

Optimizing Price Agreement Process for Seamless Customer Deals

Waresix

Project overview



The product:

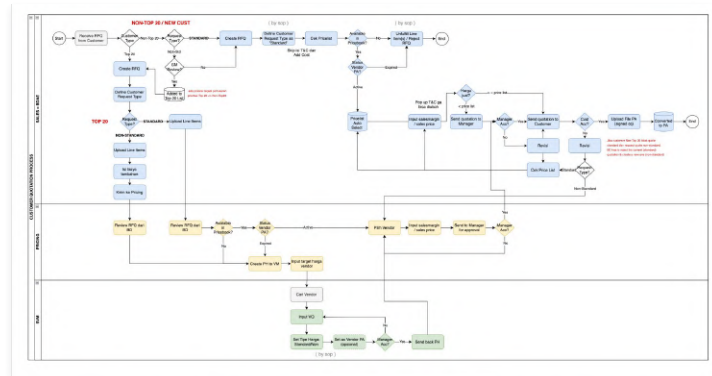
The price agreement system involves three key teams:

1. Sales Team: Gathers and secures orders.
2. Supply Team: Finds vendors to fulfill these orders.
3. Pricing Team: Sets the order prices.



Project duration:

July 2023



Project overview



The problem:

The Supply team takes too long to find vendors, causing delays for both Pricing and Sales teams.



The goal:

Reduce the Supply team's process time, thereby speeding up the overall price agreement process.

Project overview



My role:

- UX Researcher
- UX Designer
- UX Writer



Responsibilities:

- User research
- Ideating solutions
- High-fidelity prototyping
- Usability testing

User research: summary



We shadowed the Supply team to understand their daily activities and identify bottlenecks.

We discovered they handle numerous orders, including duplicates, and struggle to find vendors for complex requirements.

User research: pain points

1

Duplicate Order

Repeated work on the same orders wastes time.

2

Difficult Order

Complex requirements are hard to fulfill.

3

Multiple Vendor

Each order needs several vendor alternatives.

4

Vendor Response

Vendors are slow or unresponsive.

Persona: **Adit**

Problem statement:

Adit is a Supply Officer who needs to find multiple vendors for each order, often dealing with duplicates or difficult requirements.

Persona

Photo	Person a	Demographics	Description	Catchphrase	Goals	Frustration
	Muhammad Ikhsan	• Age 25 • Education Sekolah Tinggi Transportasi Darat • Hometown Bekasi • Family Istri • Occupation	Ikhsan bekerja sebagai VM Officer di Waresix. Ikhsan setiap harinya membantu vendor waresix untuk mendapatkan pelunasan. Ikhsan juga membantu tim Pricing untuk mendapatkan harga dari vendor untuk pengiriman customer.	"Semoga bisa mendapatkan harga vendor yang sesuai untuk PH dengan cepat."	• Mendapatkan dan mengirim harga vendor ke tim Pricing untuk pengiriman customer • Membantu kegiatan vendor	• Sulit mendapatkan harga yang sesuai target pricing dari vendor

User journey map

Supply tasks to find vendors
take a long time, causing a
bottleneck in the overall
price agreement process.

User Journey

Goal: Mengerjakan PH yang dikirim oleh Pricing

Action	Melihat dan mencari PH yang perlu dikerjakan	Menyiapkan file PH untuk dikirim ke Vendor	Mengirim file PH ke Vendor	Merekap Harga Vendor	Menugaskan Vendor ke PH di sistem	Menginput VQ PH
Task List	- Membuka sheet PH Matchmaking yang dibuat oleh Lead - Melihat PH mana saja yang harus dikerjakan - Mencari PH di sistem	- Download file PH - Mengurangi target harga pricing. - Menambahkan kolom "Harga Vendor" untuk tempat vendor mengisi harga.	- Mencari vendor dengan fleet sesuai PH yang user handle di Qiscus. - Share file PH ke vendor dan meminta mereka untuk mengisi.	- Menerima file yang sudah diisi oleh vendor, atau chat - Melakukan negosiasi harga. - Merekap harga yang sudah oke di sheet rekap harga semua PH yang dikerjakan semua officer.	- Menunggu sampai mendapat 3 vendor - Mengerjakan PH dengan cari vendor dan bikin VQ.	- Input form VQ: Harga, Lead Time, Bertaku, Hinga, Catatan. - Kirim VQ ke Manager
Feeling Adjective	Bingung	- Bingung - Kewalahan	- Bingung - Segan	-	Khawatir	- Ragu-ragu - Kesal - Bingung
Improve ment Opportunity	- Pada Daftar PH, tambah info lokasi muat untuk identifikasi scope area PH. - Hanya tampilkan PH yang sesuai dengan scope area user. - Pada Dashboard PH Matchmaking, Tambah info assigned officer. Apabila belum ada	Pada file PH yang di-download, tambah kolom "Harga Vendor".	- Saat cari vendor PH, Tambah info berapa line item PH yang dapat dipenuhi oleh vendor berdasarkan fleetrnya. - Ada opsi share PH atau Line item PH ke WA - Develop fitur gunakan VQ aktif - Ketika user	Pada Dashboard PH Matchmaking, tambah info VQ yang sudah dibuat untuk PH beserta detail inputnya.	- Officer bisa memberikan tanda apakah PH sudah bisa dikirim ke Pricing atau belum. - Manager tetap bisa kirim regardless of tanda PH.	- Develop fitur perpanjang line item VQ on call. - Field Lead time otomatis terisi dan editable. - Edit VQ yang sudah dikirim ke manager sebelum quotation diterima - Ada action untuk download VQ yang nempel

