# Affinity Diagram

Project 5

Hotel Website Desktop Case Study

By Richard Styring

## Objectives

- → To create an affinity diagram
- → To collaborate with others and analyse the data
- → To organise and structure the qualitative research data

The data collected from the research projects has come from various means; competitive benchmarking, usability tests, interviews and online surveys.

Although some of the data is qualitative a vast majority is quantitative. In order to make sense of this, an affinity diagram is being used to organise it in a logical way.

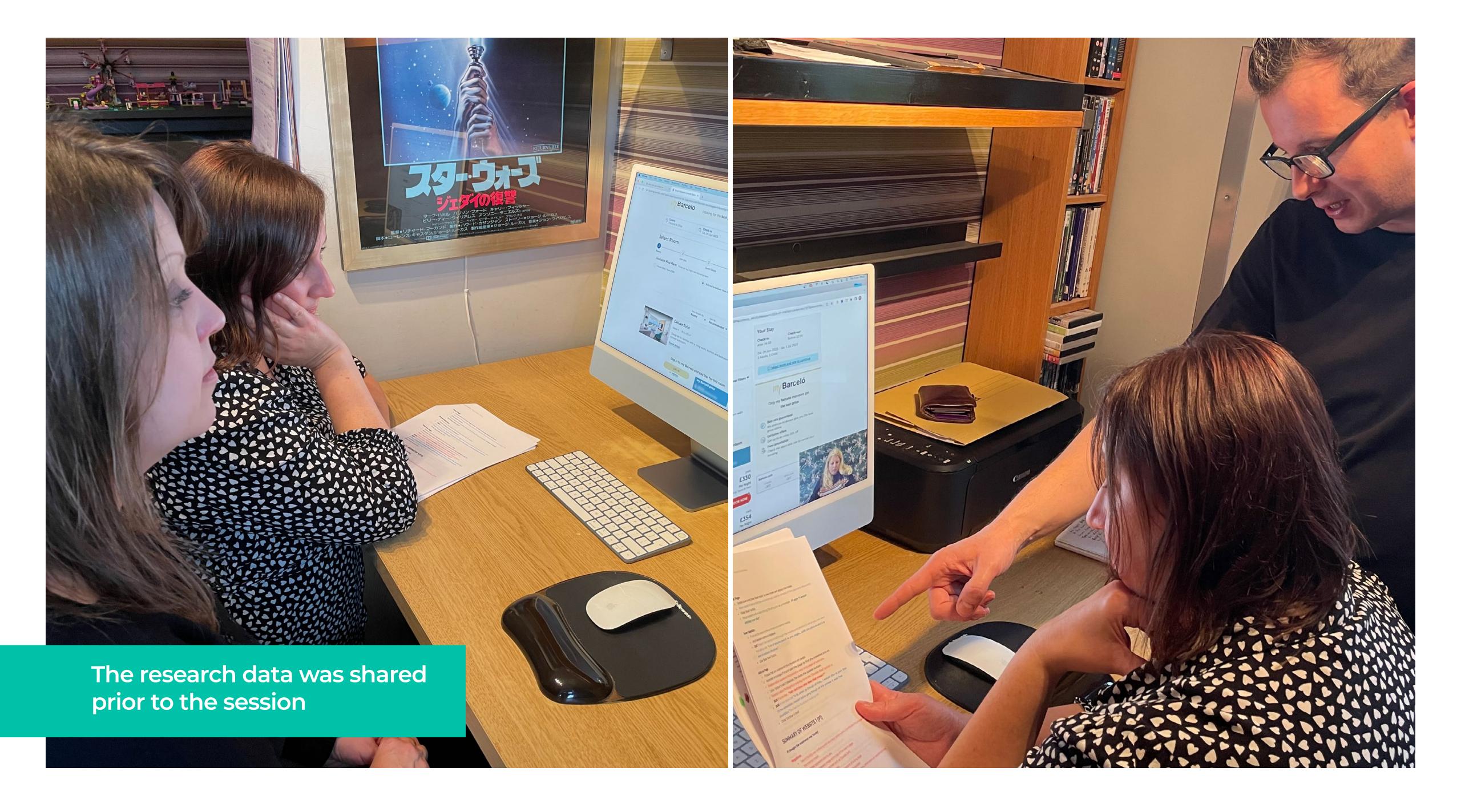
### **Tasks**

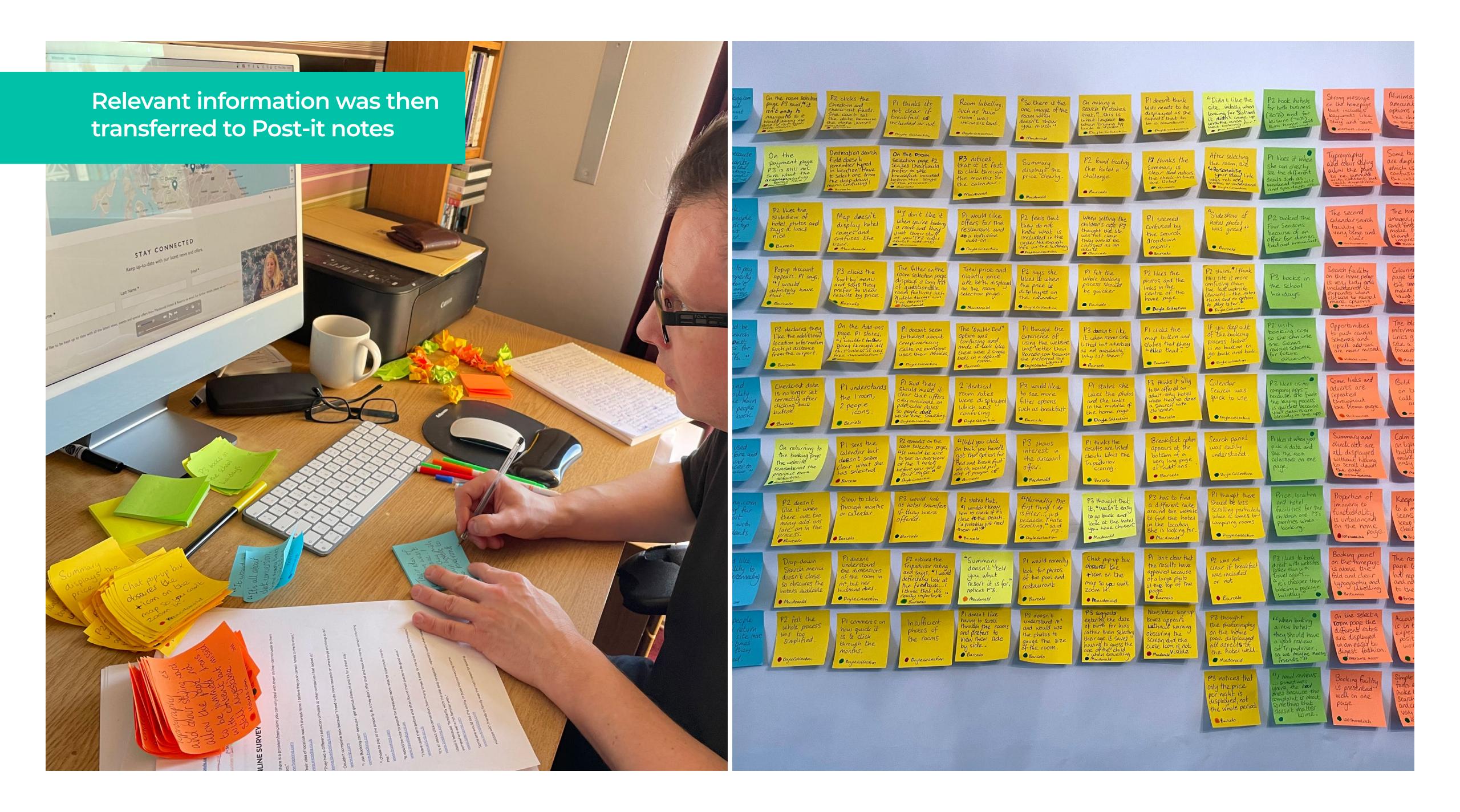
- → Review all the research data taking from projects 1 – 4
- Conduct a affinity diagram session
- Sequence data in to chronological order to help build a customer journey

Prior to the session research data was shared with my helpers.

Any observations, thoughts or key findings relevant to the current user experience were written on to post-it notes.

For the session a room with a large wall was prepared with poster paper.





### The Post-it notes

- → One observation was added to each Post-it note.
- → The colour of the Post-it note corresponded to the research method the data was gathered from.
- → Coloured dots were added to illustrate the expression of the note.
- → If the note referred to a particular website that was added as well.



