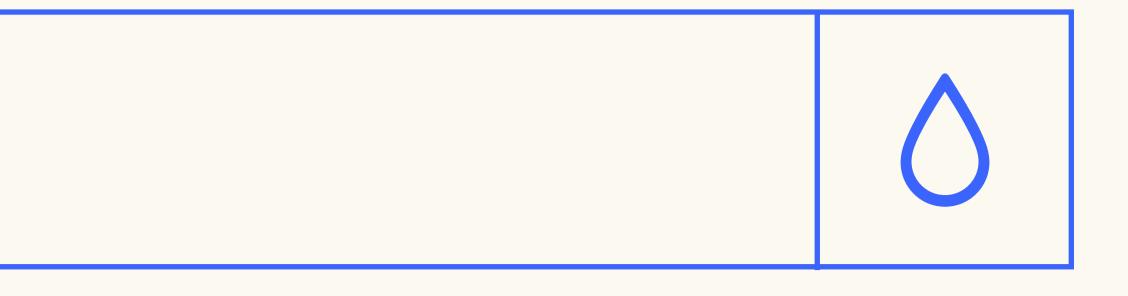




# Approval tool: Finding the problem in a solution-driven approach

#### Case Study: User Experience Design & Research







- surveys etc.
- be able to approve a purchase.

U While I was working on MOO's B2B product, a lot the feedback we were working with in the product team came from the Sales department. This feedback was constant and gave us some great customer insights without having to use additional resources for customer testing recruitment,

However – a lot of the feedback was very solution driven. New functionality was requested without an explanation of what problem we're actually solving. One of these things was an 'Approval tool'. The idea was simple - someone in the business needs to





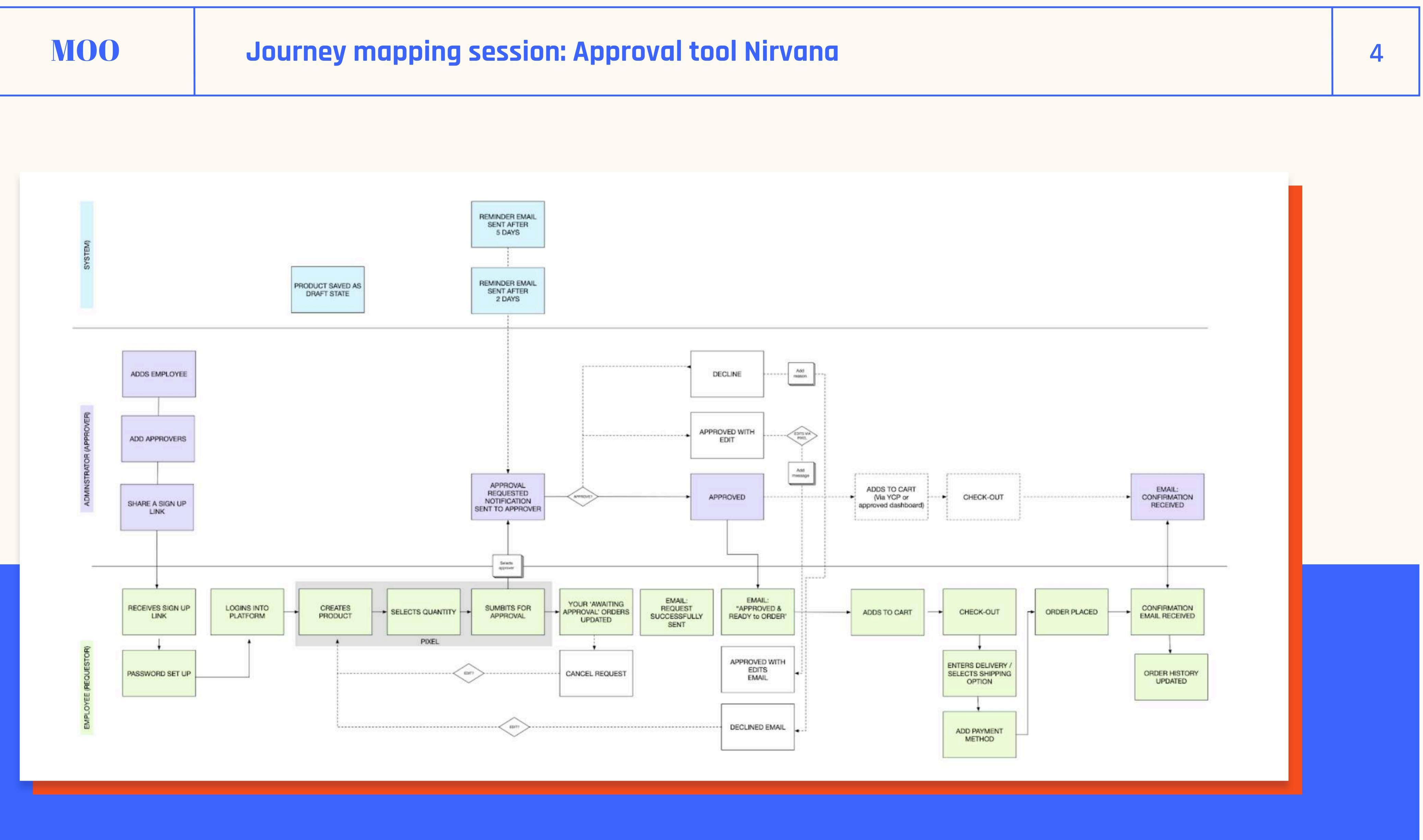
There were a lot of open questions, so I set up a journey mapping session with different parts of the Sales team. Together, we came up with an ideal solution that would be a great improvement for customers that have requested a feature like this.

