



# Splash: Save the Whales

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Teny Chen

# Project overview



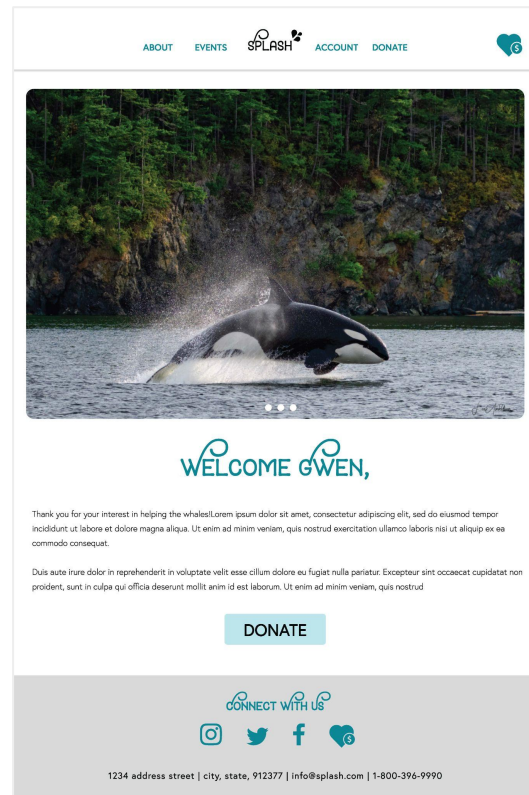
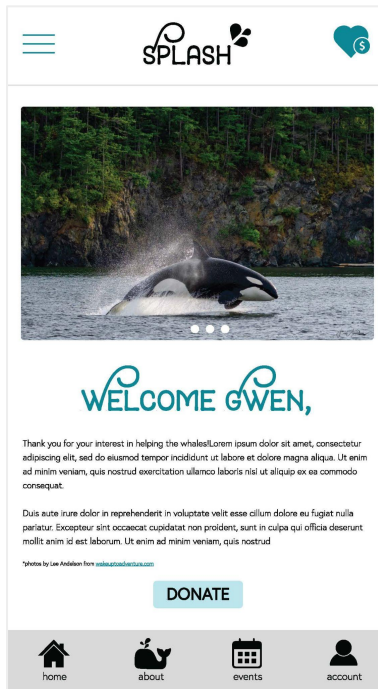
## The product:

Splash is a non-profit organization dedicated to saving endangered whales. Customers can easily donate and view bios of the specific whale they are helping survive extinction.



## Project duration:

July 2022 to September 2022



# Project overview



## The problem:

Whales are going extinct, every year their population decreases due to hunting and natural causes.



## The goal:

Design an app to raise money for research and help for whales. Also bring awareness to their endangered status and how to save them.

# Project overview



## My role:

UX visual designer creating a save the whales website for Splash. My responsibility is from conception to end product, delivered to engineering.



## Responsibilities:

Create personas and direct interviews. Design digital wireframes followed by low-fidelity and high-fidelity prototypes. Execute usability studies. Consider accessibility and language barriers.

# Understanding the user

- User research
- Personas
- Problem statements
- Competitive audit
- Ideation

# User research: summary



I found a lot of people want to save the whales, but they don't know how to start. I wanted the donate CTA button to stand out and be the main focus of the Splash app.

I also found, if people learn about the specific whale they're saving, they're more likely to donate. I created a detailed about page for the whale bios, so users can learn and view the specific whale and whale family clans they are helping.

# Persona 1: Gwen

## Problem statement:

Gwen is a busy working mother, she wants to donate to the whales because she cares deeply about their species.



**Gwen (she/her)**

**Age:** 42

**Education:** Bachelor's Degree

**Hometown:** Seattle, Washington

**Family:** Married with two daughters

**Occupation:** Accountant

*"Save the whales! Save the world!"*

## Goals

- To help save whales and other endangered species

## Frustrations

- There are no trusted whale companies
- She doesn't know where to donate

Gwen is a busy working mother by day, and superwoman by night. Her and her family frequent San Juan Islands, Washington. She is enamoured with the whales, and want to donate to save their species.

## Persona 2: Landon

### Problem statement:

Landon is a whale photographer who wants to learn more about the whales he is videoing so he can save them from endangerment.



