

# What is UX Research & Why It Matters

When starting a new project, jumping straight into design may feel tempting. But before we create visuals, we need to understand who the users are and what they actually need. That's where UX Research comes in.

#### **UX** Research focuses on:

- Discovering real problems: Identifying user needs, goals, and frustrations.
- Validating assumptions: Testing ideas before investing in design or development.
- Analyzing context: Exploring how users interact with products and competitors.
- **Guiding design decisions:** Turning insights into a clear, data-driven design direction.

Research is the first step that saves time, money, and effort. Strong UX Research leads to:

- Fewer design revisions and reworks.
- · Products that match both business goals and user needs.
- Higher adoption rates and customer satisfaction.
- Lower development costs by avoiding mistakes early.

## **E** Conclusion:

With the UX Research, every design decision is backed by real insights — leading to products that is functional, effective, and loved by users.



# **Project Overview**

The subscription to "Personal Account Pluhs" is a very small part of the Silpo Ecosystem. The goal of the project is to build the largest and best retail subscription service in Ukraine, turning everyday shopping into a profitable and enjoyable experience for every guest of the Silpo Ecosystem.

#### **Key Features:**

- · Cashback on purchases different bonus percentages depending on the category (e.g. 16% on own-brand bakery and coffee).
- 4 deliveries for 1 UAH.
- 20% cashback for subscription renewal.

### **Problems:**

- Low awareness a significant share of users have never heard of the Pluhs subscription.
- Unclear benefits even those who know about it do not fully understand its advantages and terms.
- Low retention 80% of respondents tried the subscription (for 1+ month); among those trial users, only 10% renewed their subscription.





# Project duration:

1 month



**\*\*** Team composition:

5 team members

## Methodology

- Usability Audit, Desk Research, User Flow Analysis, Google Analytics / Heat map Review, BMC, Lean Canvas
- Competitor Analysis: PoP & PoD, **Heuristic Evaluation**
- Customer Segments, Research Plan, User Interview, User Testing, Survey
- Solution and Prototype, Hallway Testing

Check the website



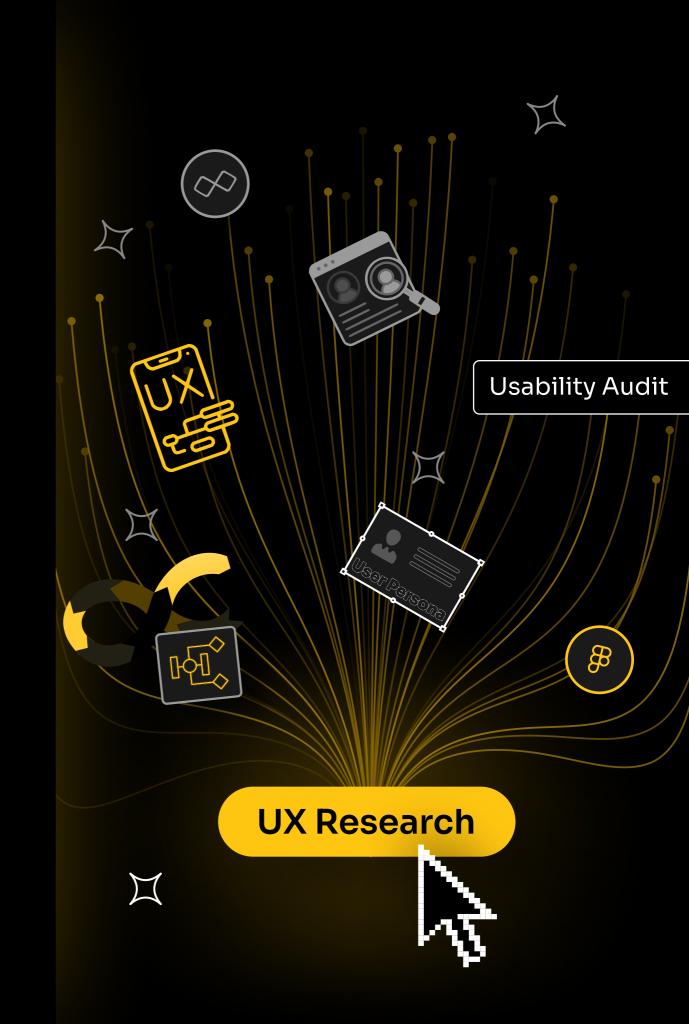
# Goals

- Find out how users perceive the Pluhs subscription, what values are important to them, what barriers prevent them from subscribing or continuing to use the service, and what messages/mechanisms can effectively sell the subscription to different segments.
- Improve marketing communication for Pluhs subscriptions to effectively attract new users and retain existing ones.