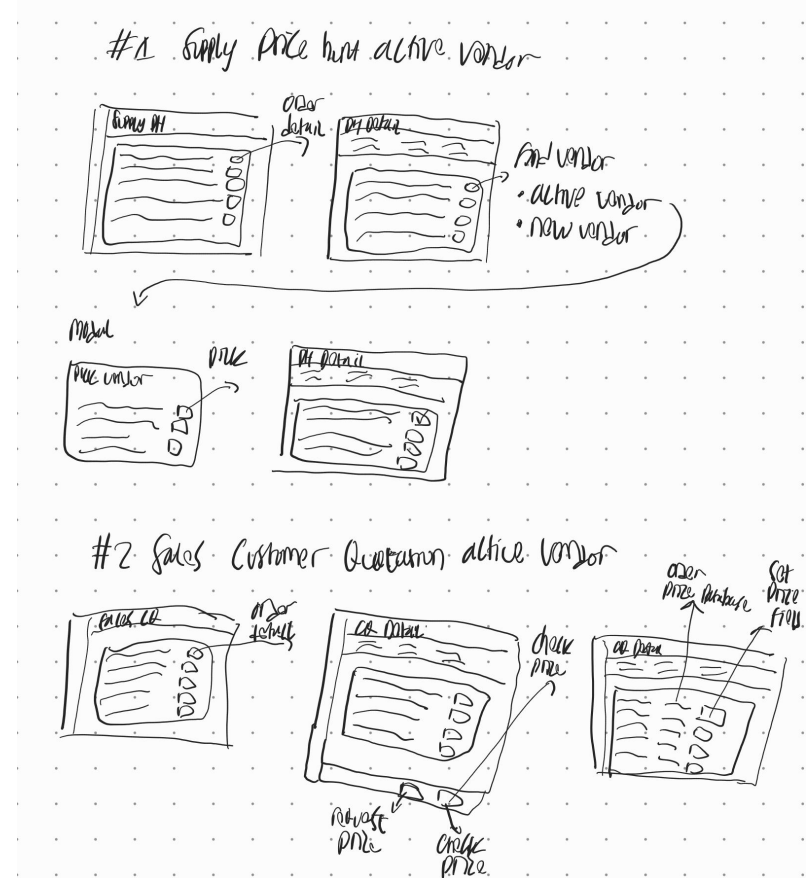


Supply Team Shadowing

Rapid sketching

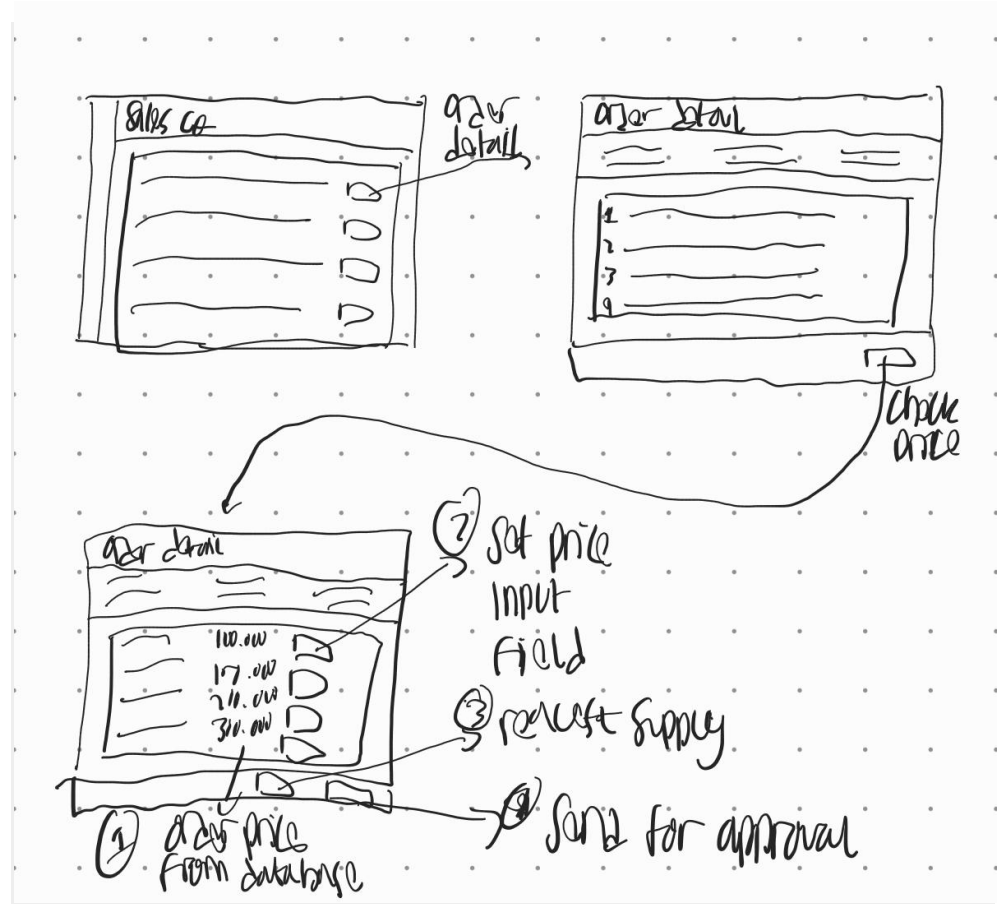
To address the issues, we proposed two solutions:

1. Help Supply fulfill duplicate orders using a database.
2. Direct Sales to handle customer orders.



Rapid sketching

We chose the second option to manage the high volume of orders. This required Sales to take on some Supply and Pricing tasks, so we sketched the idea to gain stakeholder approval.



Concept testing

We tested the new process with managers from Sales, Pricing, Supply, and Engineering. They supported the new process but suggested a few adjustments for a smoother implementation.

Concept testing findings

- 1 Notify users of profit or loss when setting order prices.
- 2 Automate order approval for non-profit loss prices.

High-fidelity prototype

We developed a high-fidelity prototype based on feedback and tested it with Sales officers. First, users can check order prices from the database.