**Landon (he/him)**

**Age:** 36

**Education:** High School

**Hometown:** Bend, Oregon

**Family:** Married with baby on the way

**Occupation:** Photographer

*"When there's a whale, there's a way."*

### Goals

- To donate money and save whales
- To learn more about whales

### Frustrations

- He does not understand whale's needs. He wants to learn more.

Landon is a professional photographer he specializes in nature. He's enjoyed his career capturing images and videos of these beautiful creatures. He wants to give back and help the whales.





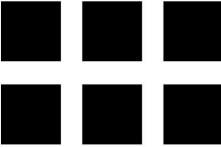

# Competitive audit

An audit of a few competitors that also allow users to donate to whales and learn more about their species.

Competitive audit									
Competitive audit goal: Compare the UX/UI experience of competitor's app									
Competitor	Competitor type	Location	Product offering	General information			User experience		
				Website	Business size	Target audience	Website value proposition	Website website experience	Website website experience
Adrian Foster Lab	Website	Charlottesville, VA	Charlottesville, VA	adrianfosterlab.com	Small	Everyone	Charlottesville, VA	Charlottesville, VA	Charlottesville, VA
The Elephant	Website	San Jose, CA	San Jose, CA	theelephant.com	Small	Everyone	San Jose, CA	San Jose, CA	San Jose, CA
Marine Mammal	Website	San Jose, CA	San Jose, CA	marine-mammal.com	Small	Everyone	San Jose, CA	San Jose, CA	San Jose, CA

# Ideation

I did a simple ideation to show how the whale donation button would be applied.

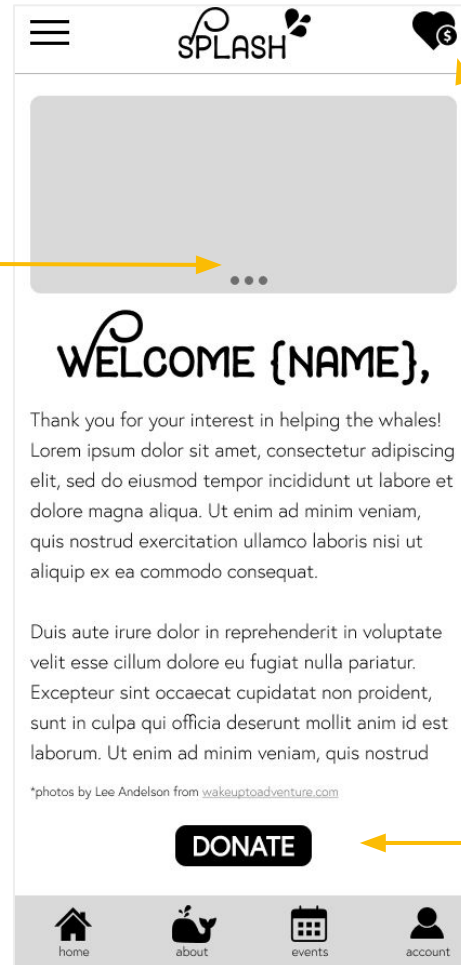
<p>Welcome</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>DONATE</p>	 <p>About</p> <hr/> <hr/> <p>DONATE</p>	<p>Donate</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>DONATE</p>	<p>Confirmation</p> <hr/> <hr/> <p>DONATE MORE \$</p>
<p>Welcome</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>DONATE</p> 	<p>About</p> <hr/> <hr/> <p>DONATE</p> 	 <p>Donate</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <p>DONATE</p>	<p>Confirmation</p> <hr/> <hr/> <p>DONATE MORE \$</p> <p>Thank you!</p> <hr/> <hr/>



# Digital wireframes

I brainstormed and drafted wireframes, then I created these digital designs. This is the homepage, to encourage users to donate.

