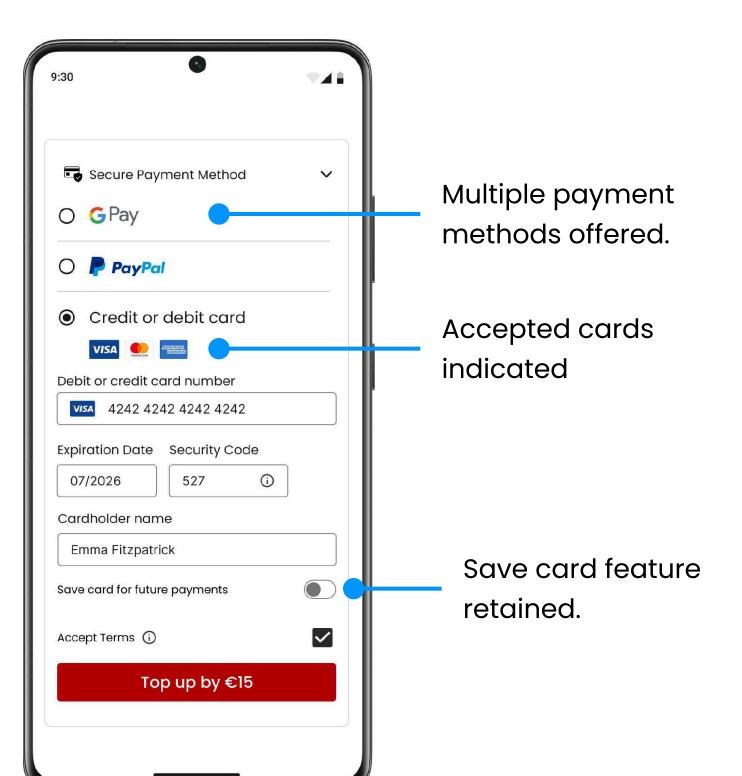
After

Payment Flexibility

Speed & Simplicty

Accessibility Issues

Trust & Feedback



Before After بر الله الله 4G+ الله 4G+ الله 14G+ 4 0 Top up amount: €5 Trust & Feedback Accessibility Issues Mobile number Top up my number 0877414038 Payment Successful! Payment method 22 April, 2025, 13.22 Date & Time Payment Method **Credit Card** VISA Card ending 9300 Improved hierarchy & clarity €15 Amount Feedback on transaction Download receipt You're all set! €5 credit is on its way to 0877414038. Labelling unclear Back to dashboard & hard to read Improved clarity & context Back to Home

Hi-Fi Designs - Confirmation

Usability Testing 2

Usability Survey

Perceived usability before and after design iterations

Question	Before		After	Change
Found app easy to use	4.0	\rightarrow	4.6	+0.6
Felt confident navigating	3.8	\rightarrow	4.2	+0.4
Understood labels & instructions	3.2	\rightarrow	4.4	+1.2
Completed quickly with no delays	3.8	\rightarrow	4.8	+1.0
Payment process frustration	2.6	\rightarrow	4.0	-1.2