Example Post-it note





Online survey



Usability tests



Interview





Negative interaction



Unclear whether it is a positive or negative



Participant suggestion or thought

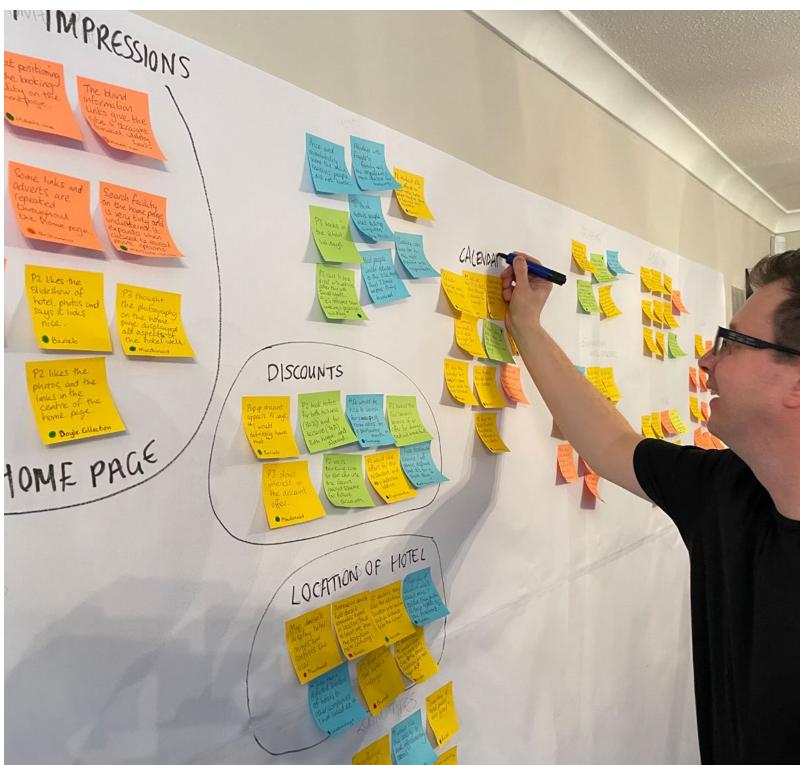




During the session the Post-it notes were organised in to logical groups





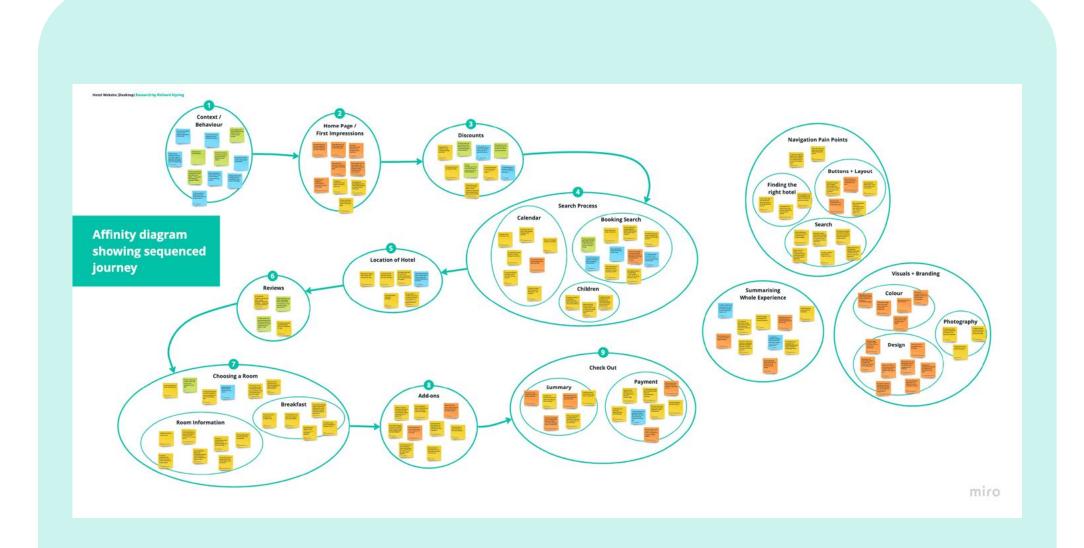






### Analysis of the session

- → To complete the exercise the diagram was then transferred to Miro for clarity and further analysis
- Sub groups were formed and sequenced in to a customer journey
- → Each group was then summarised for future reference. (See next page)



https://miro.com/app/board/uXjVPErq-7E=/?share\_link\_id=921084292465



### Summary

#### → Context/Behaviour

The right availability, price and location are unsurprisingly peoples primary reasons for booking. Desktop computers were the most popular means of viewing these websites.

#### Home Page/ First Impressions

A strong message, good photography and a clear centrally placed search facility were the most successful aspects of home pages.

#### → Discounts

People love discounts and most users said they would be draw in by them but could be put off when they were not clearly explained.

#### → Calendar

The calendar was mentioned in all the usability tests and is central to peoples booking experience. Making it clear and easy to use is going to be important. Slow speed and bad functionality was what users commented on the most.

#### → Reviews

Everybody in the usability tests felt that reviews were important. A good Tripadvisor rating was mentioned a number of times.

#### Location of Hotel

Getting a clear understanding of where a hotel was positioned or finding one in the right place proved to be one of the biggest pain points for users.

#### Making a Booking

Although most people found the booking process relatively easy, it was clear that having good functionality when it came to booking with children will need to be a consideration in the final design. Most people felt that displaying a breakfast option early on in the booking process would cause less frustration.

#### → Choosing a Room

Good room photography and relevant information was what people looked for when selecting a room. In the usability tests a number of people commented on how much they disliked scrolling.

#### Add-ons

Users liked having clarity at this stage and didn't want to be burdening with too many add-ons.

#### → Check Out

Displaying the price in a clear and concise way was what appeared to give users confidence at the point of entering their payment details.

# → Summarising Whole Experience

Some users felt the process of booking should not display too many options while others felt that it was oversimplified. Getting a balance between the two is going to be an important aspect to consider.

People having there flow through the process stopped by bad functionality proved to be the biggest cause of frustration for users. There were a number of aspects encountered that will need to be considered in the final design.

#### → Visuals/Branding

Having mix of calm colours for backgrounds, bold colours for buttons and simple typography proved to be the common design feature amongst the more successful sites tested.