Ready to take your project to the next level?

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# Roadmap



02 Usability Audit

03 Competitor Analysis

04 Hypotheses and Research Questions

08 Prioritization

07 Generation of Ideas

06 User Interview

05 Survey

09 Prototyping

10 Hallway Testing

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# **Understanding the User**

## Ol. Usability Audit with Double Diamond

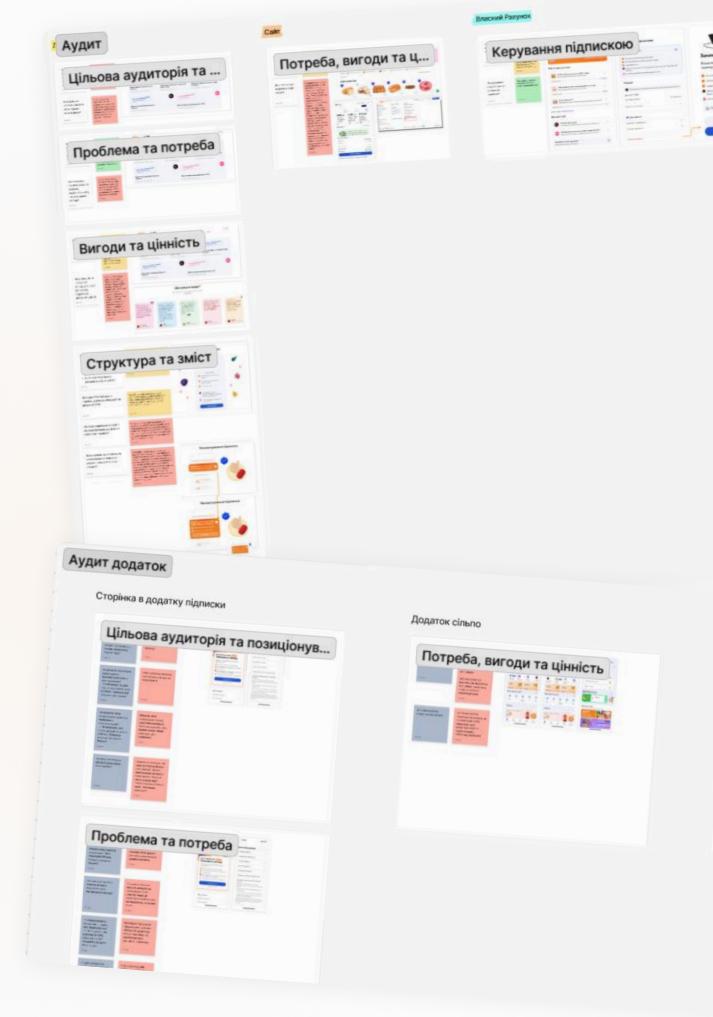
After aligning on the timeline and plan using the Double Diamond methodology, we began the first research phase — Usability Audit.

We conducted a comprehensive audit of Silpo's landing page and mobile app and Silpo main website to better understand the user experience. As a result, we identified critical issues that could negatively impact usability and efficiency. For example:

- There is no clear explanation of the benefits users receive after subscribing, or why subscribing is useful.
- Information about the subscription is mentioned only in two places on the main Silpo website: on the banner and in the list of services. Because of this, users may not understand that it is beneficial for them to learn more about Pluhs.

## E Conclusion:

This phase helped us generate a set of hypotheses, which will be validated in the upcoming research steps.



