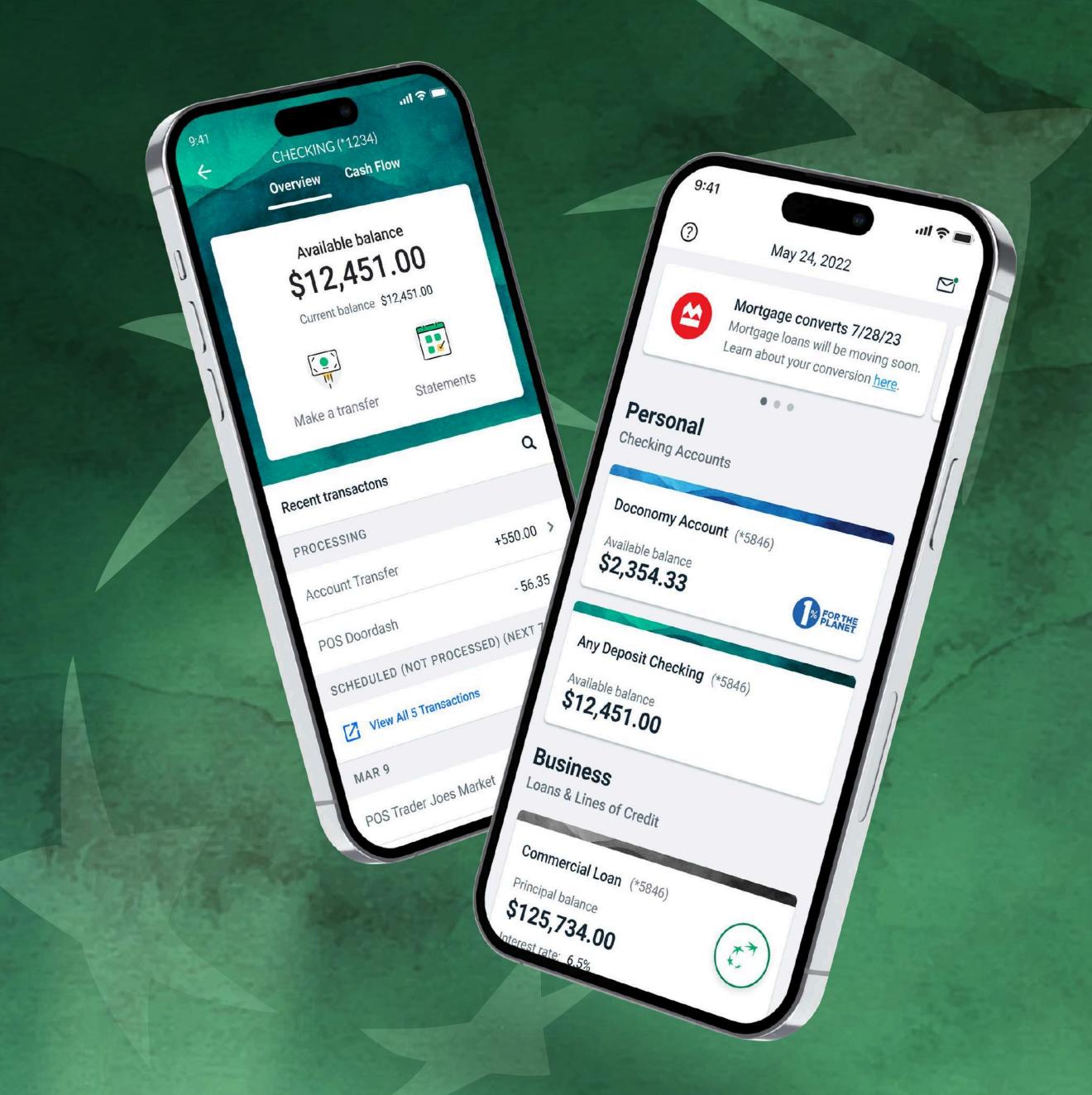


Case Study

Moving 2 million Bank of the West customers to BMO

Senior Product Designer

Jonathan Capecchi



Project Overview

When **Bank of the West** was acquired by Canadian bank **BMO**. The goal of the project was to make the users journey in transitioning to a completely new bank as seamless and care free as possible.

The objective was to make the user experience convenient, secure, and user friendly for all customers



Project Duration

5 months prior to first conversion



My Role

Senior Product Designer



Tools

Figma, Photoshop



My Responsibilities

- User Journey Maps
- Concept Building
- User Flows
- Wireframing
- Prototyping
- Final Design and Hand off to Devs

The Team

The team for this project was build across multiple cross functional teams. We presented findings to upper management within sprints and mini sprints based on the focus at the time.

Green Team (BOTW) Blue Team (BMO) **Project Strategy** Content & Design Research **Project Strategy** Design Development **Program Manager (Keleen) Product Director (Dan) Senior Product (Heather) Project Lead (Sarah)** Various stakeholders **Senior Product Designer (Me) Content Lead (Domingo) Content Designer (Nerissa)** Lead Researcher (Tim) Senior Dev (William)

The Problem

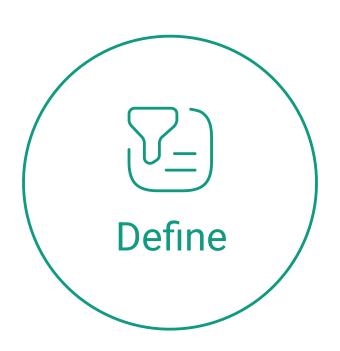
With over **2 Million active users** on the Bank of the West app, it was important to make all customer experiences as seamless as possible in transitioning over to the new banking app at BMO.

The Goal

The goal for the project was to provide every user confidence and ease of mind moving over to the new banking experience.

We would look to achieve this by leveraging current components and messaging patterns as well as a net new timeline feature that would be specific to every customer on the app.

The Design Process - Defining Strategy



Introduce users to the news that BOTW was acquired and transitioning to a new bank.

Problem Statement:

What is happening?
Why is it happening?
What do i need to do?

Design steps:

A full product audit for key components we could use.

Stakeholder and Research interviews to define relevant past findings

Competitor Analysis on messaging - Other Banking, FinTech and Crypto apps

The Design Process - Ideate



Once it was clear from a development standpoint on constraints, we quickly started workshops with the team to ideate on all of the key user touch points within our user journeys.