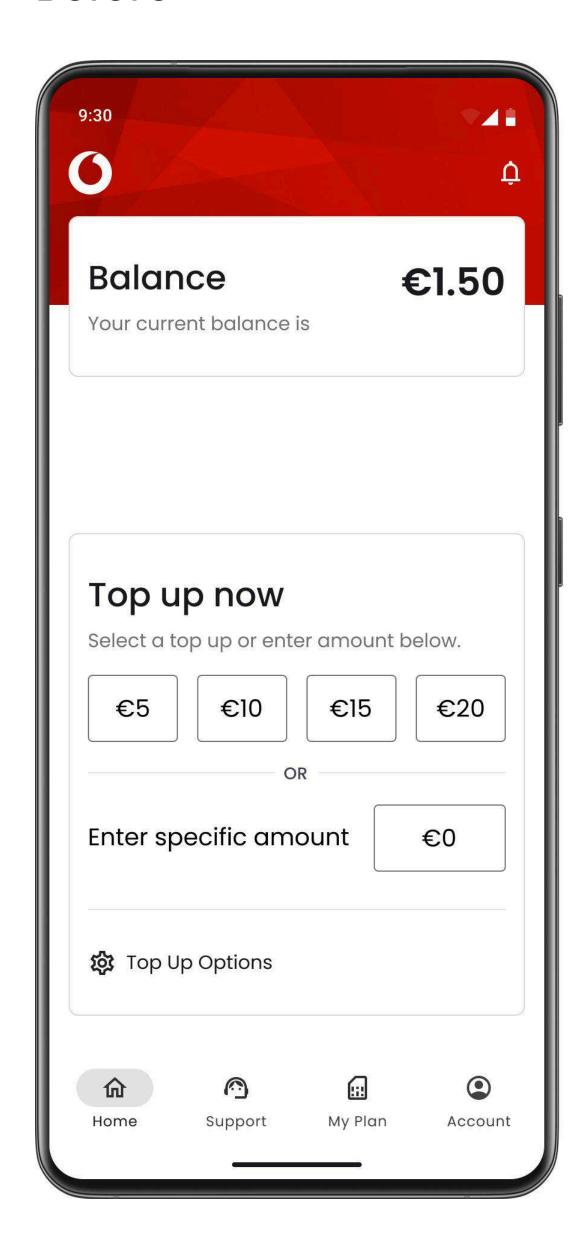
Time On Task

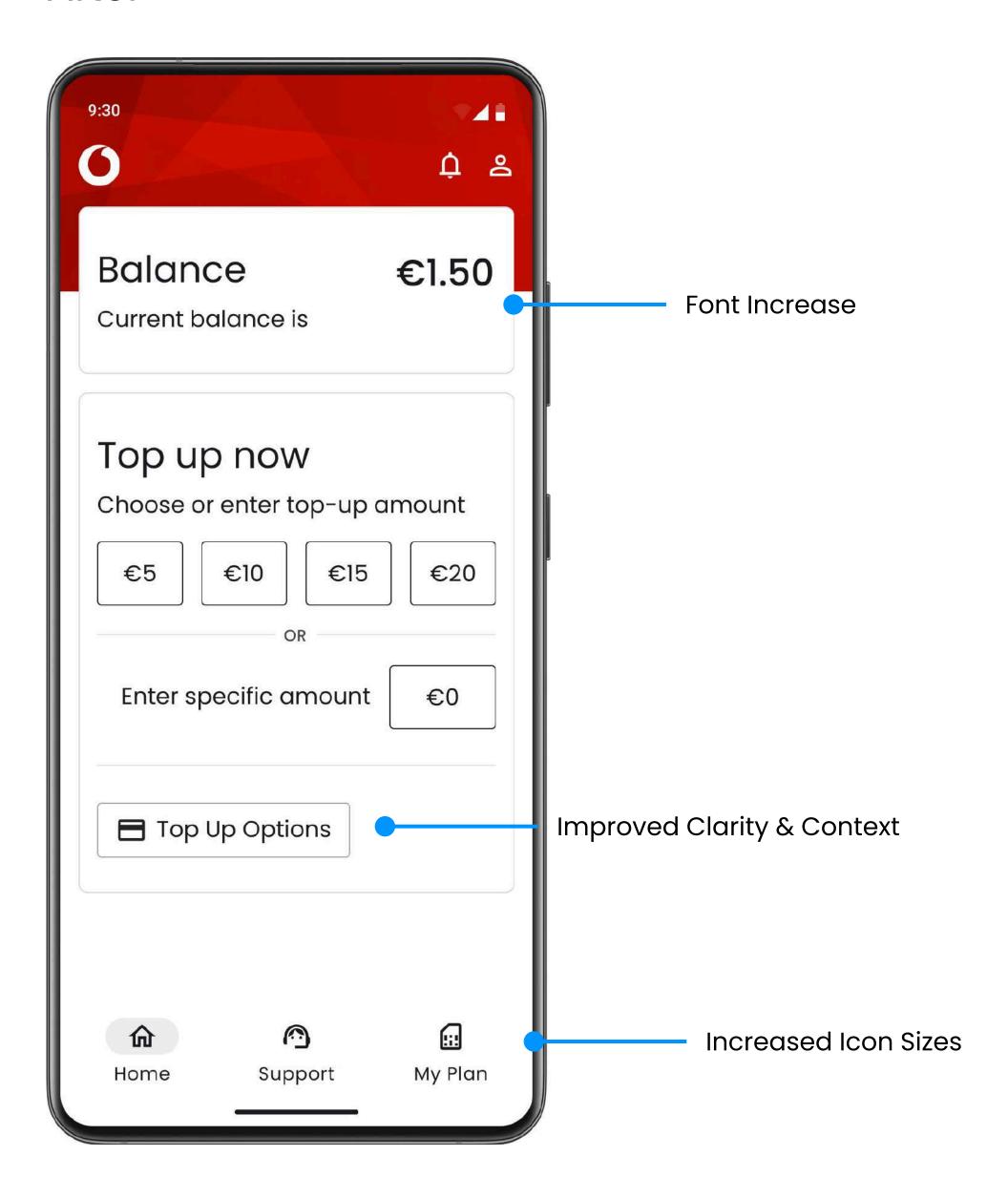
Time on Task - 47% Reduction