#### Value Propositions

- Підписка на кешбек балобонусами та безкоштовною доставкою за 1 грн/ місяць
- Більше винагороди за кожну покупку
- Доставки з «Сільпо» на зручний день та час
- Зручні локації • Можливість самообслуговування на касі
- Найкраща ціна на смакопики від «Сільпо»
- Винагорода від Банк Власний Ракунок Винагорода за замовлення в LOKO
- Смачні рецепти від shuba.life
- Екосистема навколо Сільпо
- Кулінарія Сільпо
- Вигідні покупки "ціна тижня"
- Власна ТМ "Премія", "Повна чаша", тд (товари дешевші за аналоги)
- Наявність великого асортименту товарів, а також наявність рідкісних пропозицій (впасний імпорт і тд)
- Постійні акції на різні категорії товарів (напркилад -50% на куліанрію після 20:00)
- Дизайнерські магазини (Тематичний інтер'єр)
- Чеки: побажания в офлайн і онлайн в чеках; екофрендліс відсутність бумажного чеку якщо в тебе с застосунок
- Кафе всередині магазинів
- · La silpo

#### Customer Relationships

- Служба Підтримки / Гаряча лінія
- Програма лояльності
- Винагороди та бонуси
- Візуальна комунікація в фізичному
- магазині • Відгуки в гугл - і відповіді на них
- Комунікація в соц мережах
- Немодерована підтримка на сайті (FAQ)
- Консультанти в магазині

#### channels

- Сайт (десктоп/ моб) https://siipo.ua
- Додаток Сільпо
- фізичні магазини
- Онлайн/ Офлайн реклама
- Соціальні мережі
- Канал в телеграмі
- Kewfex-cepsic LetyShops

#### **Customer Segments**

- Наявність Власного рахунку / підписки/
- Відсутність Власного рахунку / підлиски/ застосунку
- За рівнем доходу:
- середній і вище середнього
- За сімейним станом:
- Сімейні покупці
- Сінгл покупці За частотою покупок
- Регупярні покупки
- Нерегулярні покупки
- За місцем покупок:
- Тільки офлайн (фізичні магазини)
- Тільки онлайн (доставка) Офлайн+онлайн (фізичні магазини + доставка)

#### За певними категоріями товарів:

- люди які мають раціон з супер-корисних продуктів
- люди які систематично купують готову кулінарію
- люди які систематично купують випічку
- За видом зайнятості: • "Малий бізнес" (купують гуртом на 15к+)
- Віддалені професії (доставка)

Streams

#### MARKET

# Value Prop.

упермаркет. Це твій дин клік, з емоціями,

# Unfair advantage \*

- Впізнаваність бренду та емоційна прив'язаність
- Найкреативніша маркетингова комунікація • Власна погістика та дистрибуція
- Концепт-магазини (японський стиль, ретро тощо)
- Програма "Власний рахунок"
- Банкова система
- Свій ГТ-департамент

Channels

• Онлайн/ Офлайн реклама Соціальні мережі Канал в телеграмі

• Додаток Сільпо

• Фізичні магазини

# Customer segments

- Наявність Власного рахунку / підлиски/ застосунку
- Відсутність Власного рахунку / підписки/ застосунку

#### За рівнем доходу:

- середній і вище середнього
- За сімейним станом:
- Сімейні покупці

#### • Сінгл покупці

- За частотою покупок: Регулярні покупки
- Нерегулярні покупки

#### За місцем покупок:

- Тільки офлайн (фізичні магазини)
- Тільки онлайн (доставка)
- Офлайн+онлайн (фізичні магазини + доставка)

## За певними категоріями товарів:

- люди які мають раціон з супер-корисних продуктів
- люди які систематично купують готову кулінарію
- люди які систематично купують вилічку

#### За видом зайнятості:

- "Малий бізнес" (купують гуртом на 15к+)

# Alternatives

Сайт (десктоп/ моб) https://sipo.ua

· ATE, Novus, Varus, Metro- odur

# • Віддалені професії (доставка)

Early Adopters

# Understanding the Business

**O2.** Business Model Canvas and Lean Canvas.

We also worked with the client to complete Business Model Canvas and Lean Canvas.

These are strategic tools that help visualize and structure a business idea:

- Business Model Canvas maps out the key elements of a business, such as customer segments, value propositions, channels, and revenue streams.
- Lean Canvas focuses on identifying problems, solutions, key metrics, and competitive advantages in a more startup-oriented format.

We provided the client with ready-to-use templates and guided them step-by-step in filling them out according to our instructions.

## Conclusion:

We gained a clear understanding of the business, its unique features, and the key factors that influence its growth.

# **Competitor Analysis**

#### O3. Website & UX Review

When **analyzing competitors**, we focused on the specific advantages and benefits they offer, how they communicate these benefits in their products, and which target audiences they focus on.