The user list all the customer order

Detail Quotation

Ubah Informasi

No. Quotation: QC-2023-40-00336 Customer: PT Vinilon Type Servis: Domestik Trucking FTL... Type Permintaan: Standard Tempo Pembayaran: 7 hari Harga Berlaku Hingga: 31 Des 2023 Syarat & Ketentuan: Lihat Detail

Cari lokasi muat, bongkar, tipe produk...

Upload Ulang

Baris	Tipe Produk	Tipe Kontainer	Tipe Route	Lokasi Muat	Lokasi Bongkar	Target Harga Cust	UoM	Remarks	
2	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Jogjakarta	Rp1.000.000,00	Per Trip	FOT	⋮
3	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Sleman	Rp1.000.000,00	Per Trip	FOT	⋮
4	Tronton Wingbox	-	D-D	Kota Bogor	Kota Jogjakarta	Rp1.000.000,00	Per Trip	FOT	⋮
5	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Solo	Rp1.000.000,00	Per Trip	FOT	⋮
6	Tronton Wingbox	-	D-D	Kota Bekasi	Kota Jogjakarta	Rp1.000.000,00	Per Trip	FOT	⋮

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Cek Base Price

The user check customer order price

High-fidelity prototype

Users can set prices with profit/loss indicators.

The system show available order price

← **Detail Line Item**

No. Quotation: QC-202340-00336 Customer: PT Vinilon Tipe Permintaan: Standard Tipe Servis: Domestik Trucking FTL... Deskripsi Muatan: Pipa Syarat & Ketentuan: Lihat Detail Nama Project: Vinilon_Wingbox_Jakarta... Status: Butuh Review >

🔍 Cari tipe produk, lokasi muat/bongkar... **Filter** Tetapkan Margin Massal Update Line Item 📄

Baris	Tipe Produk	Tipe Kontainer	Tipe Rute	Lokasi Muat	Lokasi Bongkar	Target Harga Cust	Priceflat	Sales Margin (%)	Harga Jual	Remark
1	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000	🟢 FOT
2	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Sleman	Rp1.000.000.000 per trip	Belum Ada	Sales Margin	Rp Harga Jual	FOT
3	Tronton Wingbox	-	D-D	Kota Bogor	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	0.5%	Rp 995.000	🟡 FOT
4	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Solo	Rp1.000.000.000 per trip	Rp990.000	-4%	Rp 950.000	🔴 FOT
5	Tronton Wingbox	-	D-D	Kota Bekasi	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000	🟢 FOT

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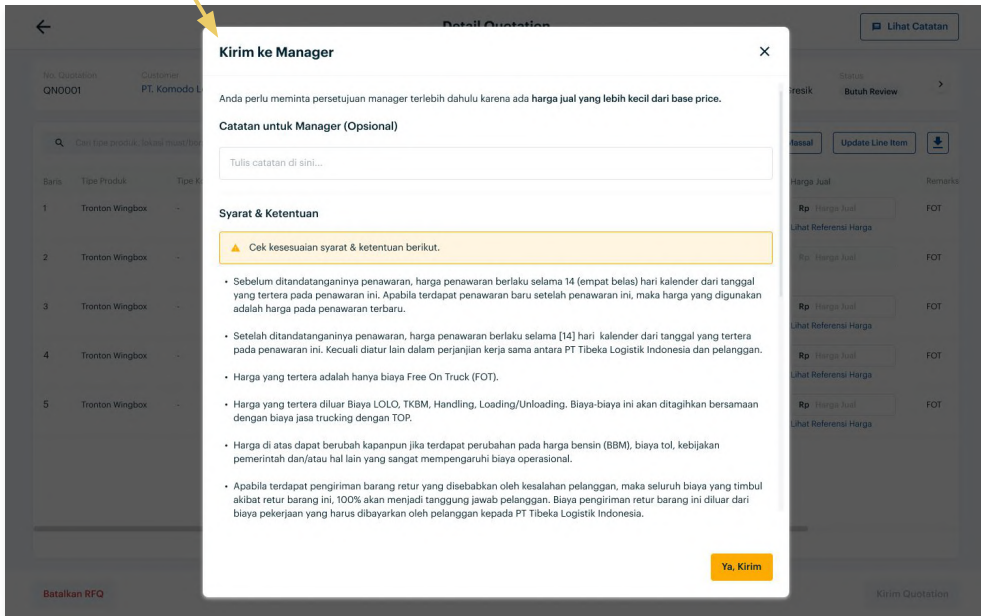
Kirim

The user set the order price

High-fidelity prototype

Informed users when an order requires manager approval and allowed additional messages.

User will be informed when the order need manager approval



Kirim ke Manager

Anda perlu meminta persetujuan manager terlebih dahulu karena ada harga jual yang lebih kecil dari base price.

Catatan untuk Manager (Opsional)

Tulis catatan di sini...

Syarat & Ketentuan

▲ Cek kesesuaian syarat & ketentuan berikut.

- Sebelum ditatanganiya penawaran, harga penawaran berlaku selama 14 (empat belas) hari kalender dari tanggal yang tertera pada penawaran ini. Apabila terdapat penawaran baru setelah penawaran ini, maka harga yang digunakan adalah harga pada penawaran terbaru.
- Setelah ditatanganiya penawaran, harga penawaran berlaku selama [14] hari kalender dari tanggal yang tertera pada penawaran ini. Kecuali diatur lain dalam perjanjian kerja sama antara PT Tibeka Logistik Indonesia dan pelanggan.
- Harga yang tertera adalah hanya biaya Free On Truck (FOT).
- Harga yang tertera diluar Biaya LOLO, TKBM, Handling, Loading/Unloading, Biaya-biaya ini akan ditagihkan bersamaan dengan biaya jasa trucking dengan TOP.
- Harga di atas dapat berubah kapanpun jika terdapat perubahan pada harga bensin (BBM), biaya tol, kebijakan pemerintah dan/atau hal lain yang sangat mempengaruhi biaya operasional.
- Apabila terdapat pengiriman barang retur yang disebabkan oleh kesalahan pelanggan, maka seluruh biaya yang timbul akibat retur barang ini, 100% akan menjadi tanggung jawab pelanggan. Biaya pengiriman retur barang ini diluar dari biaya pekerjaan yang harus dibayarkan oleh pelanggan kepada PT Tibeka Logistik Indonesia.