#### Journey mapping



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Together with the rest of the product team, including our engineers, we quickly saw that this would not be an easy task. Most of the platform was built on legacy systems including our payment and shipping systems which hadn't been touched in years. The 'ideal' solution would have required a complete restructure of our account and permission systems, as well as a refactor of payment and shipping to just make part of the solution possible. We were talking about months, if not years of development effort.



To validate which type of customer would actually be using (and paying for) this feature, we ran a survey with existing customers. This gave us a much clearer profile of which type of customer would use the tool. We've established that especially large companies with multiple offices across the world would be interested.

#### Running a survey to narrow down the personas

## **Participant Characteristics**

- 36 respondents in total



Food Logistics







## We recruited a cozen existing customers that fit our profile for interviews and feedback on a first paper prototype we have nppg

#### Paper prototype





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The results were interesting. After speaking to our customers, we realised that every company is structured differently. In some companies, a group of people would be approving purchases, some companies had an individual responsible, some companies had different people to approve different aspects of the purchase, some companies had a nested approval across several layers in the business.

#### Company structures





- the effort.

#### The why of an approval tool

The issue was obvious. Our current systems weren't laid out for that much customisation. Building a workaround feature would only work for a very small subset of customers and wouldn't be worth

But, we also learnt a lot about the need of an approval system. "Approvers" are worried about employees ordering the wrong product, not necessarily about how much money is being spent. They are worried that they may order something they are not allowed to. The product can be customised by the employee, so they were also worried about brand identity and their employees customising the product in a way they are not allowed to.