We analyzed competitors' websites and apps, focusing on their design, UI patterns, information presentation, and visual accents used to highlight advantages and convey value. For the competitor analysis, we selected:

- "Own Account" Competitor within Silpo Ecosystem
- Glovo Prime subscription Subscription for free deliveries from restaurants and stores for a fixed monthly fee
- Walmart+ subscription Offers free delivery, fuel discounts, and other bonuses.
- Allegro Smart subscription On the Polish market, offers free delivery and access to special promotions on the Allegro marketplace.

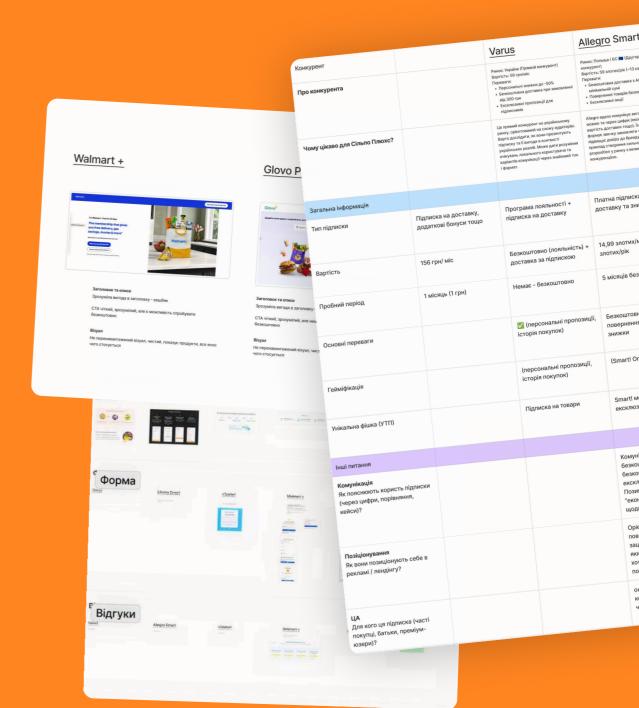
## Conclusion:

Thanks to this comprehensive competitor analysis, we now have a clear direction and insights to inform our next hypotheses.



Walmart+

allegro SMART!



# **Survey and Interview**

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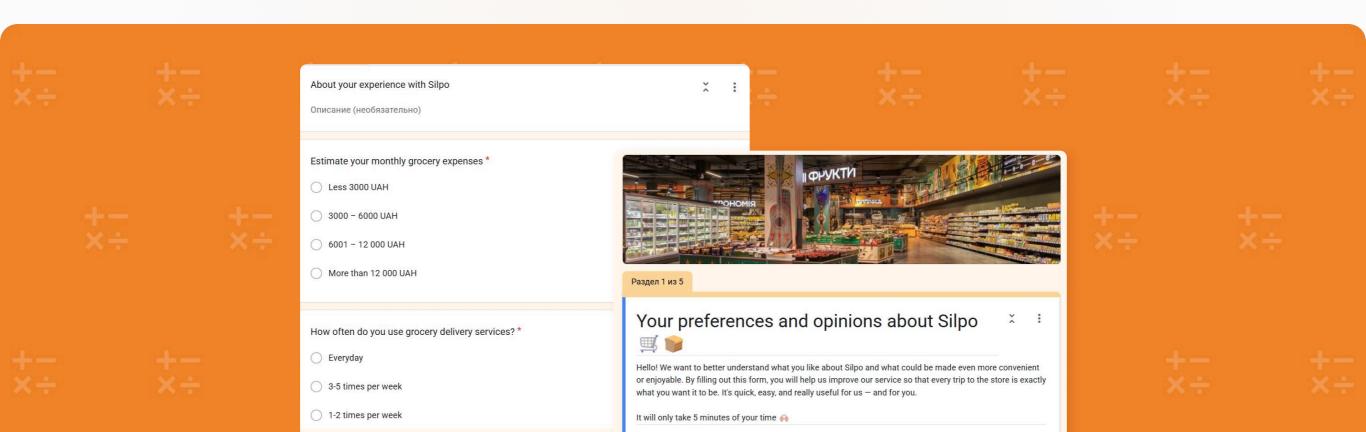
17

# **Number of respondents**

# **Number of interviews**

O5. Based on the research questions, we drew up a research plan, segmented the audience we would survey, and wrote a script for the interviews. This helped us find answers to most of our questions.