Ya, Kirim

Usability testing

We tested the new process with five Sales officers and identified several usability issues.

Usability testing findings

- 1 Sales need to see order price history for reference.
- 2 Better profit/loss indicators are needed.
- 3 Request price for orders without price history.

Mockups

We iterated the mockups based on usability testing feedback. First, we added an action to view order price history.

After usability study

← **Detail Line Item**

No. Quotation: QC-202340-00336 Customer: PT Vinilon Tipe Permintaan: Standard Tipe Servis: Domestik Trucking FTL... Deskripsi Muatan: Pipa Syarat & Ketentuan: Lihat Detail Nama Project: Vinilon_Wingbox_Jakarta... Status: Butuh Review >

🔍 Cari tipe produk, lokasi muat/bongkar... **Filter** [Tetapkan Margin Massal](#) [Update Line Item](#) 

☐ Basis	Tipe Produk	Tipe Kontainer	Tipe Rute	Lokasi Muat	Lokasi Bongkar	Target Harga Cust	Pricelist	Sales Margin (%)	Harga Jual	Re
☐ 1	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000	FC 
Lihat Referensi Harga										
☐ 2	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Sleman	Rp1.000.000.000 per trip	Belum Ada	Sales Margin	Rp - Harga Jual	FC
☐ 3	Tronton Wingbox	-	D-D	Kota Bogor	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	0.5%	Rp 995.000	FC 
Lihat Referensi Harga										
☐ 4	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Solo	Rp1.000.000.000 per trip	Rp990.000	-4%	Rp 950.000	FC 
Lihat Referensi Harga										
☐ 5	Tronton Wingbox	-	D-D	Kota Bekasi	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000	FC 
Lihat Referensi Harga										

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[Buat PH](#) [Kirim](#)

When user click the action, the system will show price history

Mockups

Improved profit indicators
with clearer icons and
colors.

After usability study

Detail Line Item

No. Quotation: QC-202340-00336 Customer: PT Vinilon Tipe Permintaan: Standard Tipe Servis: Domestik Trucking FTL... Deskripsi Muatan: Pipa Syarat & Ketentuan: Lihat Detail Nama Project: Vinilon_Wingbox_Jakarta... Status: Butuh Review

Cari tipe produk, lokasi muat/bongkar... Filter

Tetapkan Margin Massal Update Line Item

☐ Basis	Tipe Produk	Tipe Kontainer	Tipe Rute	Lokasi Muat	Lokasi Bongkar	Target Harga Cust	Pricelist	Sales Margin (%)	Harga Jual	Re
☐ 1	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000	FC
☐ 2	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Sleman	Rp1.000.000.000 per trip	Belum Ada	Sales Margin	Rp Harga Jual	FC
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☐ 5	Tronton Wingbox	-	D-D	Kota Bekasi	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000	FC

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Buat PH Kirim

When user set the price, the system will show better profit indicator

Mockups

Added request price action
for order without price
history.

After usability study

← **Detail Line Item**

No. Quotation: QC-202340-00336 Customer: PT Vinilon Tipe Permintaan: Standard Tipe Servis: Domestik Trucking FTL... Deskripsi Muatan: Pipa Syarat & Ketentuan: Lihat Detail Nama Project: Vinilon_Wingbox_Jakarta... Status: Butuh Review >

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☐ 4	Tronton Wingbox	-	D-D	Kota Jakarta	Kota Solo	Rp1.000.000.000 per trip	Rp990.000	-4%	Rp 950.000 ⬆️	FC Lihat Referensi Harga
☐ 5	Tronton Wingbox	-	D-D	Kota Bekasi	Kota Jogjakarta	Rp1.000.000.000 per trip	Rp990.000	1%	Rp 1.000.000 👍	FC Lihat Referensi Harga

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Buat PH Kirim

User can select and
request price for order
without price history.



Sales Team Usability Testing

Accessibility considerations

1

Developed a responsive web app for desktop and mobile use.

2

Improved UX writing by combining general and industry-specific terms.

3

Ensured icons and colors for profit indicators are easily recognizable and pass color contrast checks.

Takeaways



Impact:

The new process reduced the Supply team's workload, leading to a 57.2% decrease in the time needed to process price agreements.



What I learned:

Regular evaluation is crucial. Without it, we might miss deviations from the optimal process.

Next steps

1

Evaluate the price agreement process from Sales and Pricing perspectives to identify further improvements.

2

Conduct a thorough design evaluation to identify system design issues.

3

Engage with users and engineers to strategize the development of the price agreement system.

Transforming Student Educational Journey

Rumah Siap Kerja

Project overview



The product:

Rumah Siap Kerja partners with the Indonesian workforce program, Kartu Prakerja, to provide training for underprivileged and graduates, helping them start their own businesses or build their careers.



Project duration:

December 2020 - January 2021



Project overview



The problem:

- Users struggle to navigate the system.
- The website's visual design and branding are unattractive and inconsistent.



The goal:

- Create a seamless user journey on the website.
- Improve the website's visual design and branding.

Project overview



My role:

- UX Researcher
- UX Designer
- UX Writer



Responsibilities:

- User research
- Design evaluation
- Competitor audit
- High-fidelity prototyping
- Usability testing

User research: summary



We analyzed customer service tickets and conducted phone interviews to pinpoint user pain points and expectations.