Some key steps:

User Flows & Journey maps on all product types

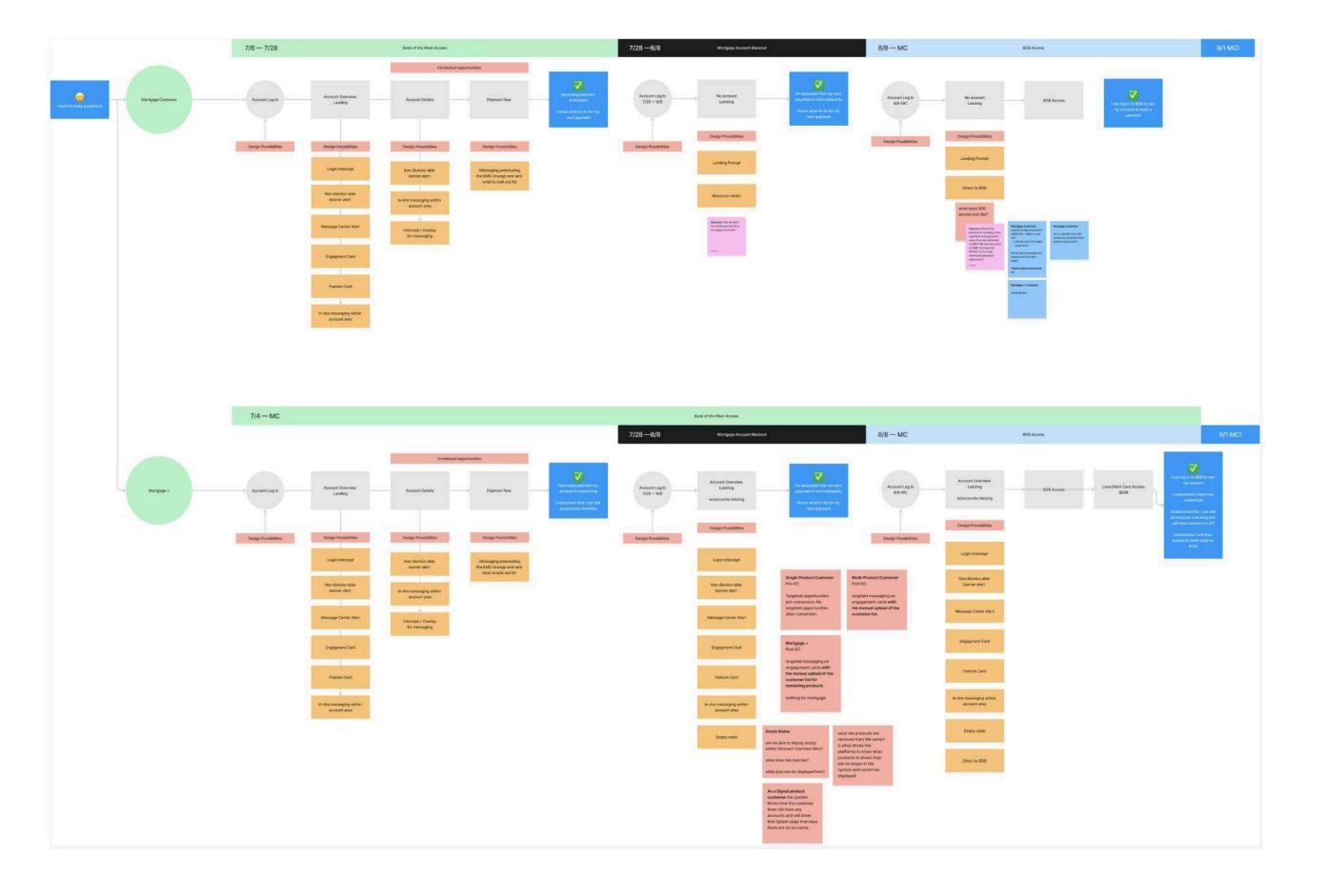
Wire-framing and Rapid Prototyping workshops with loose initial ideas

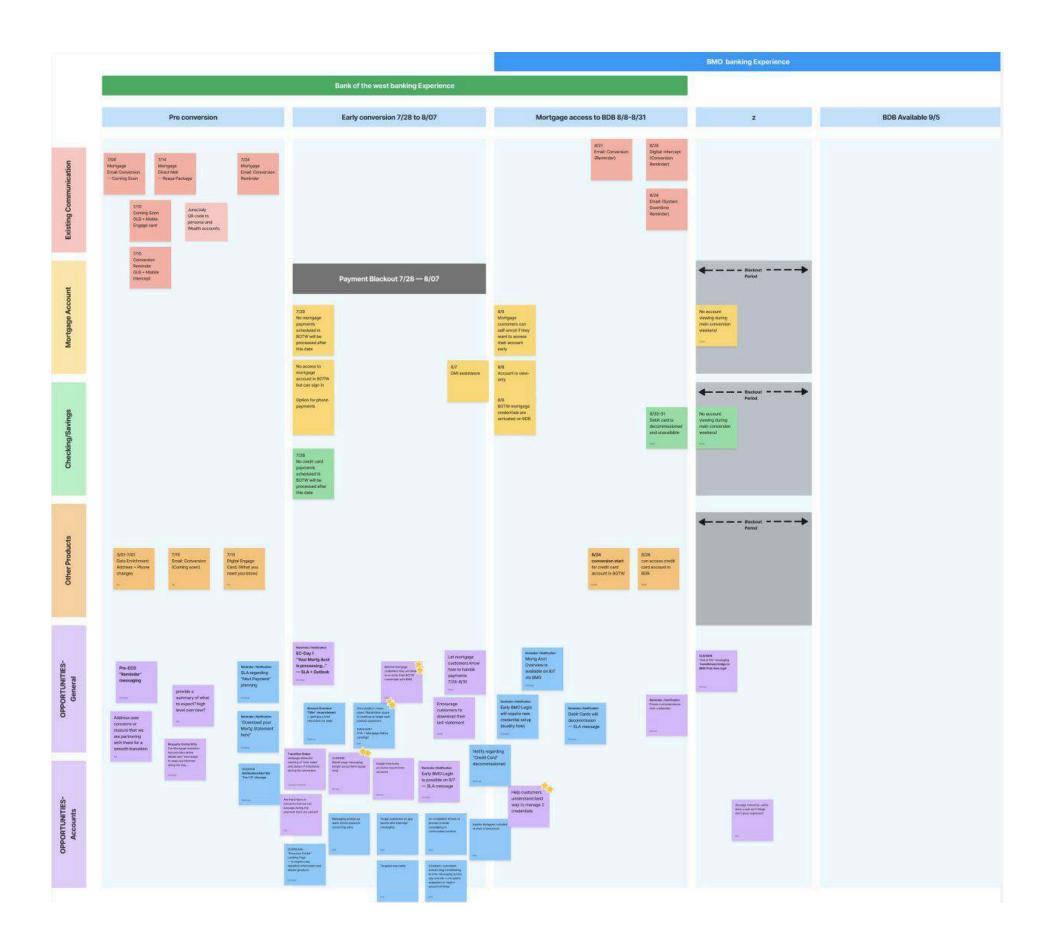
Design research and Exploration (new features / messaging displays / possible timeline feature)