Three page carousel images

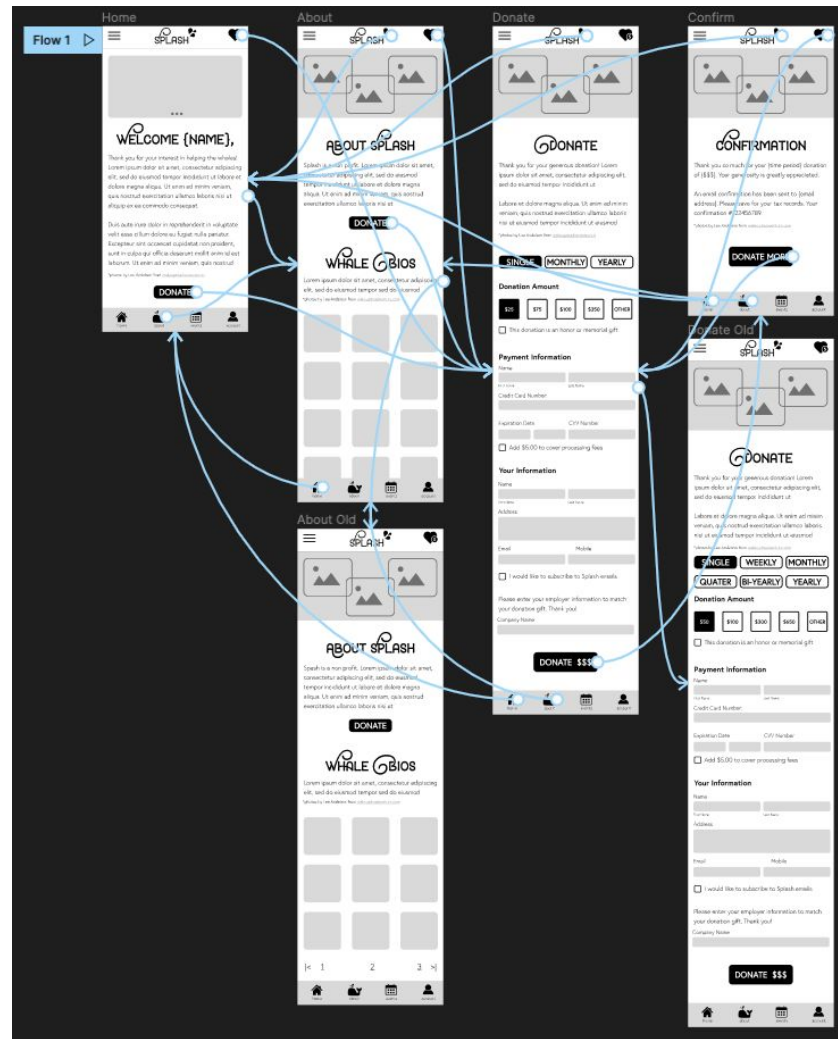


Easy donate button

# Low-fidelity prototype

Here's my lo-fi prototype from start to finish of the whale bios, donation page, and lastly the confirmation. This prepped the usability testing.

View: [Lo-Fi Prototype](#)



# Usability study: parameters



## **Study type:**

Unmoderated usability study



## **Location:**

PNW (Pacific Northwest), remote



## **Participants:**

10 participants



## **Length:**

60-90 minutes

# Usability study: findings

The three main findings from the usability study:

1

## Images

Users preferred an infinite scroll to a pagination for the whale bio images.

2

## Donation Form

Users thought there were too many field options in the donation form

3

## Donation Button

Users loved the donate heart \$ icon

## Refining the design

- Mockups
- High-fidelity prototype
- Accessibility



# Mockups

For the whale bios, I changed the pagination to an infinite scroll. Users preferred the scroll function.