We found that users had difficulties creating accounts, purchasing classes using Kartu Prakerja, accessing purchased classes, and completing classes to obtain certificates.

User research: pain points

1

Register Account

Users found it cumbersome and invasive due to the many required fields, including personal information.

2

Purchase Class

Users faced issues with the Kartu Prakerja system.

3

Access Class

Users struggled to access the classes they bought.

4

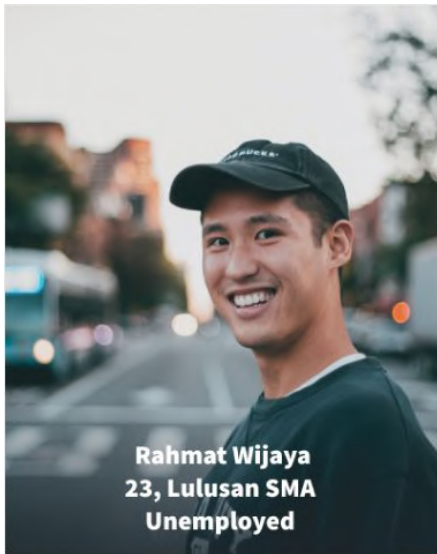
Finish Class

Many users stalled or didn't finish their classes.

Persona: **Rahmat**

Problem statement:

Rahmat is a recent undergraduate who wants to purchase classes using Kartu Prakerja and complete them to earn certificates.



“Kelas yang mudah dan gampang dipahami, kelas apa ya? Aku ingin mempelajari skill agar dapat membuka usaha atau mendapatkan pekerjaan.”

Latar Belakang

Rahmat adalah pelajar yang sudah lulus SMA namun hingga sekarang masih mencari pekerjaan tetap. Ahmad ingin mempelajari skill baru yang mudah untuk dicerna dan dipahami. Ahmad ingin tahu siapa yang mengajar dan cara pengajaran pelatih.

Motivasi

- Mendapatkan informasi cara mendapatkan pekerjaan
- Mendapatkan informasi cara memulai bisnis
- Mempelajari skill baru

Masalah

- Rahmat memiliki akses internet yang terbatas.
- Rahmat memiliki device yang terbatas.

Design Evaluation

We identified design issues by referencing Shneiderman's 8 Golden Rules, focusing on consistency, reducing memory load, and providing informative feedback.

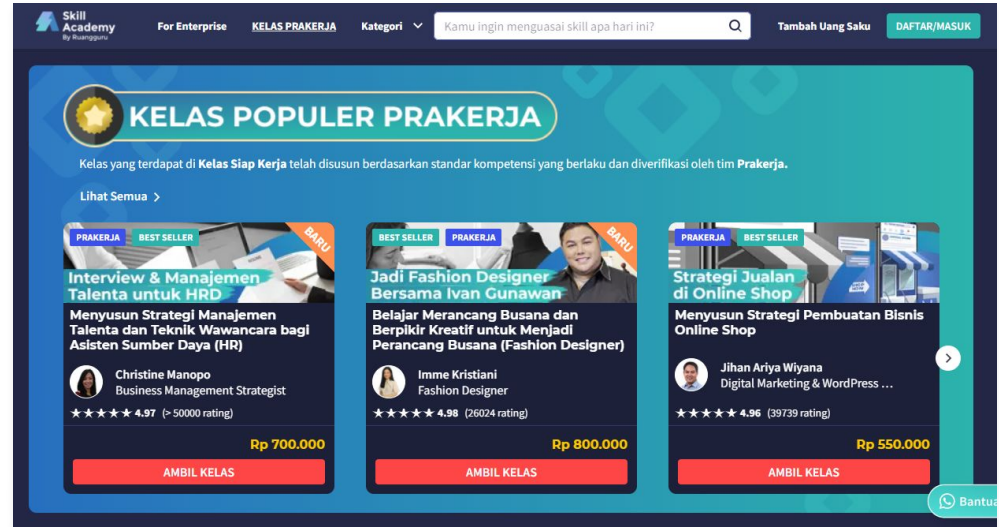
1. Home - Headline

1. RSK logo outline overlapped with Navbar color
2. Unnoticeable KartuPrakerja menu on NavBar
3. Accidental click between RSK logo and KartuPrakerja menu
4. Redundant headline
5. Program slider blocking the content
6. Unclickable button on the program



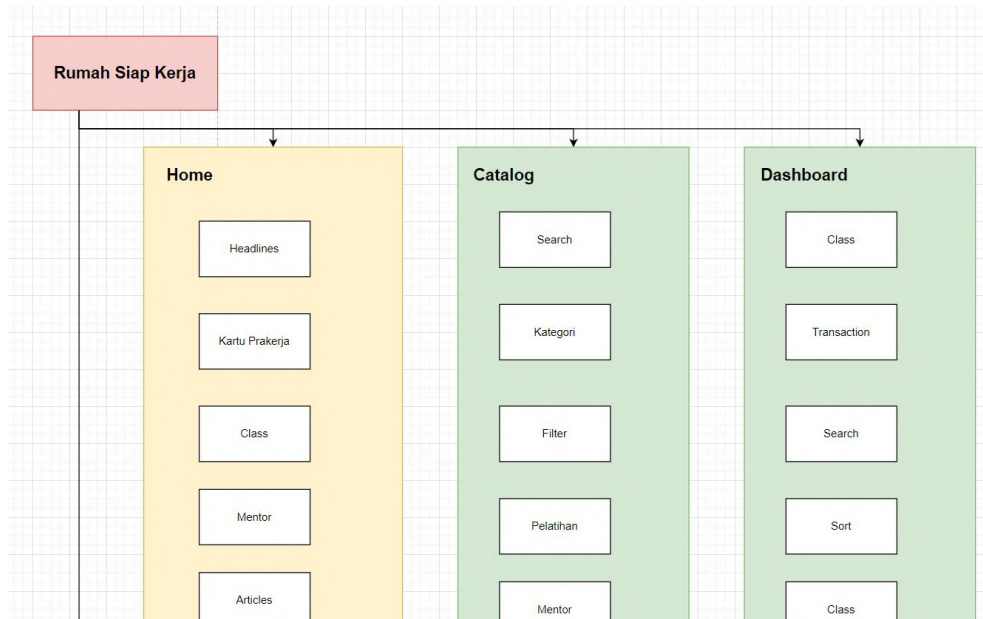
Competitive Audit

We analyzed direct and indirect competitors (like Ruangguru and Udacity) to learn what worked well in their products and identify gaps we could address.