#### A cost effective solution

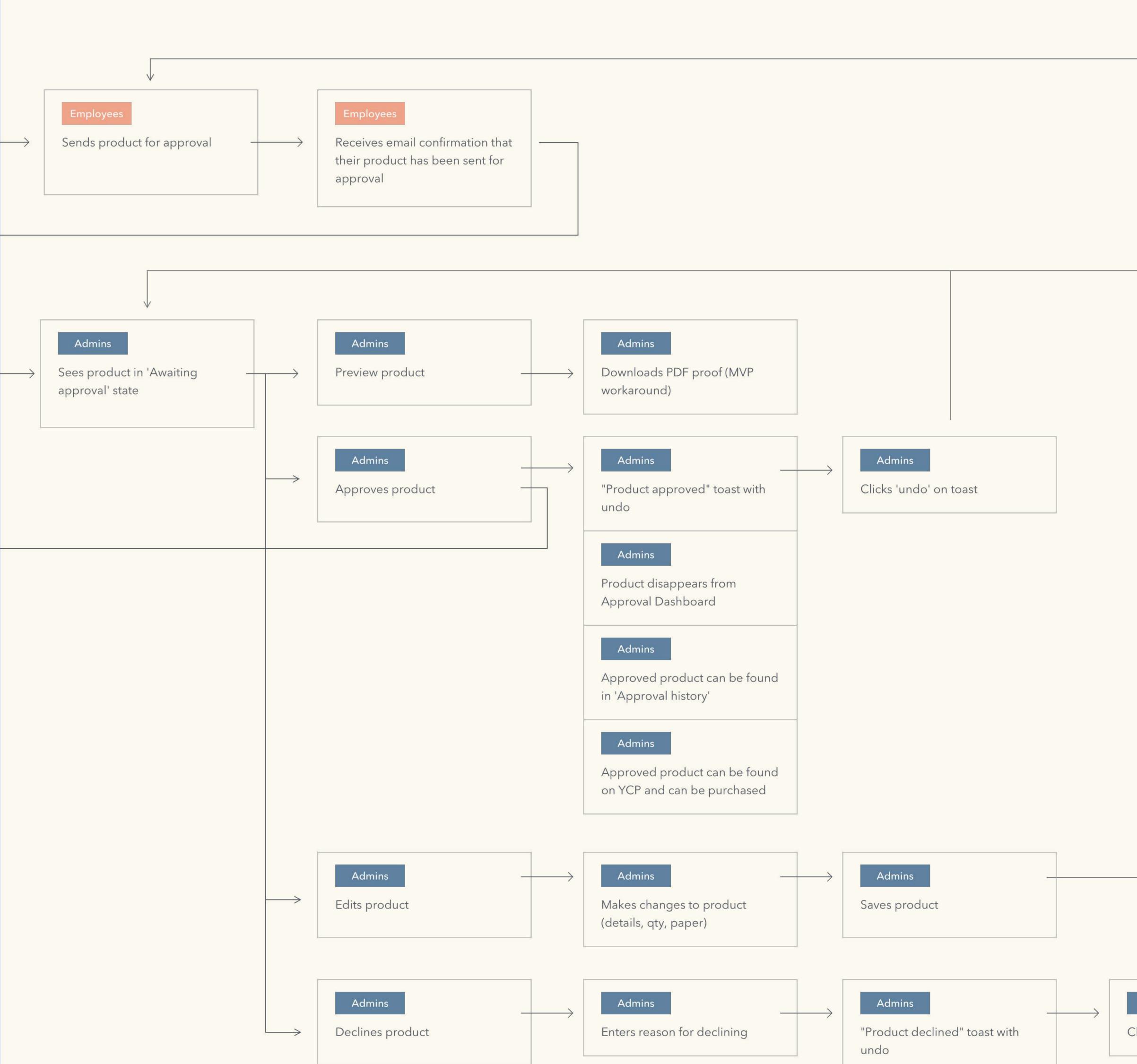
Based on our research findings and what was technically feasible, we decided that the only possible solution wasn't to let companies approve the full purchase but the product itself. If approval has been enabled on an account, an employee can create a product that they want to order, but they are not able to order it until an admin has approved the product. Once it has been approved, it can only be ordered in its exact status.

This solution allowed us to fully avoid touching account, permission and ordering and payment systems. Out of our customer base, we still got the highest possible number of potential consumers for this product with the least possible effort.