We also User Testing and found that users do not understand what is meant on the first screen, and 50% simply leave.



# **Idea Generation**

O6. We analyzed the results of the interviews and surveys and rephrased our problems into **How Might We**? Then, during the workshop, the team held a rapid idea generation session to find the most diverse solutions to the identified user problems, voting for the best ones. To do this, we used the **Crazy 8** method, where 1 minute is given for 1 idea.

# How Might We?

How can we explain the significance of benefits and how they function?

# How Might We?

How can we get more users to interact on the landing page?

Comparison table: Bonus points with and without subscription

A comparative table showing the same scenario (checkout, delivery) with and without subscription.

Create an illustration of a cart filled with baked goods and coffee, with labels on badges saying "homemade pastry," croissant, coffee, etc. Product filter with the badge "Included in Baking"

Create a block where users can see a list of products or click "View all products included in baking" → opens a list with badges.

Icons for bonus points next to products.

Quiz: Is a subscription right for me?

Mini-survey or like/dislike

Block: "Do you like the idea of a subscription?"

Sell the subscription as a product

Make the subscription a product that can be added to the cart, similar to a "qift card."

"Build a Set" — an interactive product selection "Choose 3 products — we'll show you how many bonus points you'll earn" — Users can play with combinations → see the result.

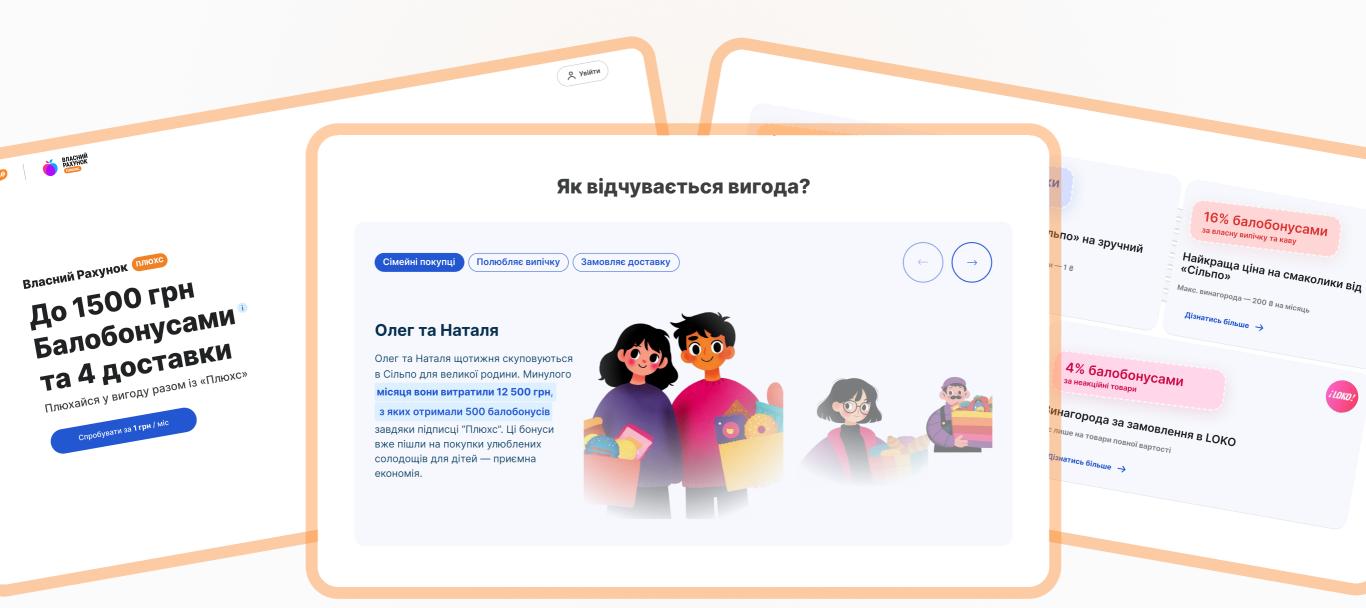
Add an expandable option to the existing block - and describe how the user flow is structured inside