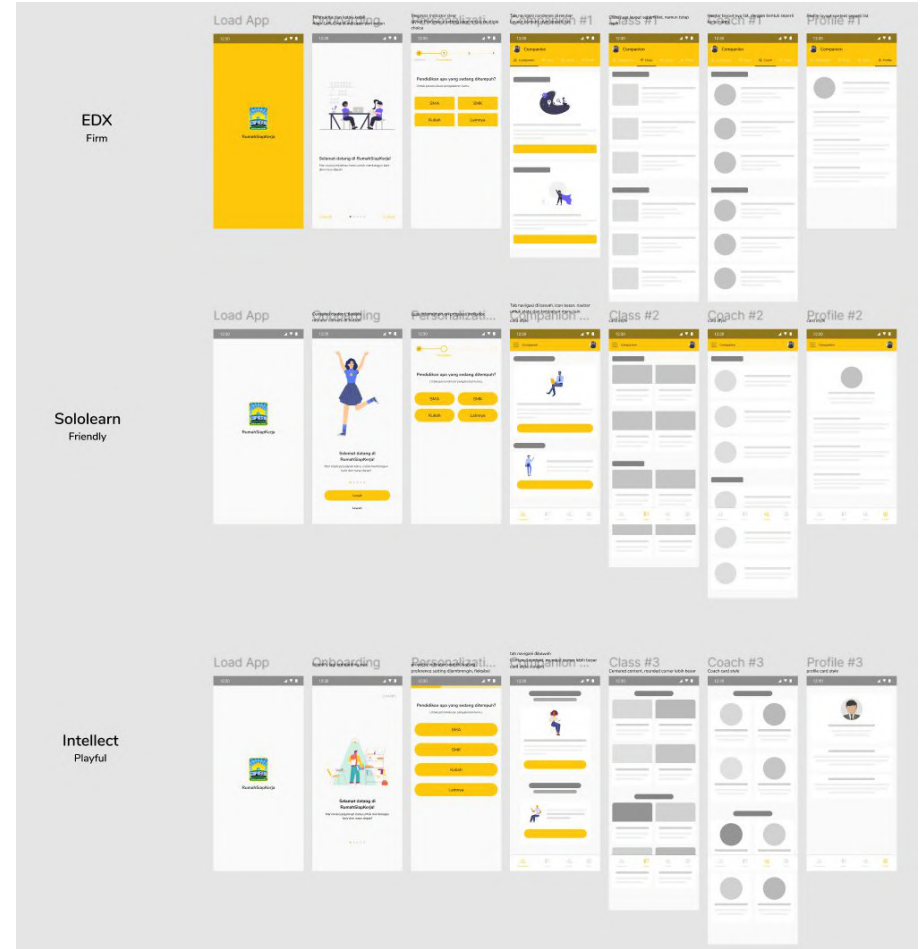
Information architecture

We restructured the website's information architecture to improve user navigation and limit the displayed information to keep users focused.



Digital wireframes

We created several visual design alternatives for key pages and presented them to stakeholders to secure buy-in and gather feedback.



Expert review

We conducted an expert review with stakeholders (C-level, marketing, operations) to collect feedback for design iteration.

Expert review findings

- 1 Visual design needs to be both professional and friendly.
- 2 UX writing should be professional yet approachable.
- 3 Users should complete tasks in a few steps.

High Fidelity Prototype

We developed a high-fidelity prototype based on feedback and tested it with users. First, we simplified registration by deferring some fields until class purchase and providing social media login options.

Register or login using social media

The image shows a mobile app registration screen for 'rumahsiapkerja'. At the top left is the logo, and at the top right is a 'Masuk Sekarang' button. The main heading is 'Daftar disini'. Below it is a paragraph of instructions: 'Demi kelancaran pelaporan Penyelesaian Kelas, kamu wajib untuk memasukkan informasi nama yang identik (sama persis) dengan Kartu Tanda Penduduk (KTP) kamu & nama yang tertera di akun Prakerja kamu.' Below this text is a Google login button. A horizontal line separates this from the 'atau daftar dengan' section. This section contains four input fields: 'Nama Lengkap' (with placeholder 'Masukkan nama lengkap Anda disini'), 'Email' (with placeholder 'Masukkan email kamu disini'), 'Telepon' (with a '+62' prefix and placeholder 'Masukkan telepon kamu'), and 'Kata Sandi' (with placeholder 'Masukkan kata sandi kamu disini' and a toggle icon). At the bottom is a blue 'Daftar' button.

rumah
siapkerja

Masuk Sekarang

Daftar disini

Demi kelancaran pelaporan Penyelesaian Kelas, kamu wajib untuk memasukkan informasi nama yang identik (sama persis) dengan Kartu Tanda Penduduk (KTP) kamu & nama yang tertera di akun Prakerja kamu.

Google

atau daftar dengan

Nama Lengkap

Masukkan nama lengkap Anda disini

Email

Masukkan email kamu disini

Telepon

+62 Masukkan telepon kamu

Kata Sandi

Masukkan kata sandi kamu disini

Daftar

Inform user about registration info

High Fidelity Prototype

Added class reviews and made the purchase action more prominent with sticky footers.