After Iteration - Avg Time: 1 min 39 secs

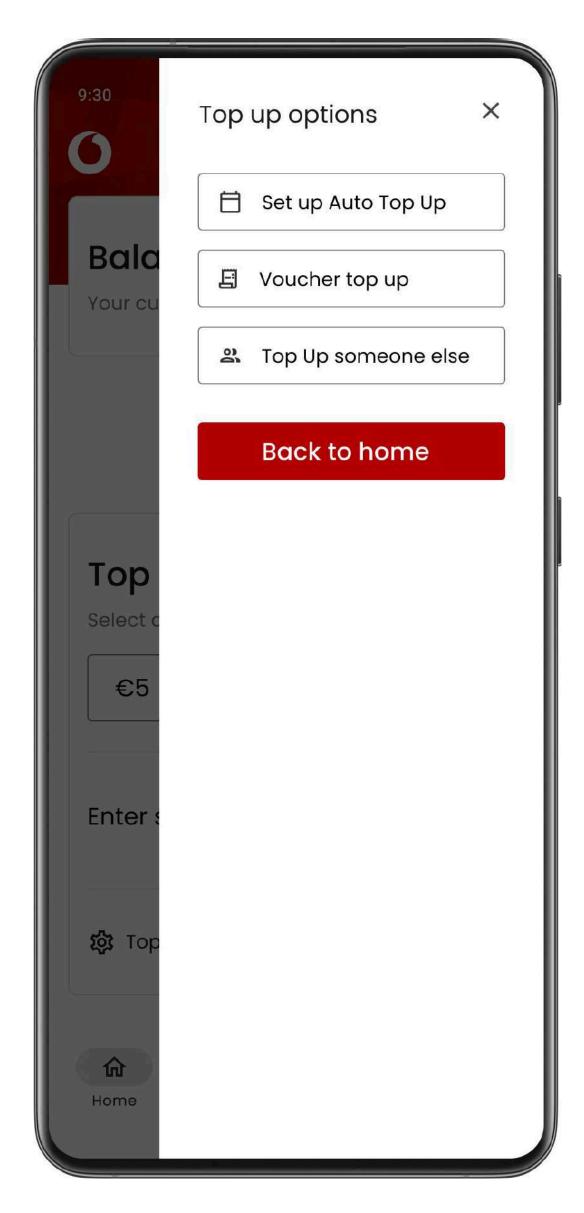
Before Iteration - Avg Time: 3 Mins 7 Secs