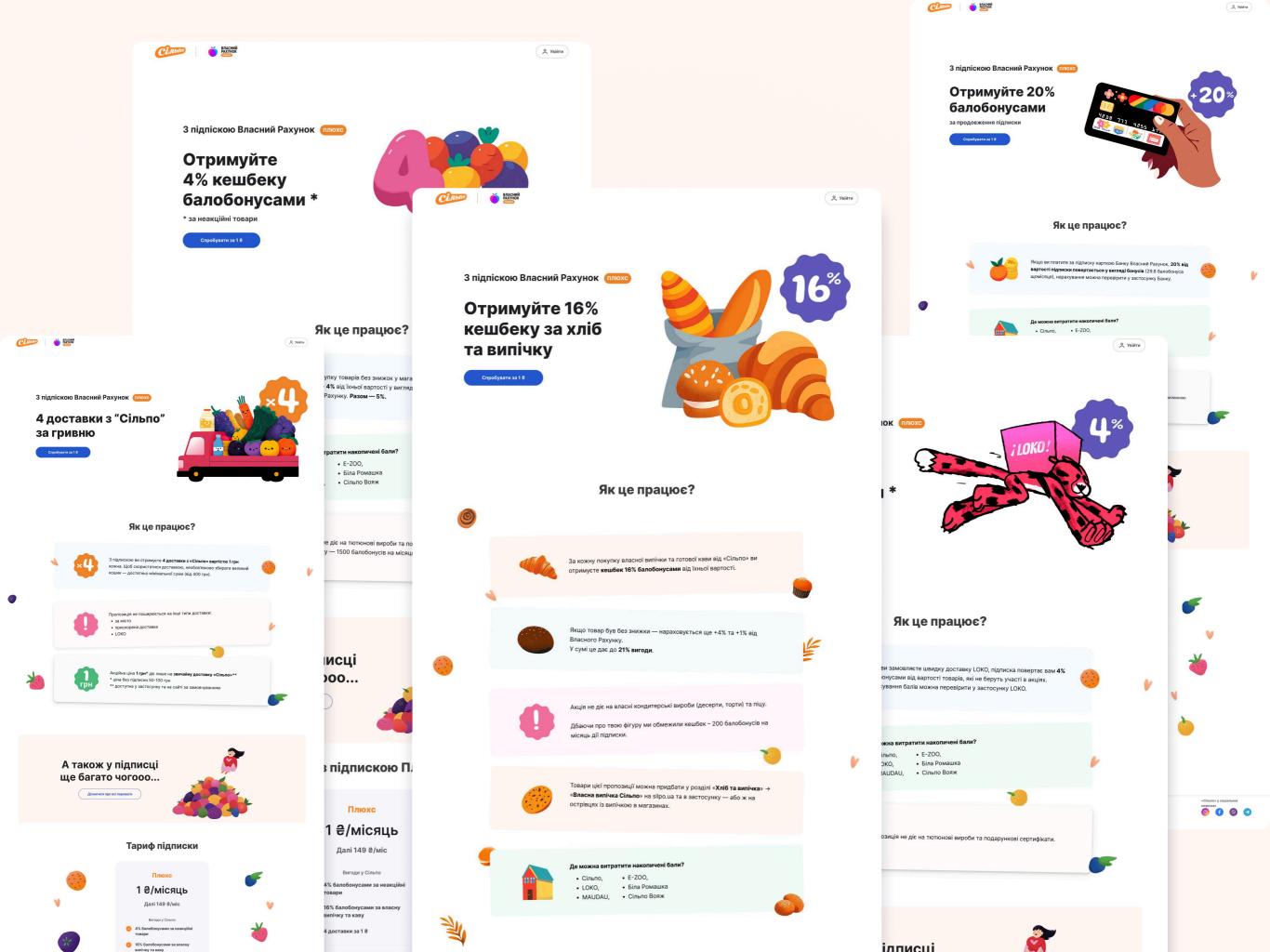
1) Bank card application Subscription setup Receive 20% for renewal.

# Solution

We developed several solutions based on the problems we identified.