Added class review to help convince user

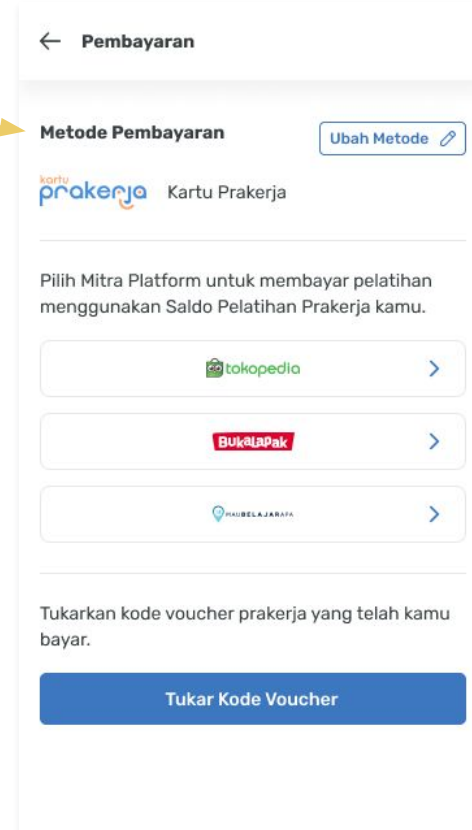


Use sticky footer to make the action prominent

High Fidelity Prototype

Saved preferred payment methods for easier repeat purchases.

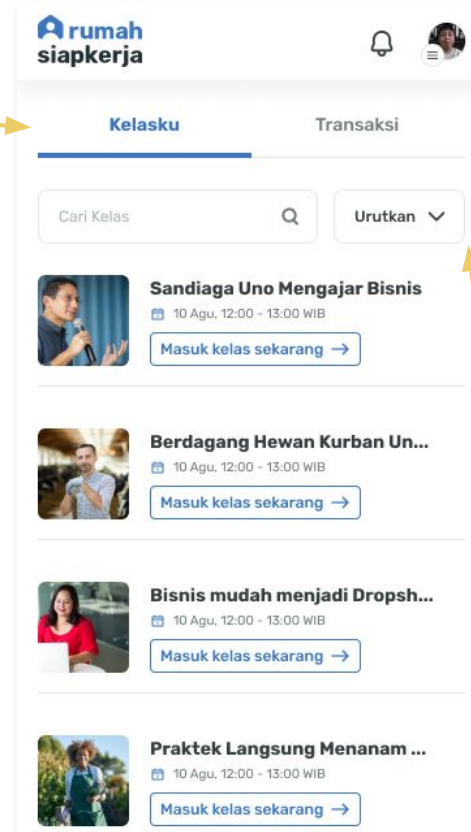
Saving user preferred payment method



High Fidelity Prototype

Organized the user dashboard with tabs, search, sort, and filter options.

Using tabs to organize user activities



Provide navigation method in user dashboard

Usability Testing

We conducted remote usability testing with five users, identifying several issues to address.

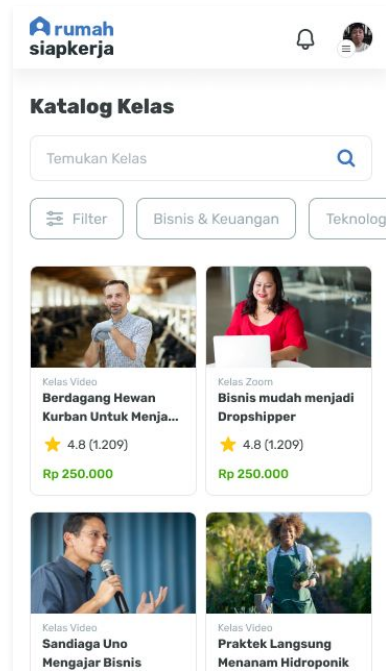
Usability testing findings

- 1 Users found it hard to distinguish regular and Kartu Prakerja classes.
- 2 Users didn't understand what was included in a class.
- 3 Users struggled to redeem Kartu Prakerja vouchers.
- 4 Users had trouble finding class completion certificates.

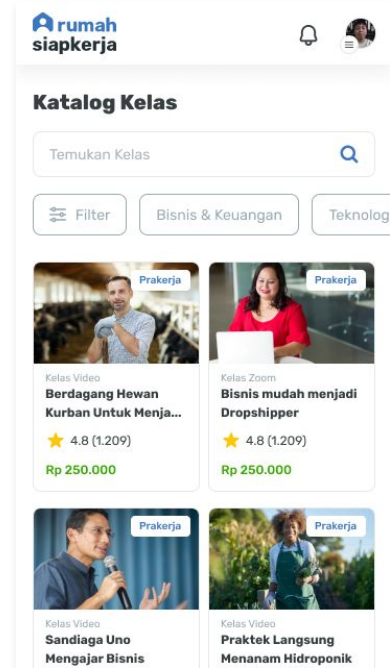
Mockups

We iterated the mockups based on usability testing feedback. First, we added Kartu Prakerja tags to differentiate these classes from regular ones.