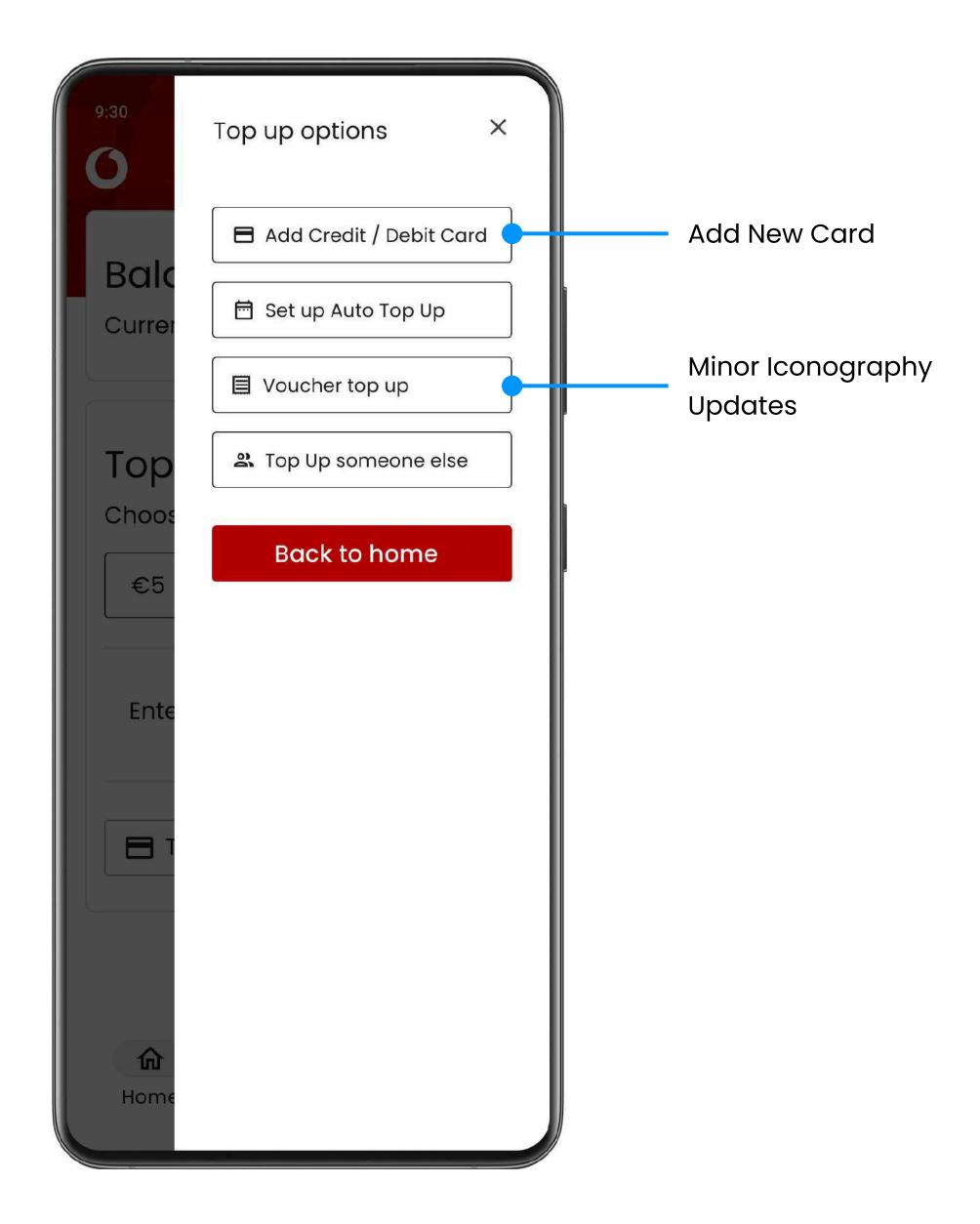
Before



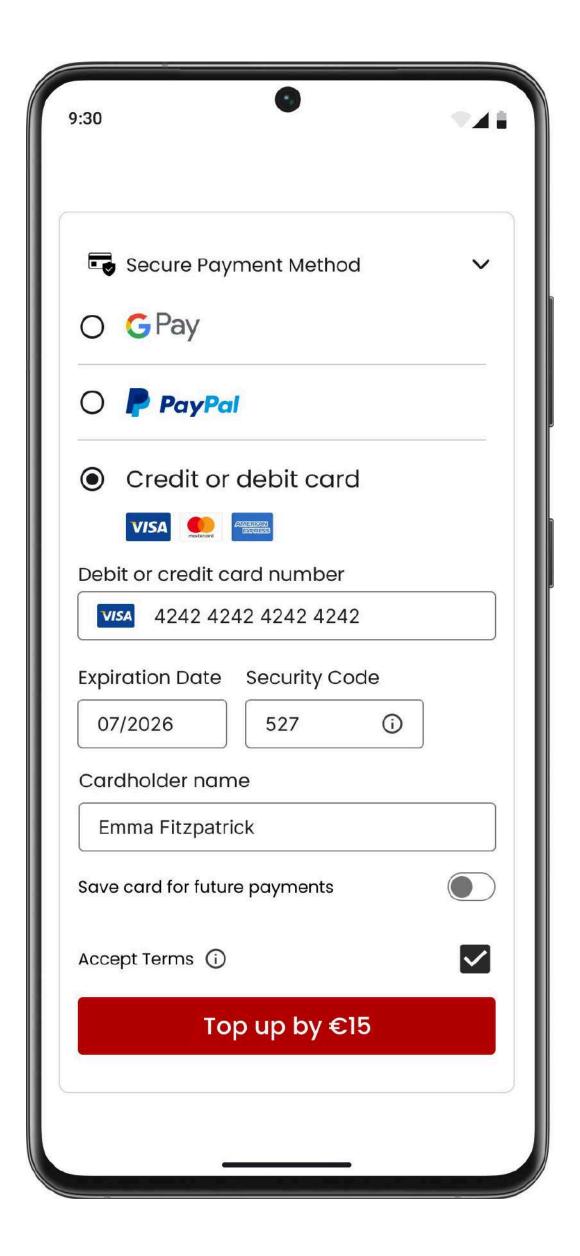


Before

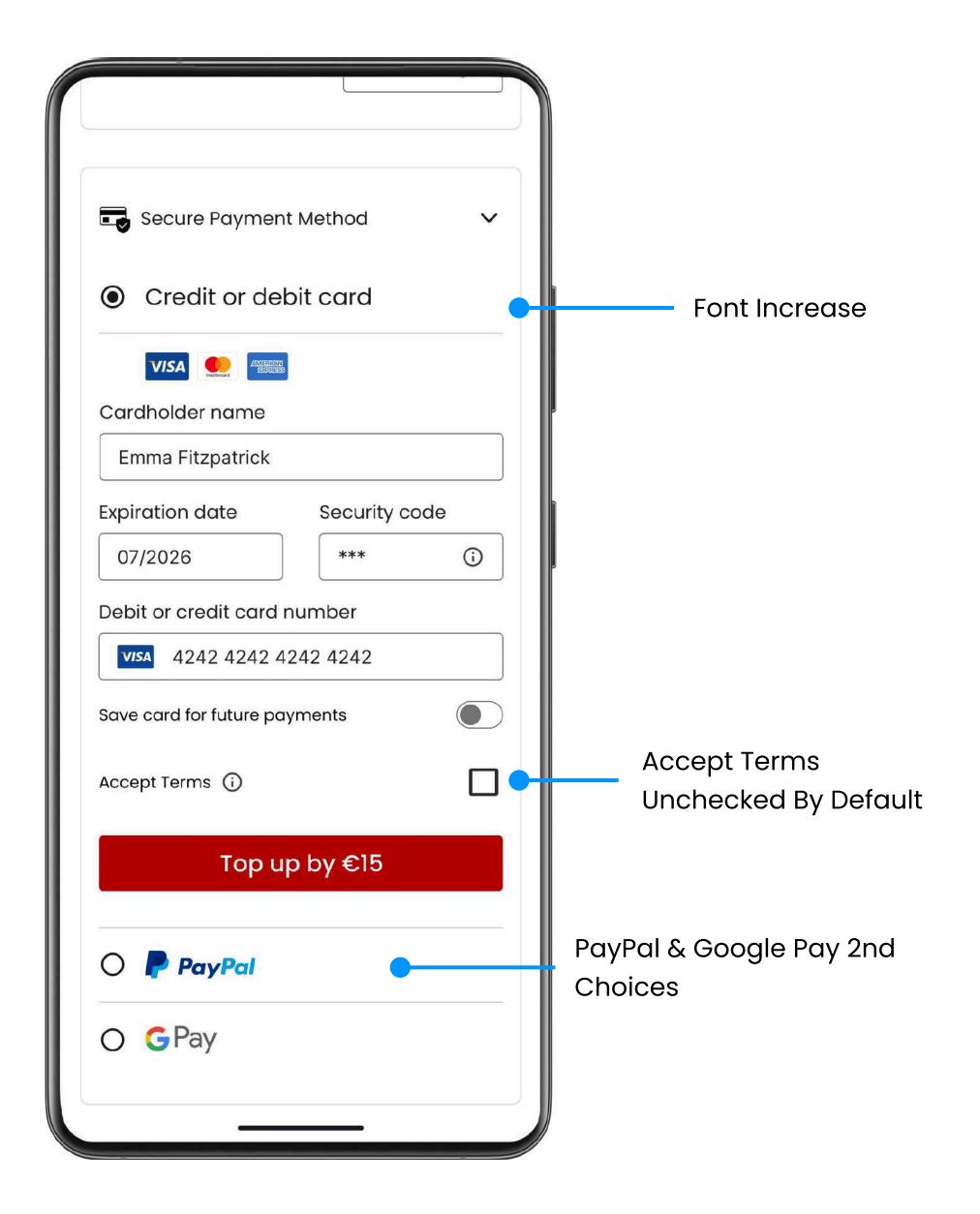




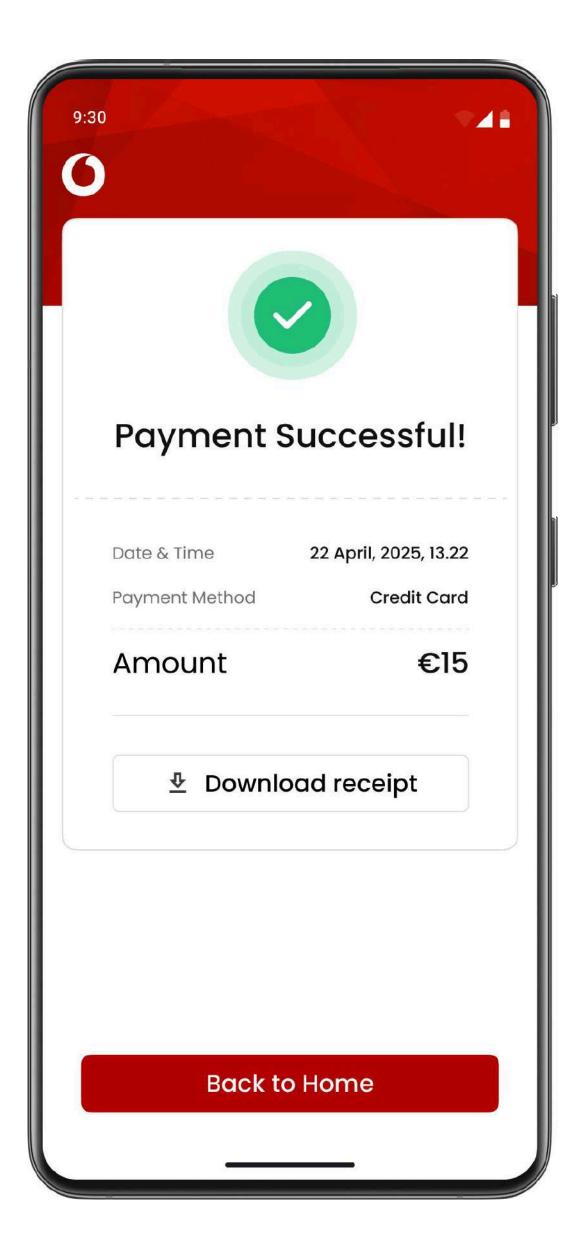