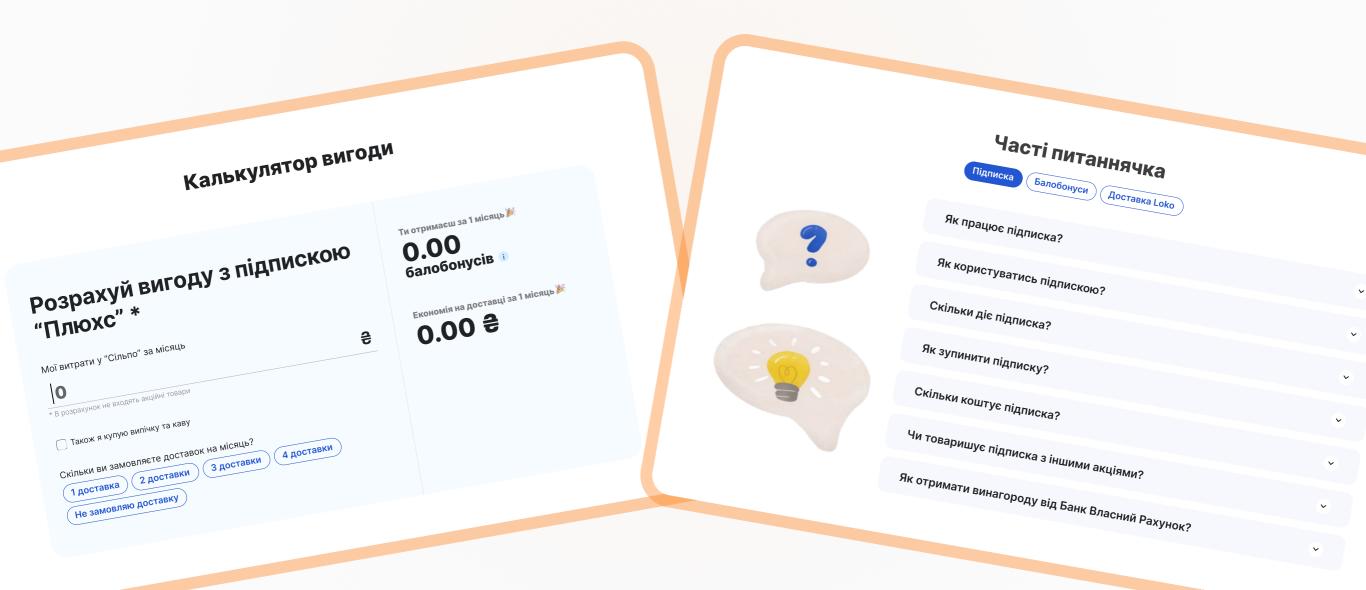
- 1. First, we **updated the headlines** to make them clearer for users.
- 2. Since many struggled to see the benefits, we **added user scenarios with common examples** like family grocery shopping, baking, or food delivery supported by numbers (e.g., a family spent 12,500 UAH last month and earned 500 bonus points).
- 3. We also simplified the subscription benefits, adding clear text and figures to show the exact rewards. Finally, we included "Learn more" links leading to micro-landing pages for each benefit.





# Solution

- 4. Another very effective solution was the **subscription calculator**. Users can enter how much they spend per month and how many deliveries they usually order, and the calculator shows how much they would save and how many bonus points they would earn with the subscription.
- 5. We also introduced a simple but often overlooked improvement **expanding the FAQ section**. Since the target audience had more questions than the landing page initially covered, it was easier to extend the FAQ. We added extra tabs: Subscription, Bonuses, and Loko Delivery.



# Results & Impact



65%

More users understood subscription benefits



**x3** 

More users reached the checkout stage



45%

Faster time to first action



 $X^2$ 

Increase in returning users

Impact: Clearer communication and intuitive flow boosted engagement and retention — users now see the value before subscribing.



# Conclusions

## You are not your user:

Even long-standing businesses don't always translate seamlessly into digital experiences. As seen in our client's case, assumptions often fail because we don't think like real users. When conversion drops, we need to investigate where, why, and fix it based on real user behavior.

## Onboarding matters more than you think:

Especially in the HoReCa sector, business owners often assume everything is self-explanatory. But while they know the service inside out, users are seeing it for the first time. A well-designed onboarding flow can make or break first impressions.

# User research saves you from costly mistakes:

In our project, every insight from users helped us shape a more intuitive platform. Investing in research early on helps you build what people actually need — not just what you think they want.



# **Project duration:**

1 month



# **\*\*** Team composition:

4 team members

## Methodology

- Usability Audit: Desk Research, Heuristic Evaluation, User Flow Analysis, AARRR, Usability Issues List
- Competitor Analysis: PoP & PoD, Heuristic Evaluation
- User Interview, User Testing
- Solution and Prototype

Check the website





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