Stakeholder Workshops - To show findings & Ideas to push forward

Product Flows

Introduction of messaging Pre Conversion



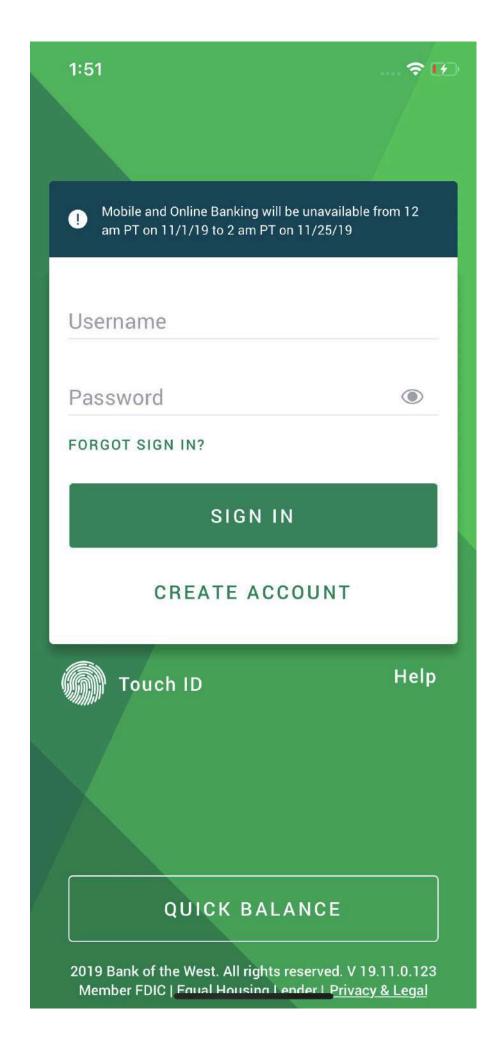


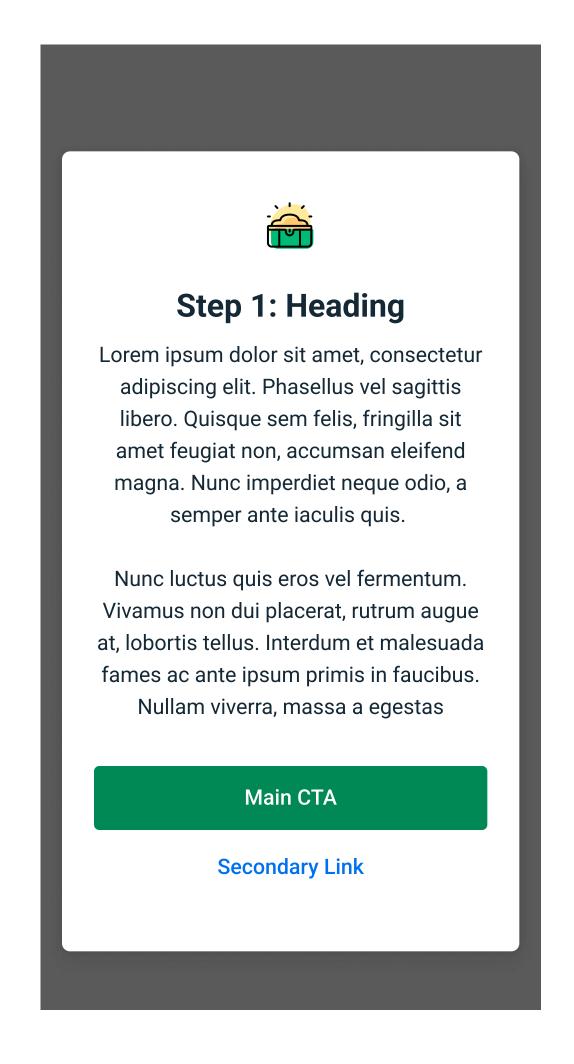
Obvious Early Idea Issues

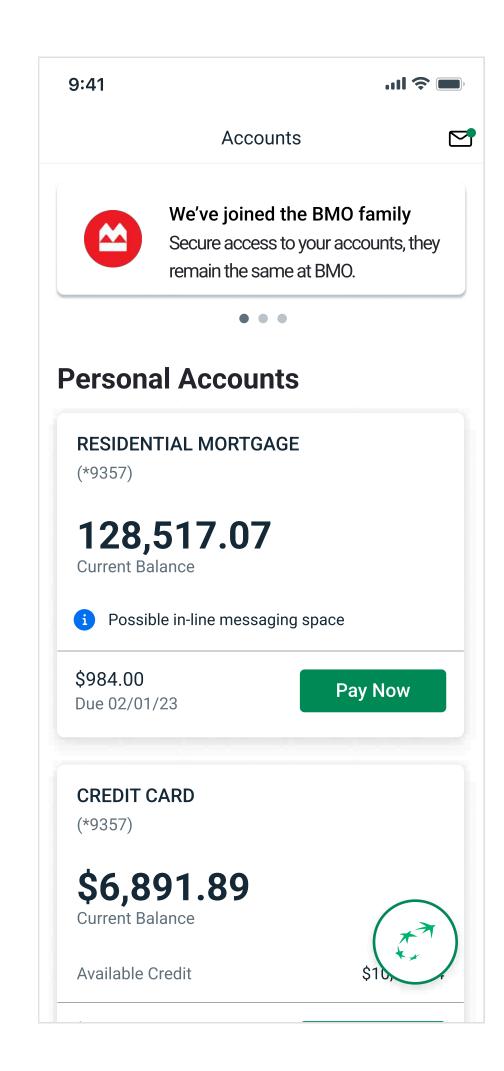
At project kick off it was made clear to the team by key stakeholders that they wanted to try and leverage design components already available to us to deliver the message for our users. This idea quickly failed due to the importance of the messaging as well as there being so many instances that were unique to different batches of our user base.

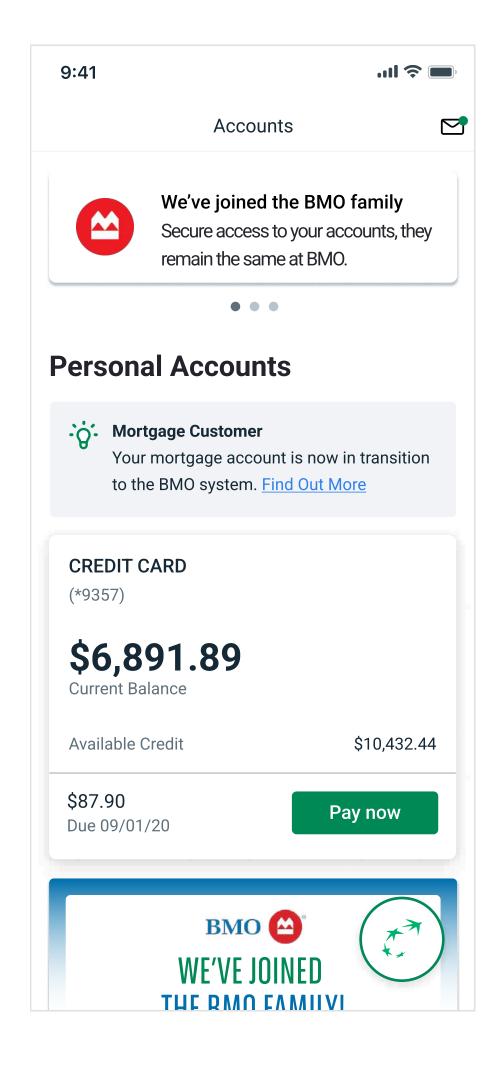
During some initial testing trails, it was quickly evident that we needed a more robust outcome and design decided to push forward with our primary ideas around a user specific timeline. This also produced very positive feedback results from our research users.