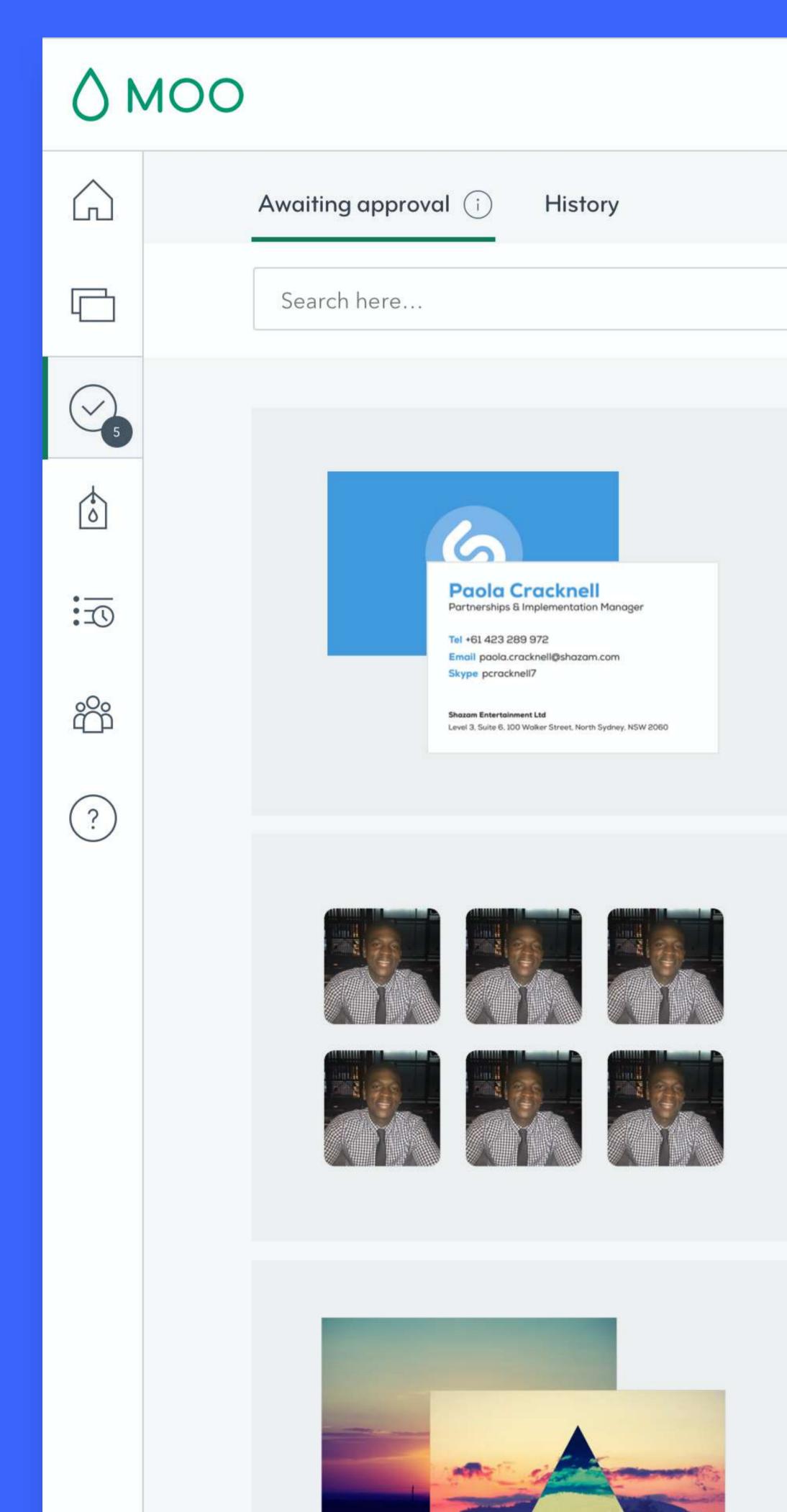
Based on our plan, I started drawing out user journeys that we used ater on to write user stories