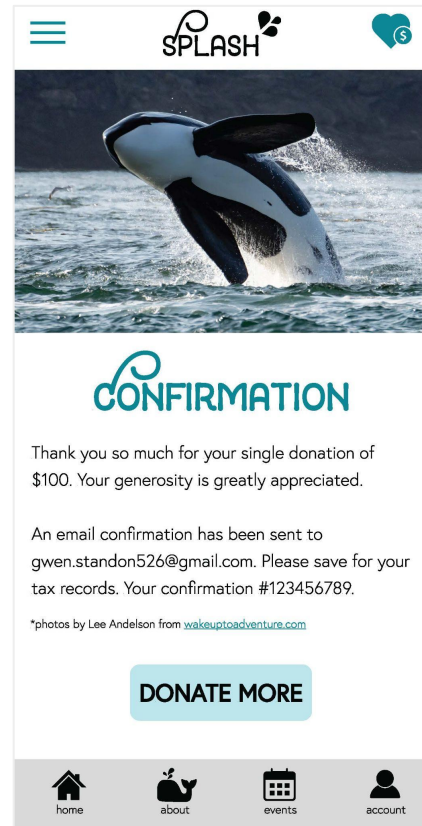
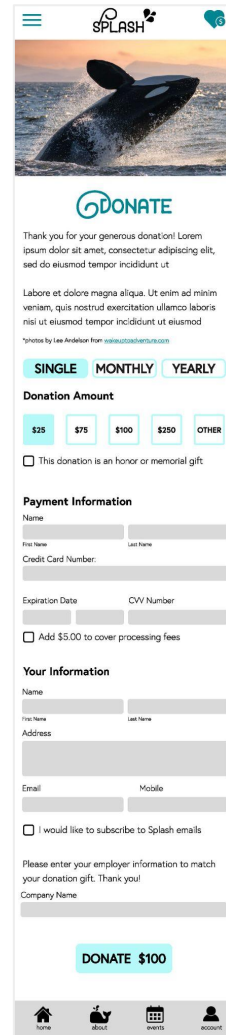
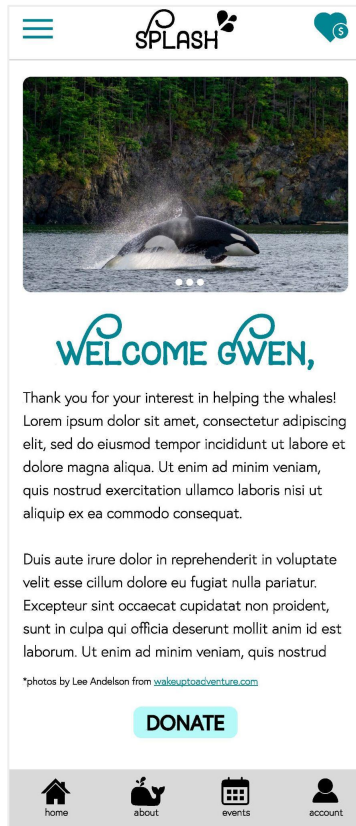
Before usability study