Iterations - Top Up Options

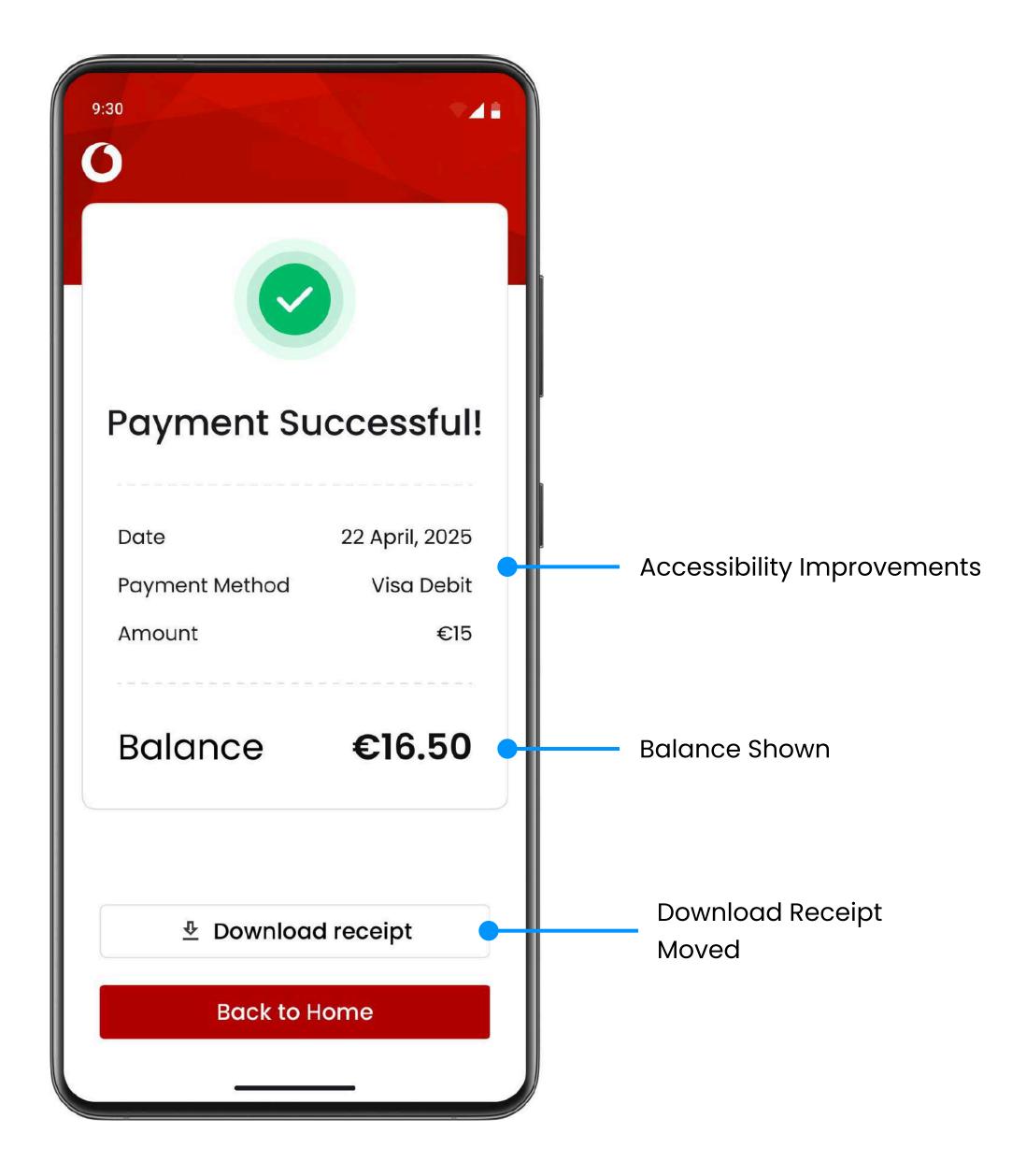


Iterations - Payment



Before





Main Learnings

All users found the top up process easy

Felt confident navigating

Understood labels & instructions

Completed quickly with no delays

Payment process frustration reduced

What I Would Do Differently

- Test paper prototypes with 1-2 users
- Be more assertive with scope
- Gather more Quantitative data

Next Steps

- Test with more targeted users
- Validate the design changes
- Developer collaboration