#### User journeys

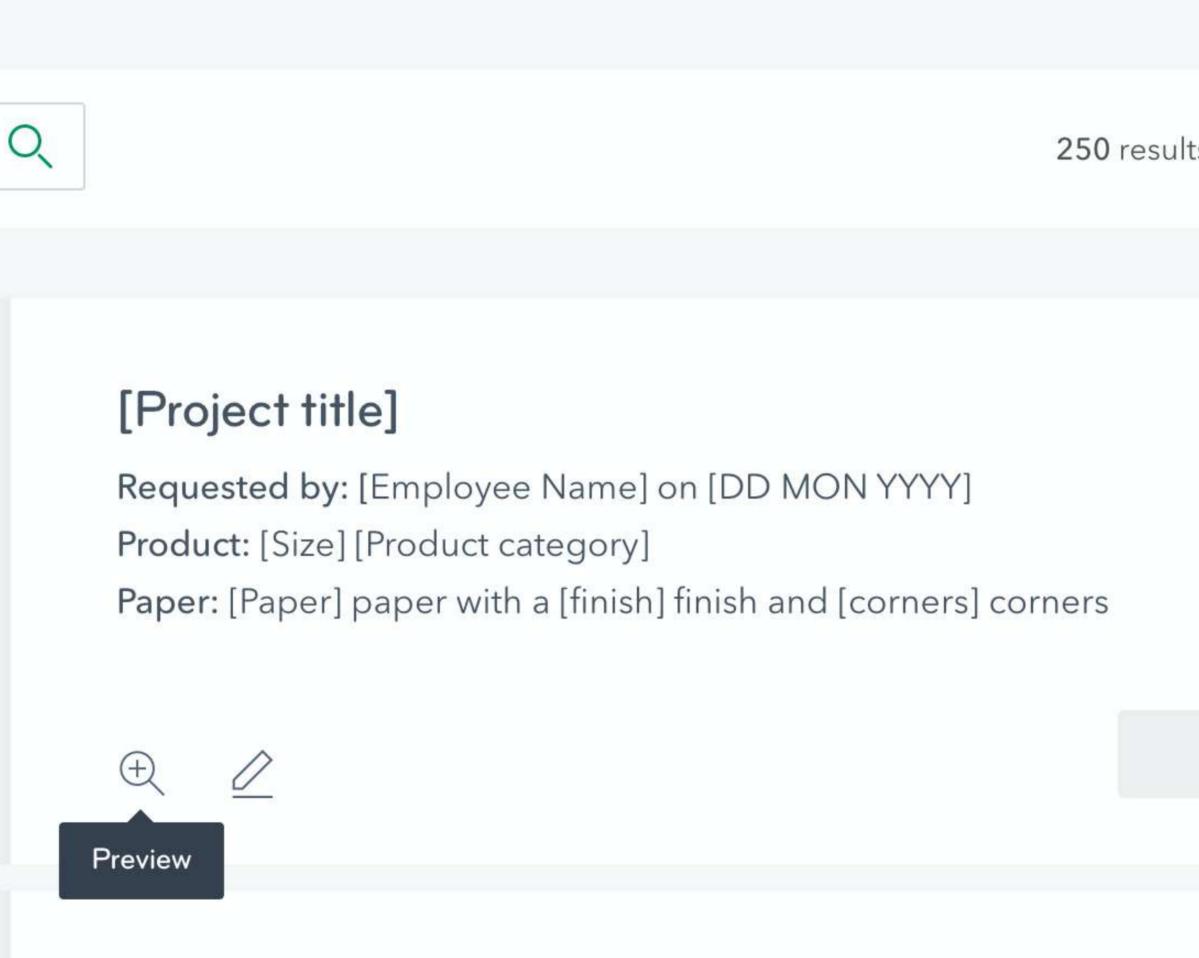


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#### User interface



#### Joe Bloggs, CEO

Requested by: Joe Bloggs on 01 Jan 1979 Product: Square Business Cards Paper: Original paper with a high gloss finish and square corners

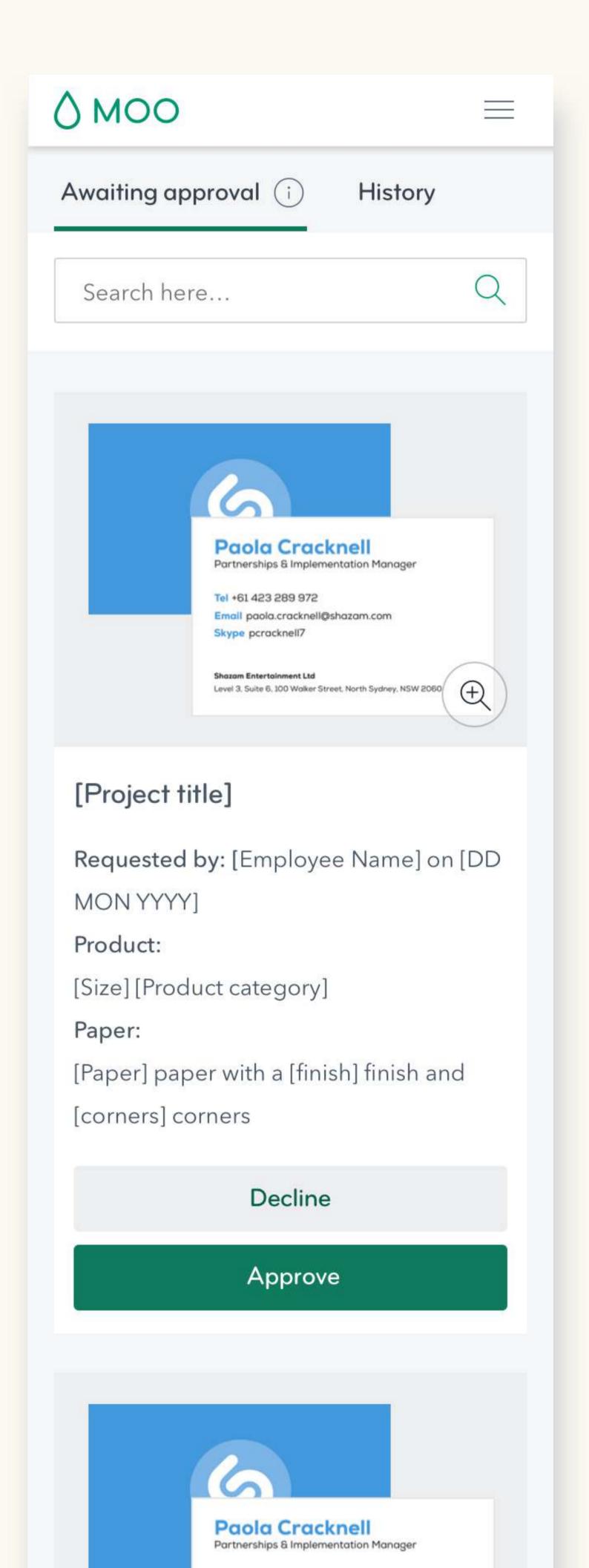
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#### Jane Doe, Director of Fun