Initial failed concept of using existing components









App Launch

Intercept Pop Up

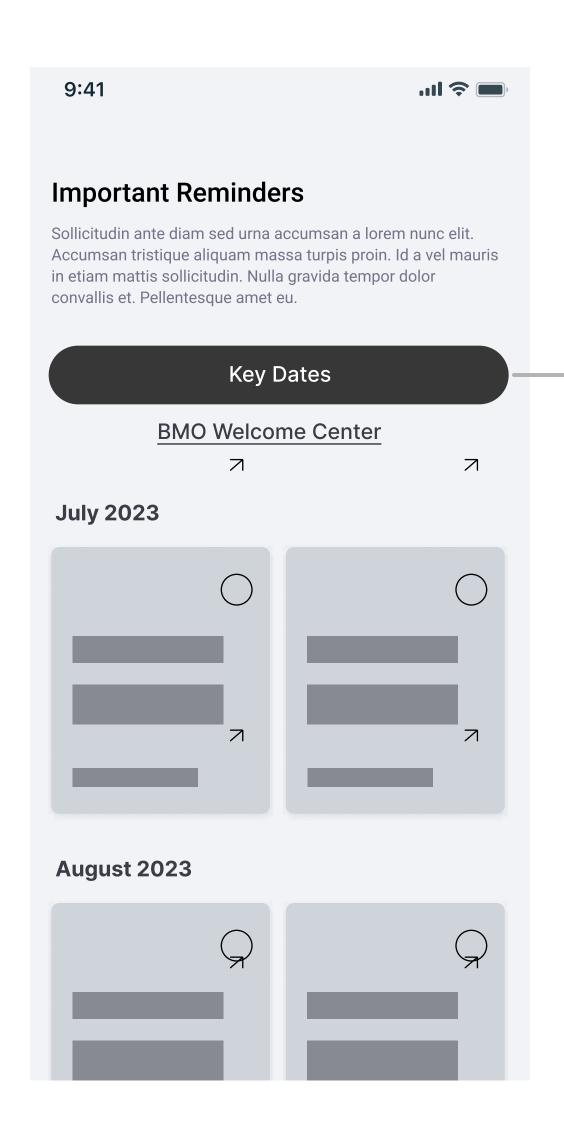
Account Overview

Showing Mortgage / Loan Account

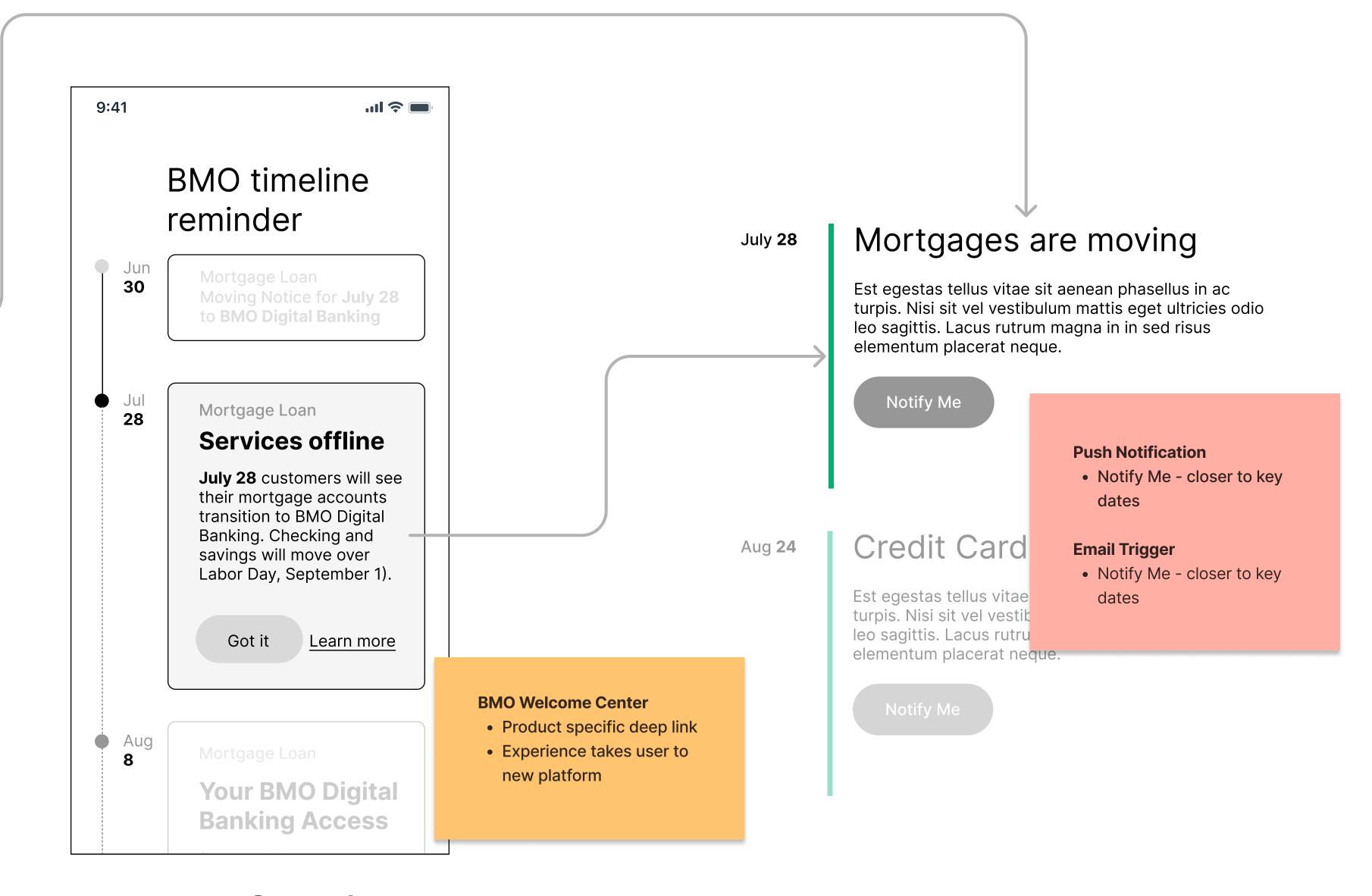
Account Overview

Showing Mortgage Transition

Exploring User Timeline



Show all products



User Specific Products

The Design Process - Research



Once we ideated on some possible solutions to inform our users of the upcoming acquisition and what that meant for them, the team conducted user research studies to understand the pain points and preferences to identify the worst or best case scenarios.

Over the course of the full project these studies would be carried out a number of times to determine some key aspects in decision making.