After usability study



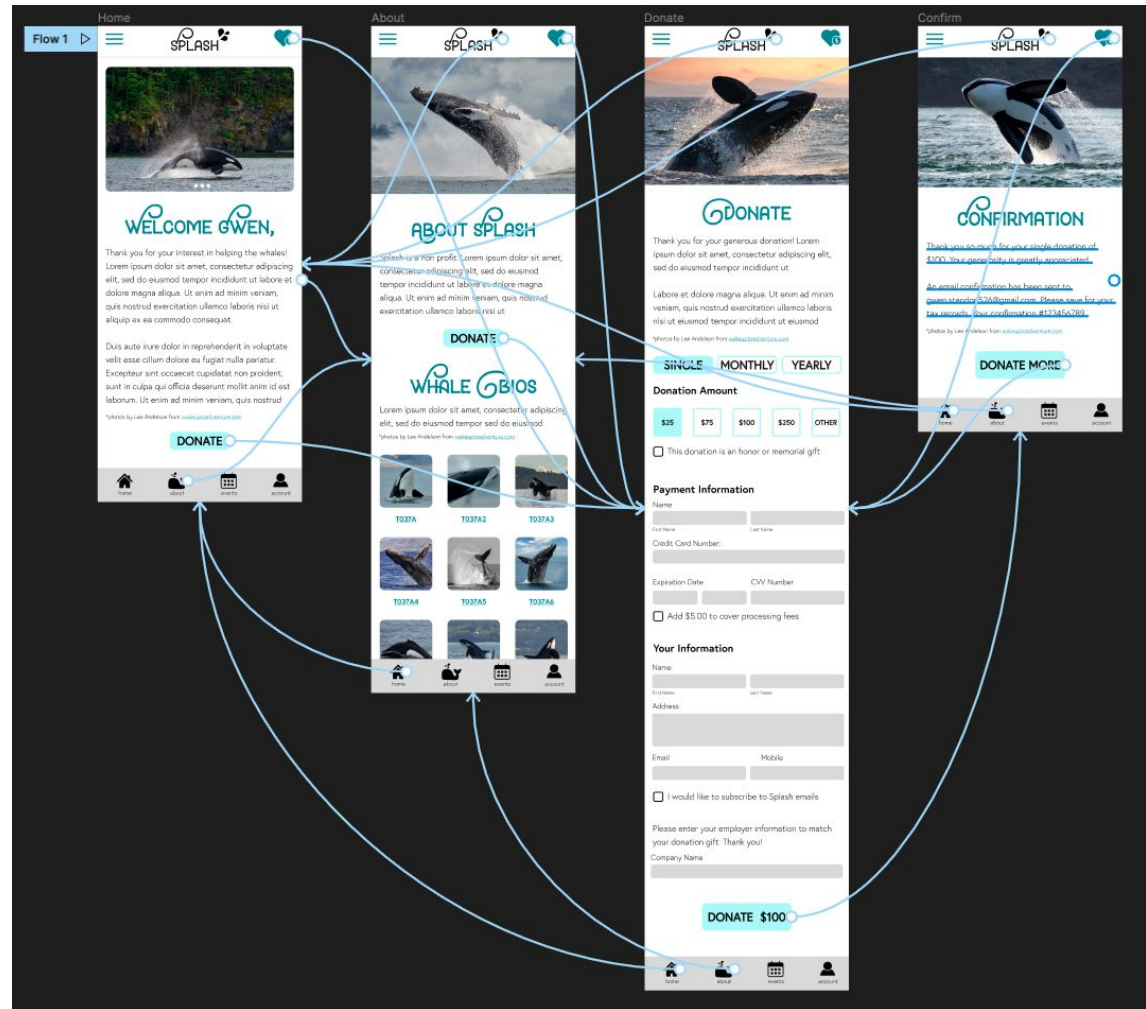
# Mockups



# High-fidelity prototype

Here's my hi-fi prototype from start to finish. It displays the complete user flow.

View: [Hi-Fi Prototype](#)



# Accessibility considerations

1

Use the a11y checklist to measure Splash's app compliance

2

Ensure color is accessible with the color contrast checker, make sure the ratio passes.

3

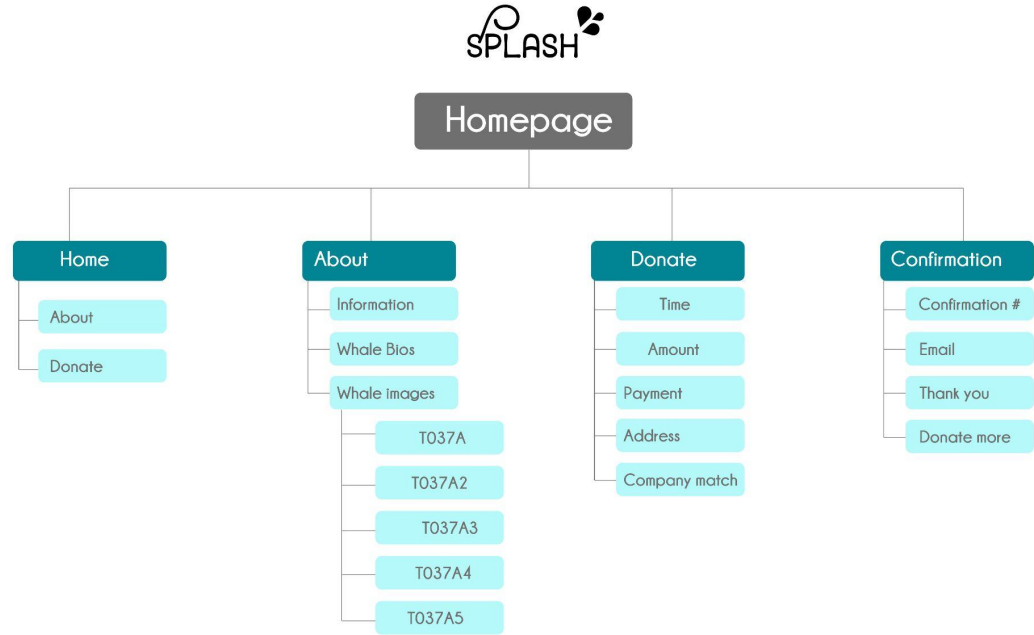
Include alt tags for all imagery for screen readers