Requested by: Jane Doe on 01 Jan 1979 Product: Medium Postcards Paper: Super paper with a soft touch finish and square corners

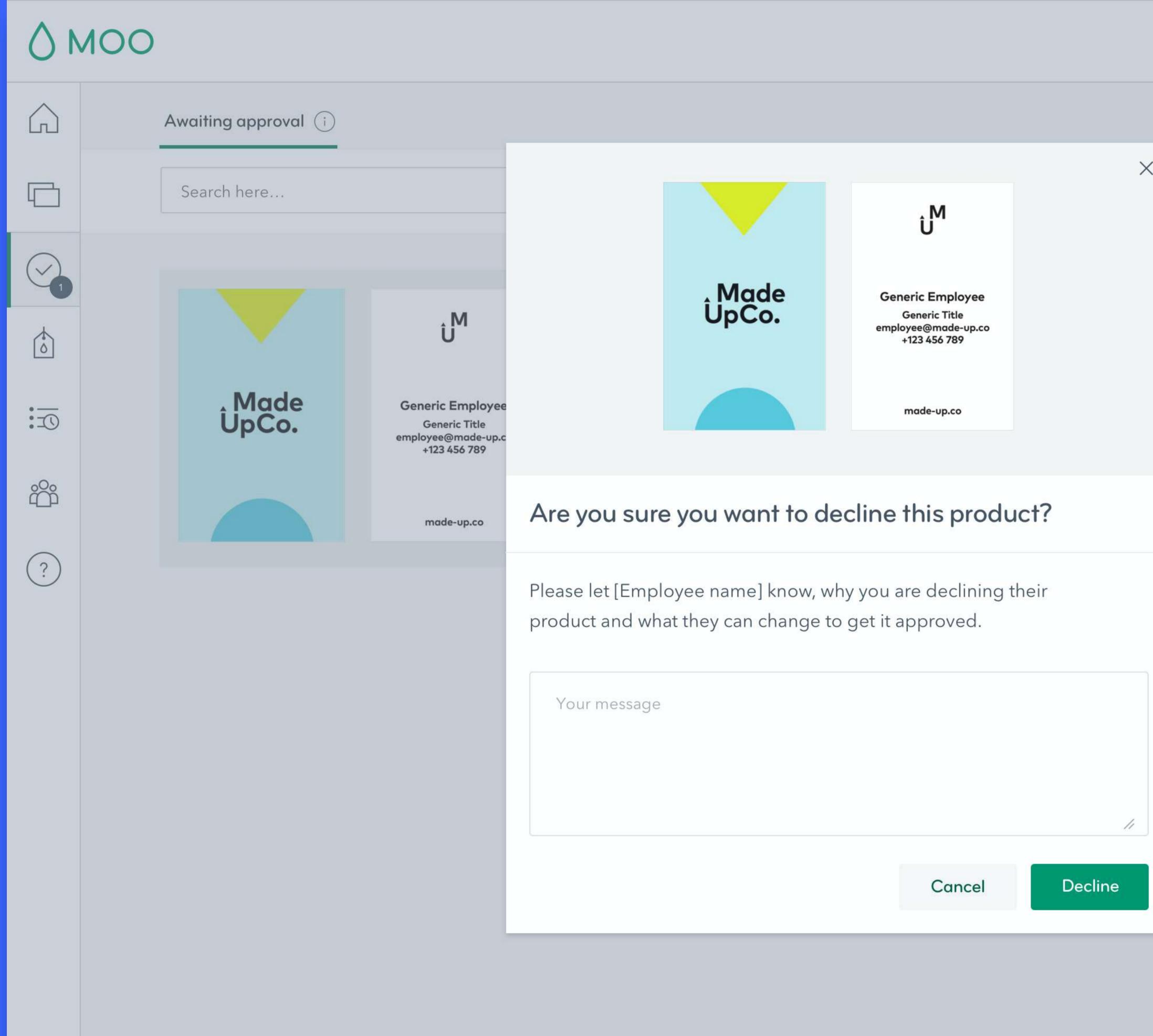
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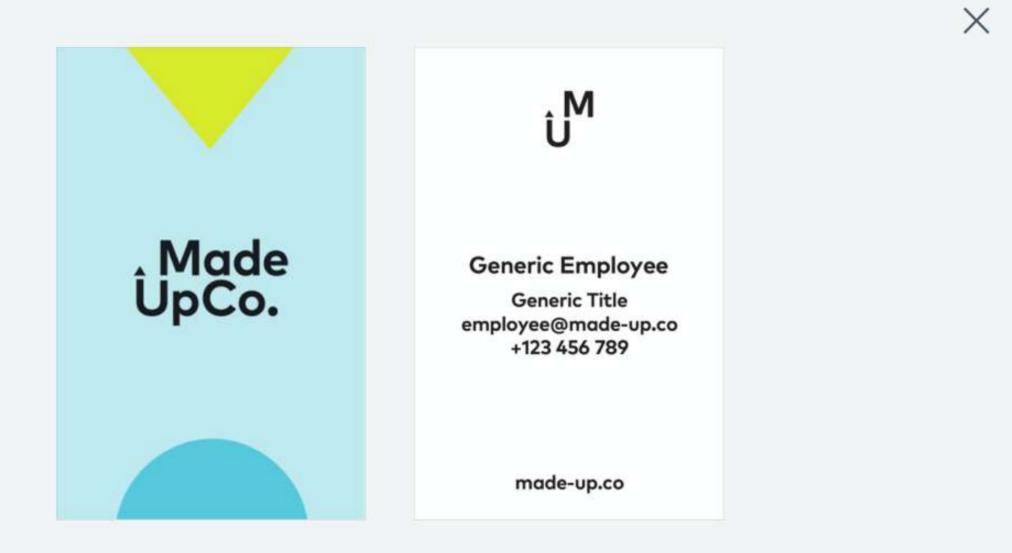