Some key steps:

Workshops to define questioning and prototype flows for user interviews

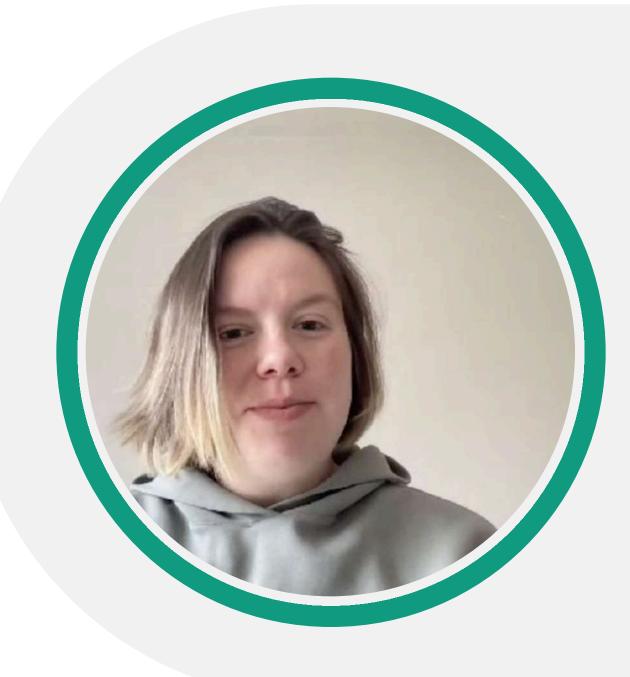
Prototyping solutions with different outcomes

User Interviews and analysis to help define paths forward

Example of user feedback relating to the Timeline features and other messaging

Likes Intercept messaging on log in and feels this is a good place to house important information

Would like information relating to her specifically



Meghan

Detroit MI

Mortgage Only

Comfortable knowing about the added grace period for payments during transition and blackout period

Feels nervous on first
hearing about her account
moving to a new bank

Personal product timeline makes things much clearer

Would like Email / Text notifications on product types coming up to any changes

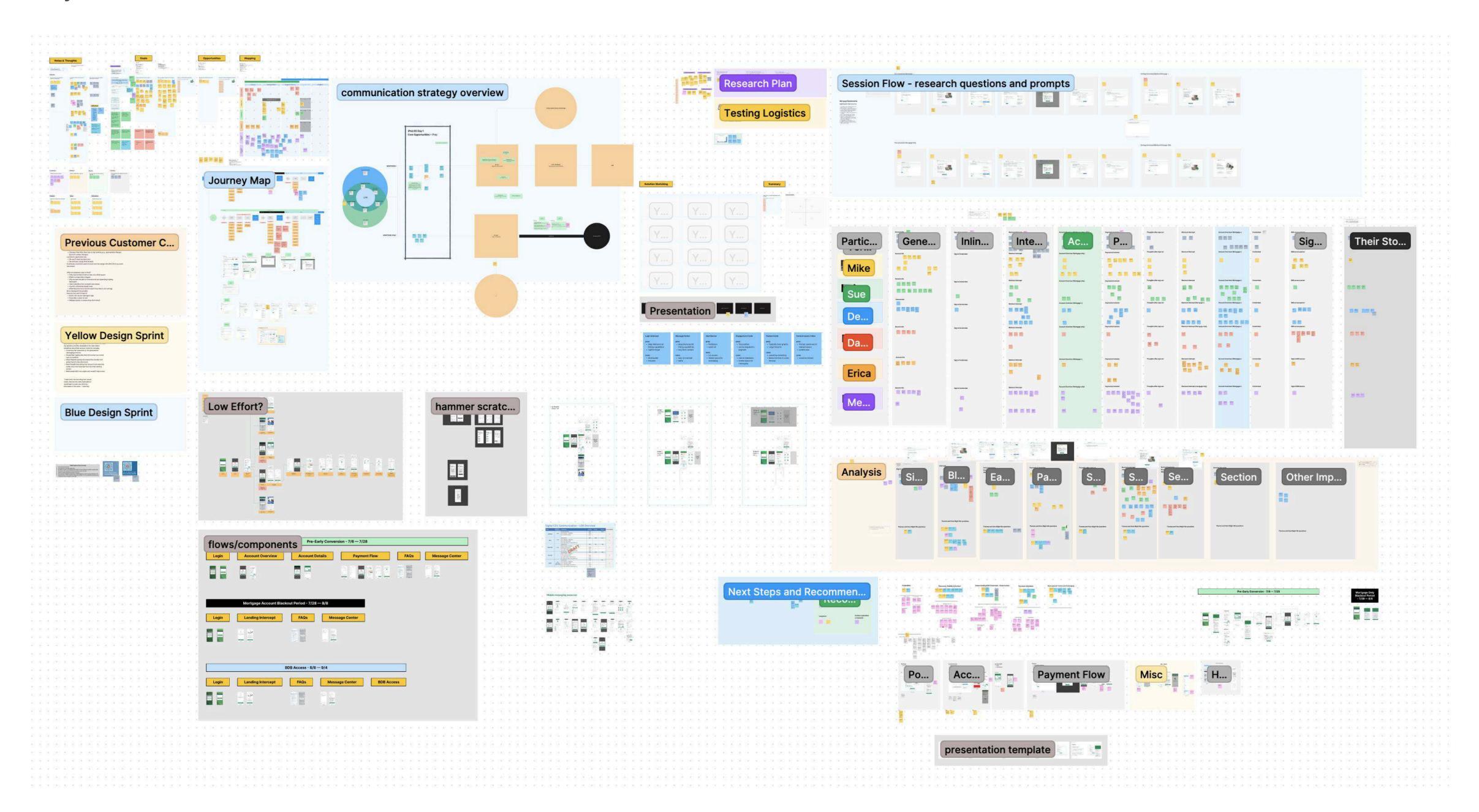
knowing the banks values are similar it has elevated any fears about the new institution.

Diversity and sustainability important

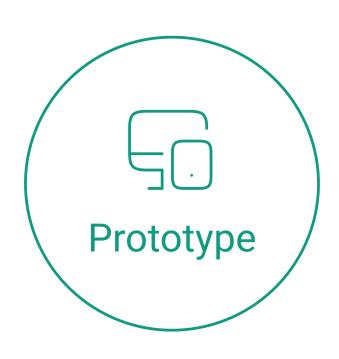
wants messaging in the same place she would expect to see accounts in overview

Understands whats going on but would like more information prior to using the app. Additional emails or video explainer

Birds Eye View of Research carried out



The Design Process - Design & Prototype



After multiple rounds of workshops, research studies and analysis on findings, we went into this stage of the project defining our solutions into Hi-Fi visuals and prototyping.