# Responsive Design

- Information architecture
- Responsive design

# Sitemap

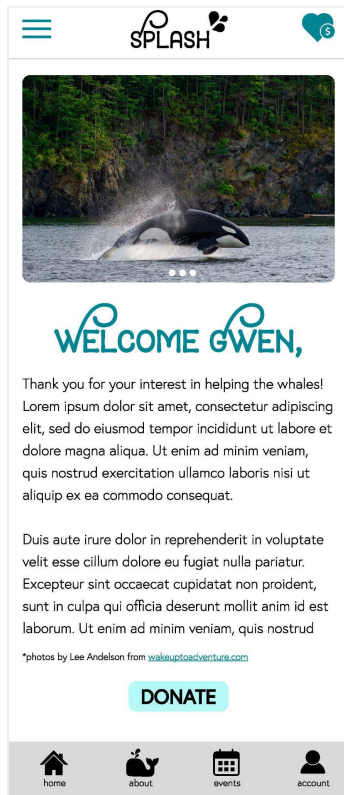
The greatest challenge was creating all the whale images and bios. My goal was to improve the site navigation. I created a sitemap structure that was simple and direct to the completion of design flow.



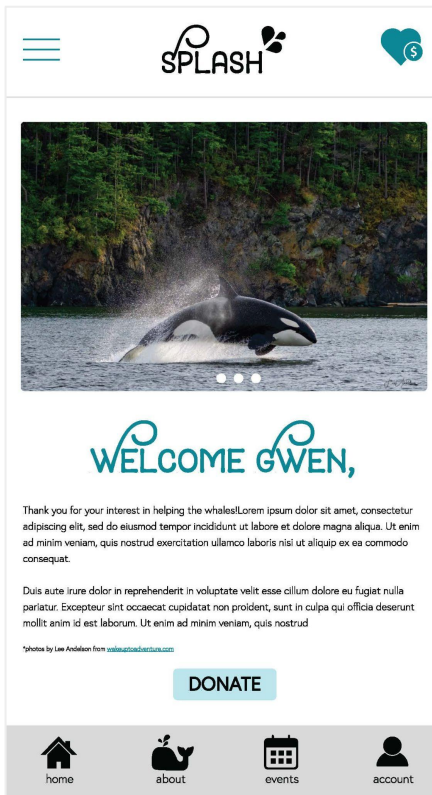
# Responsive designs

I optimized my design for every viewport. I started with mobile, then worked my way up.

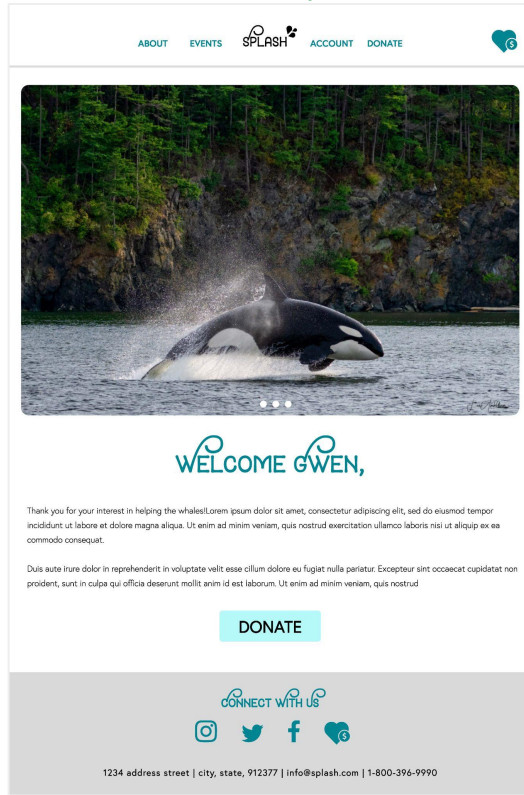
## Mobile



## Tablet



## Desktop



# Going forward

- Takeaways
- Next steps



# Takeaways



## Impact:

Users love the donate button of the Splash app. They feel safe and good when making their contribution

Quote from peer feedback:

*"The heart \$ icon is cute, it makes me feel fuzzy inside. I want to donate more!"*



## What I learned:

My preliminary designs were a great base for my Hi-Fi prototype. The usability studies and feedback helped me learn which areas of the website I needed to improve.

# Next steps

1

Conduct another usability studies and research to determine if all pain points have been addressed.

2

Make any necessary changes to Hi-Fi prototype.

3

Pass off to engineering.  
Yay!

# Let's connect!



Much thanks for taking the time to review my work on Splash's app!  
If you'd like to view more and collab, my contact info below.

Email: [teny.chen@gmail.com](mailto:teny.chen@gmail.com)

Website: [teny1010.com](http://teny1010.com)