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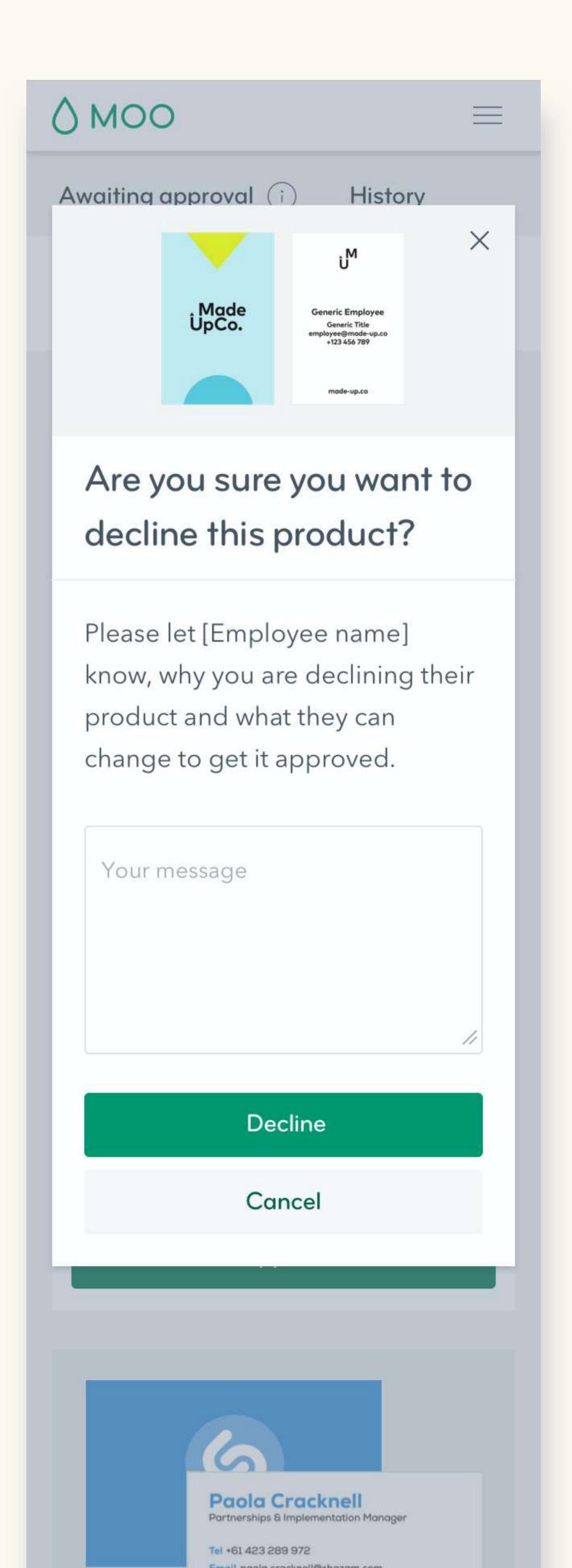