Some key steps:

Cementing journey flows for best possible solutions

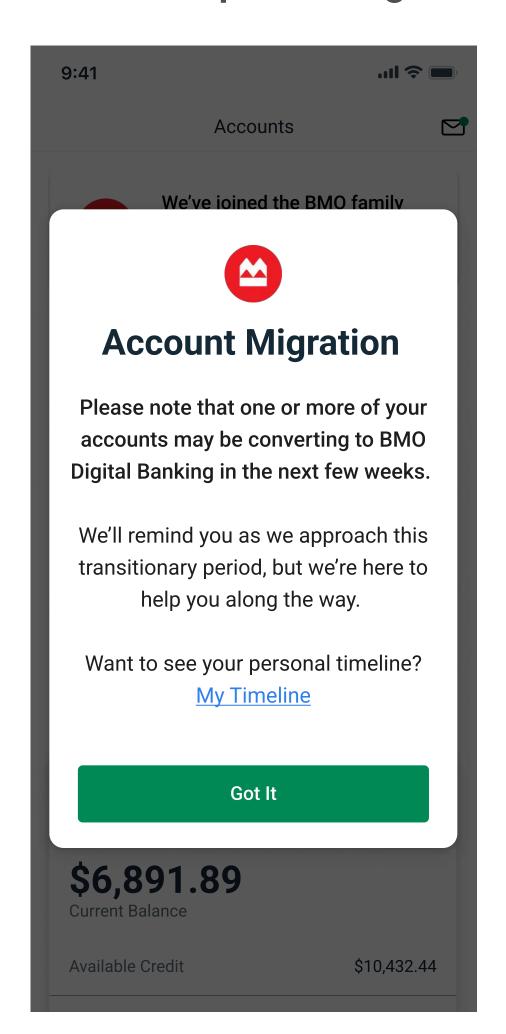
Taking wireframes and Lo-Fi designs to Hi-Fi and bringing the full suite of our design system and patterns into our outcomes.

Producing final prototypes to present to our stakeholders

Preparing design documentation for our development team for final handoff

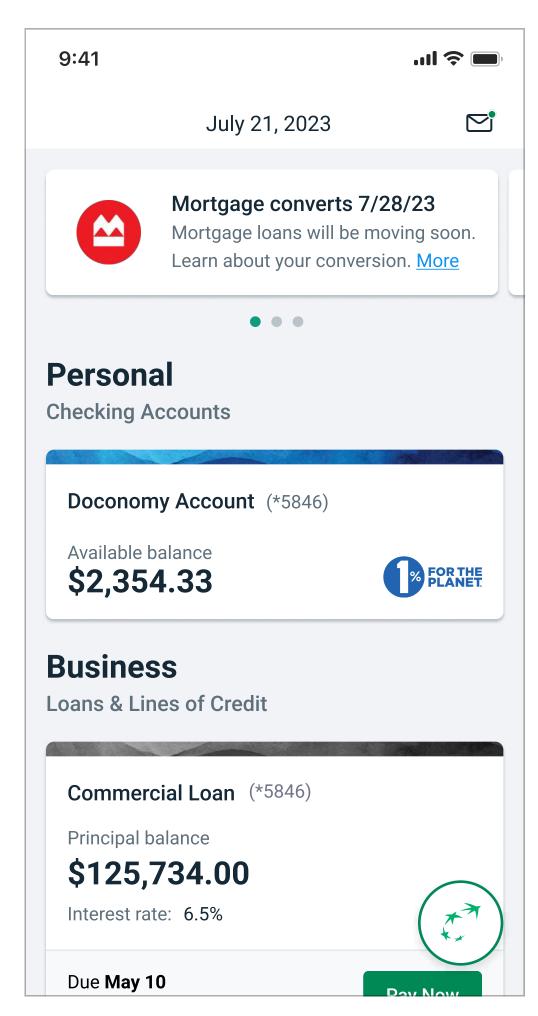
Final Outcome **User Specific Timeline**

Intercept Message



Account Overview

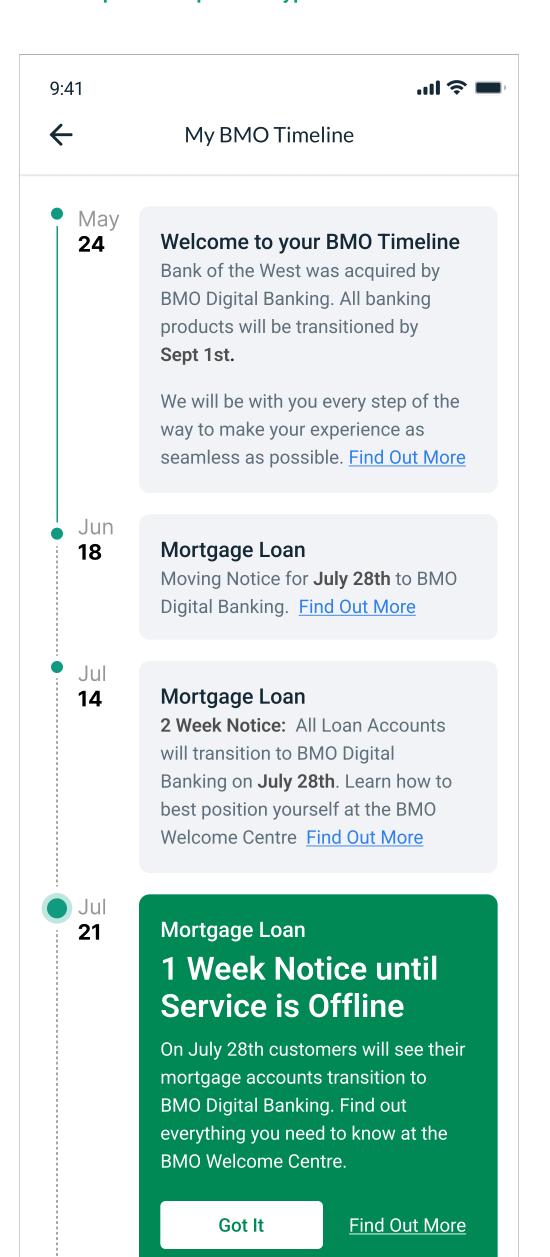
(Essentially the app home screen)



Introduction of floating trigger to personalized timeline

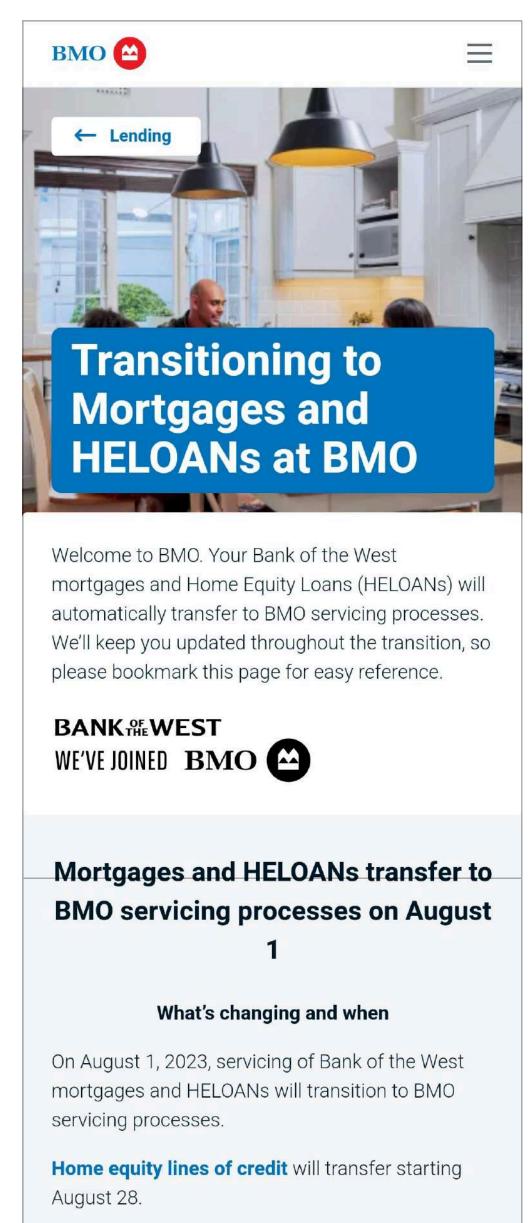
Personalized Timeline

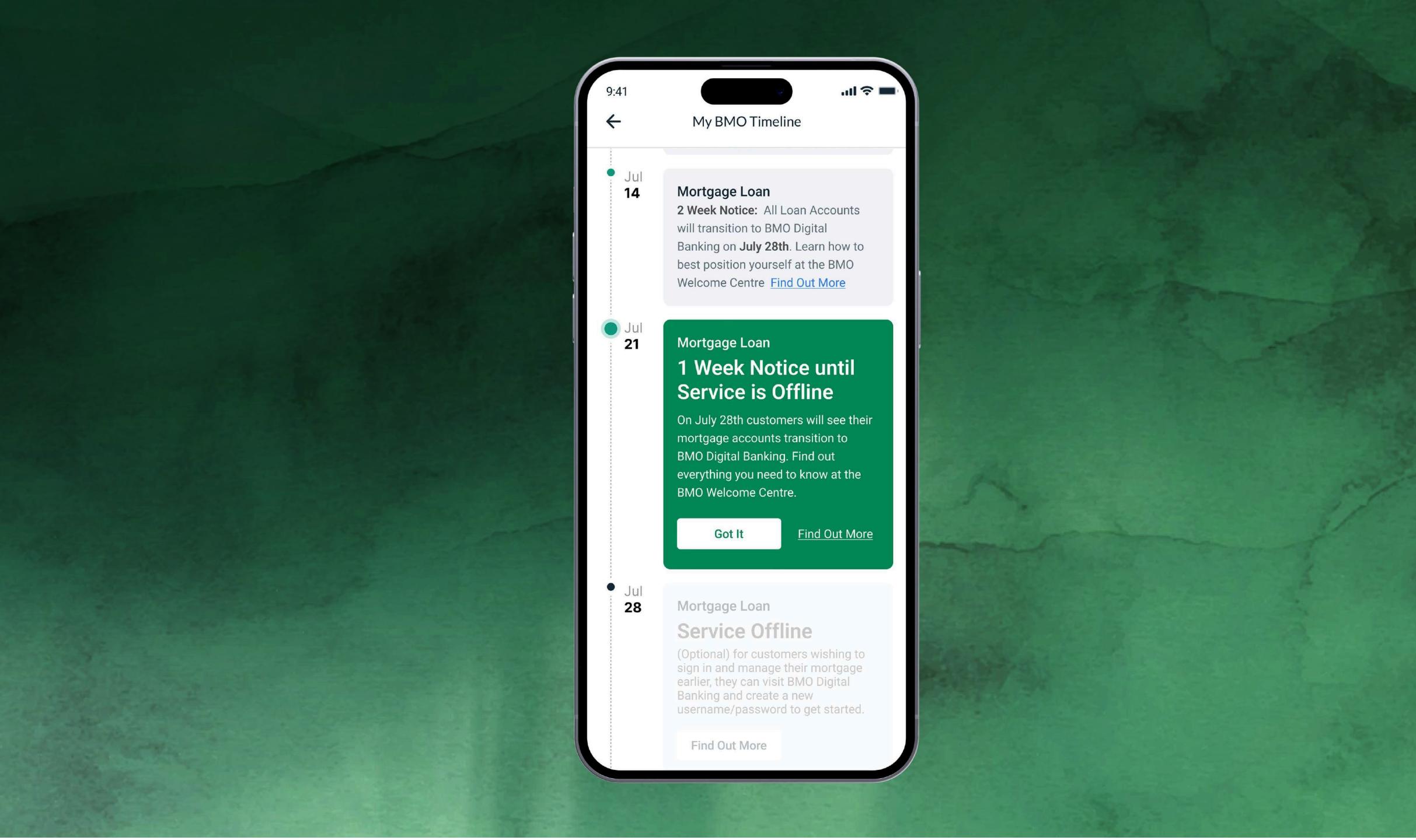
Specific to product types user has



Transitioning out of BOTW

In-depth information was housed on BMO





Bank of the West **Final Product**

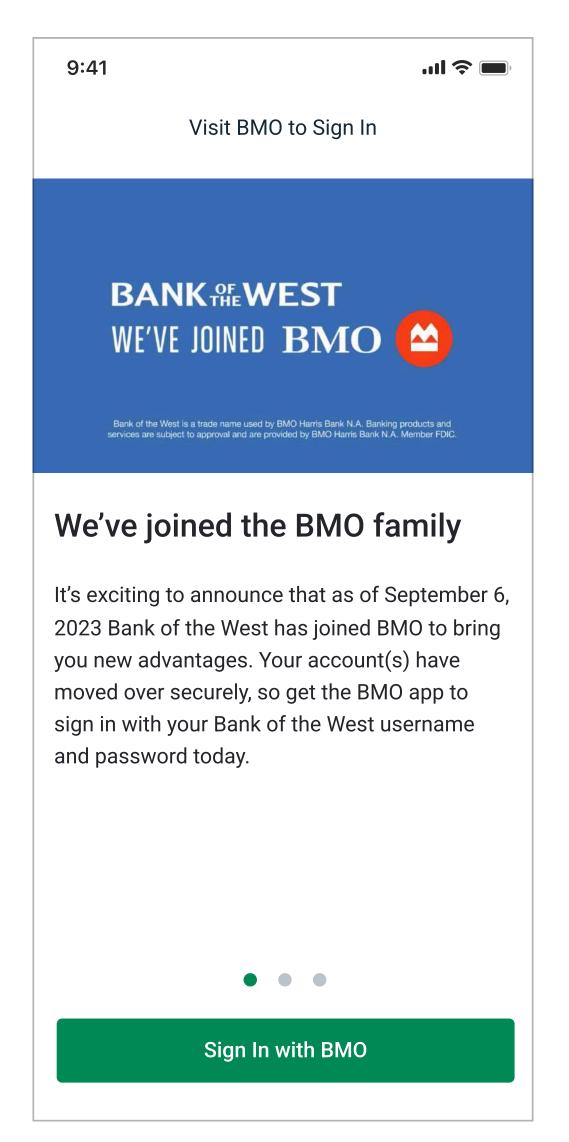
The Problem

During the process of delivering a solution for our 2 Million active app user's, we always knew that some people just arrive late to any party and in this instance we wanted to make sure we had a those users covered. Even after multiple email, paper mail, digital campaigns and press, we had to make sure everyone was covered to make a smooth transition to the new banking platform.