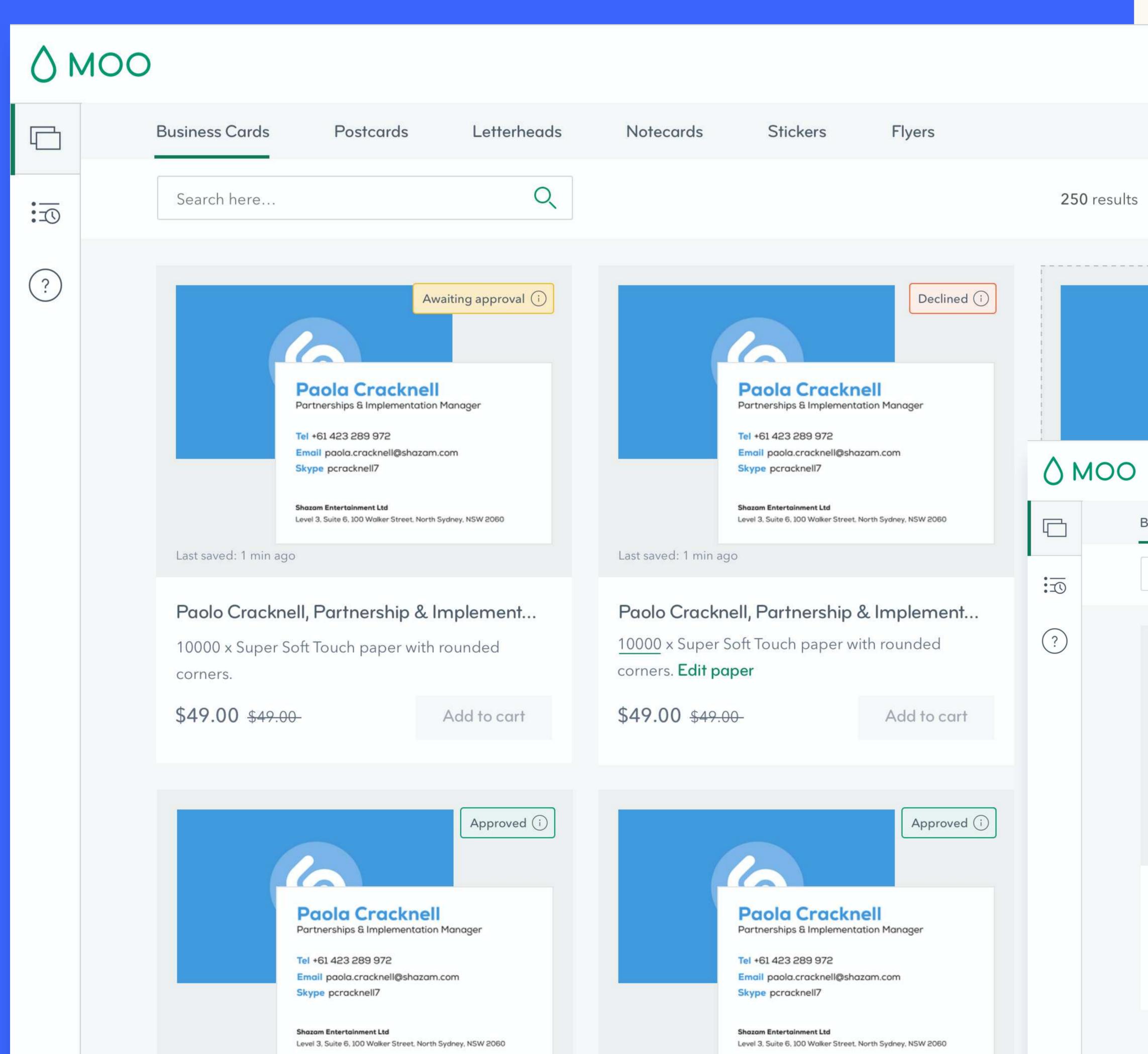
#### User interface



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#### User interface

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