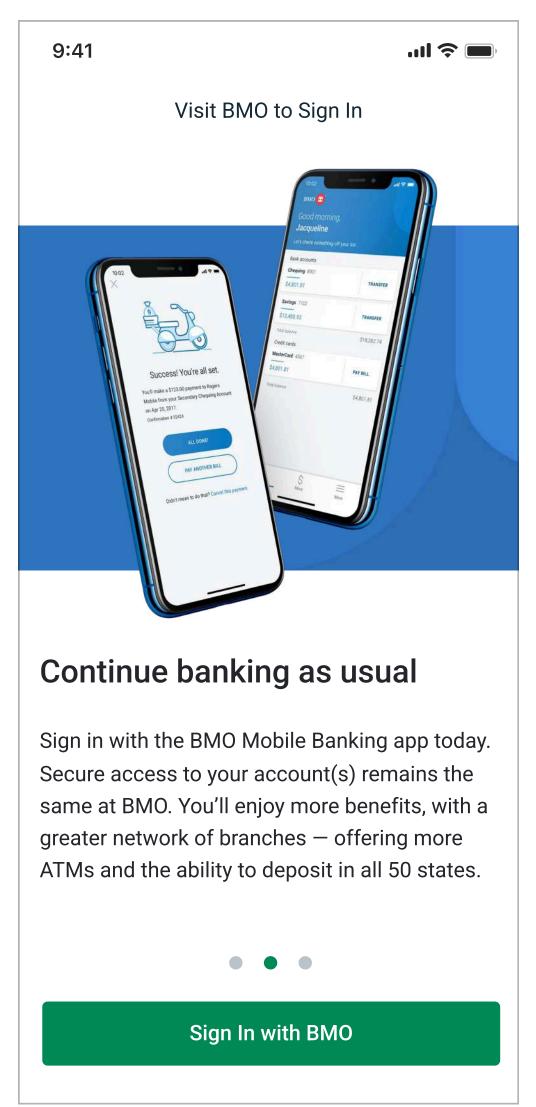
The Goal

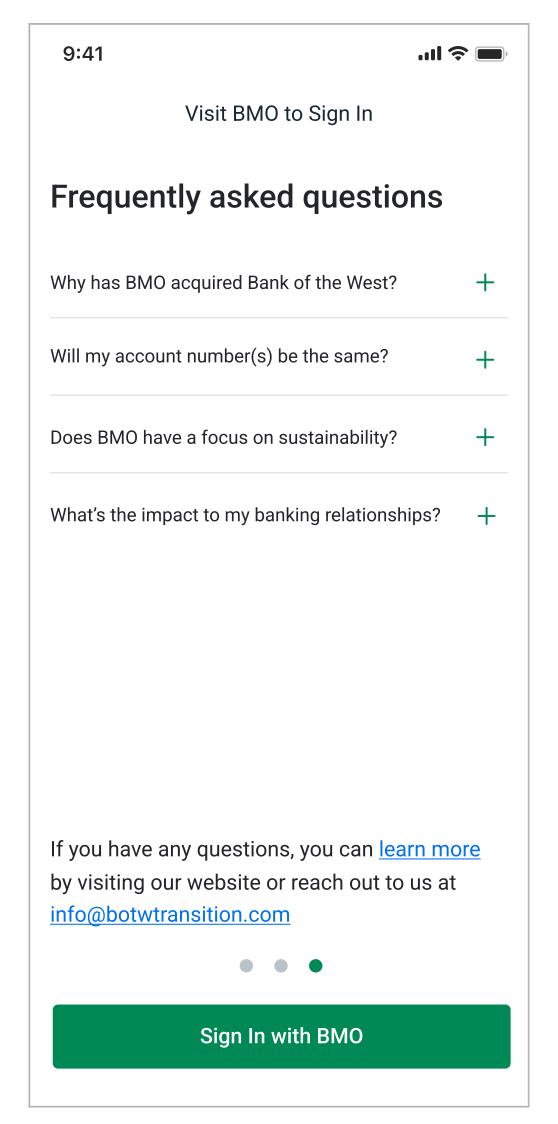
The goal was to leave no one behind. As an end of life product, users who launched the BOTW app after the conversion to BMO would gain instant access without login to key messaging leading the user to their new banking experience.

Accounts moved

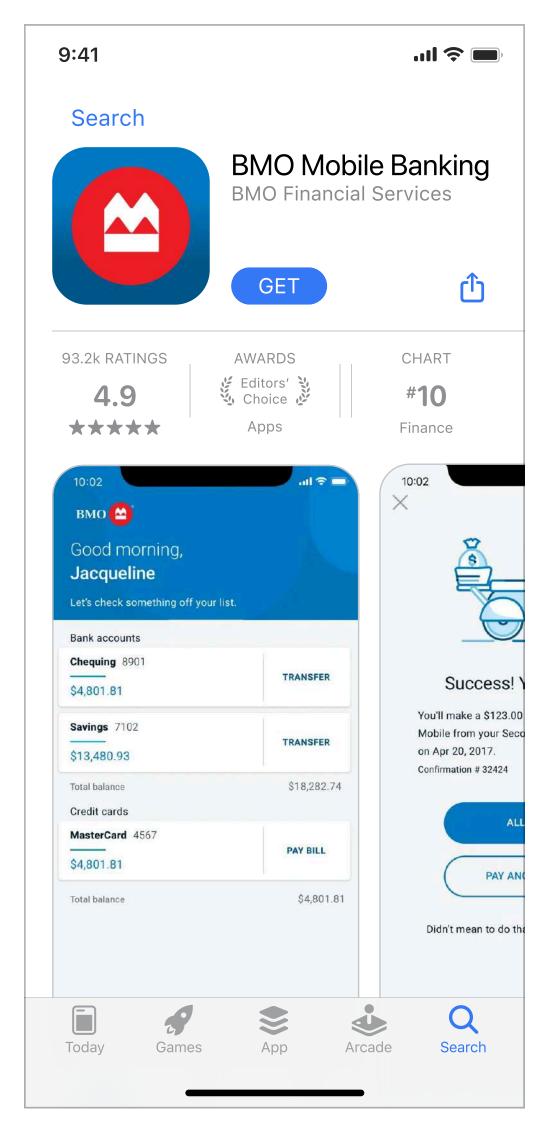


Make the user feel at ease with the process





Download the new app



The Design Process - Development



With development being and integral part of our design process it made for a smooth transition of assets and design thinking.

Some key steps:

Design & Spec sheet handoff

Technical testing

Prep for launch on specific features based on time frames and product migrations

Conversion Round Up

Pre Conversion -

- Pinpointing messaging opportunities before the first product conversion date which was for Mortgage accounts.
- Email communication, breaking the acquisition news and what lays ahead for the bank.
- Direct mail to customers.

Early conversion 7/28 to 8/07 -

• Mortgage accounts would be the first product type to migrate to the new BMO experience. Testing experience and using this product as a test case before the main conversion of all products. Allowing time for any unforeseen circumstances to be corrected leading into Main Conversion.

Main Conversion 9/1-9/4

• The main conversion of all products would be take place over a holiday weekend with a complete black out on all products types. Leading to a final BOTW experience in which all users accessing the app would be presented with the same key information leading into the transfer to a new app and new banking experience.