Before usability study



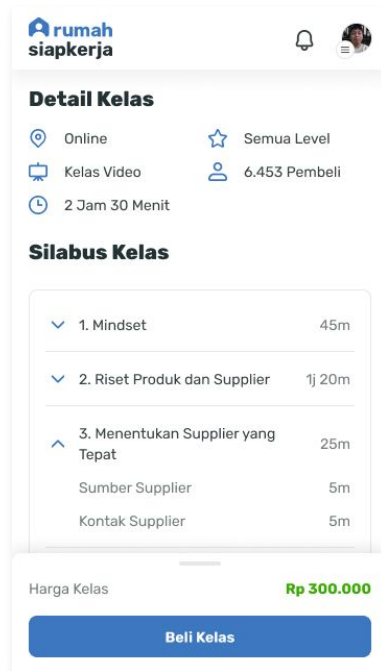
After usability study



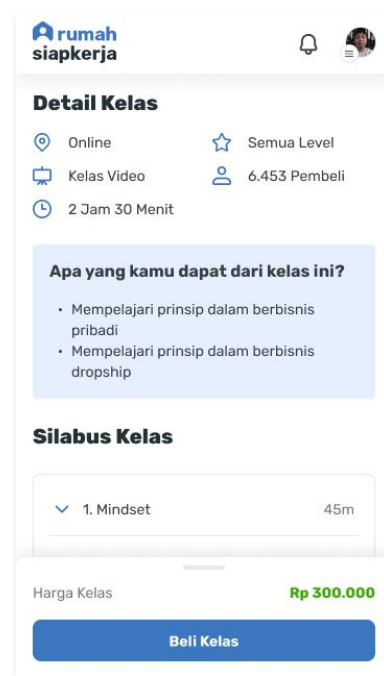
Mockups

Provided a summary of class contents, including training kits and certification.

Before usability study



After usability study



Mockups

Automatically chose the Kartu Prakerja payment method and we outlined and simplified the steps to use it.

Before usability study

The mockup shows a payment screen titled 'Pembayaran'. Under 'Metode Pembayaran', 'Kartu Prakerja' is selected. Below, a list of Mitra Platform options includes 'tokopedia', 'Bukalapak', and 'HIDUP BELAJAR RATA'. At the bottom, there is a section for exchanging a voucher code with a 'Tukar Kode Voucher' button.

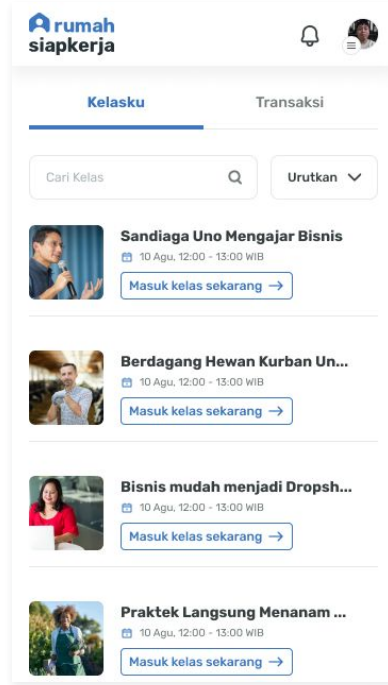
After usability study

The mockup shows the same payment screen but with several improvements. The 'Masukkan Kode Voucher' field is now visible, and the 'Gunakan kode referral Kawan Cuan' option is added. The 'Tukar Kode Voucher' button remains at the bottom.

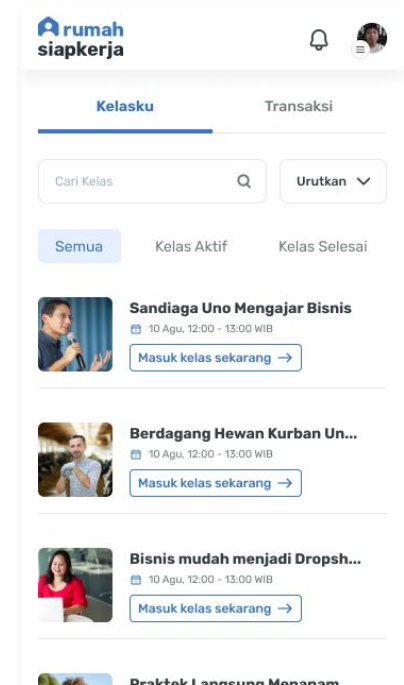
Mockups

Added filter for ongoing and completed class for simpler certification access.

Before usability study



After usability study



Takeaways



Impact:

The redesign led to a 1.177% increase in total users, an 8.746% increase in class sales, and an 8.179% increase in class completions compared to the previous year.



What I learned:

Collaboration is essential. Working with PMs, engineers, stakeholders, and users provides new perspectives, development feasibility, and project consistency.

Next steps

1

Summarize the design to create a design system and guidelines.

2

Present the design to the engineering team for development and adjust existing components.

3

Adapt the design for tablet resolution.

Elevate Waresix Design System Usability & Accessibility

Waresix

Project overview



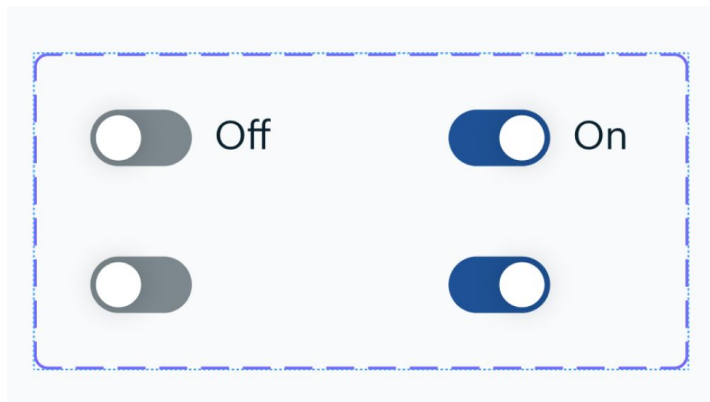
The product:

Waresix developed its own design system, including foundational elements (typography, color, iconography) and components (buttons, input fields, checkboxes) to ensure consistency and productivity across projects.



Project duration:

October 2023



Project overview



The problem:

- Designers inconsistently using the toggle component.
- Usability and accessibility issues with the toggle component.



The goal:

- Standardize toggle usage across projects through guidelines.
- Improve toggle visual design and accessibility.

Project overview



My role:

- UX Researcher
- UX Designer
- UX Writer

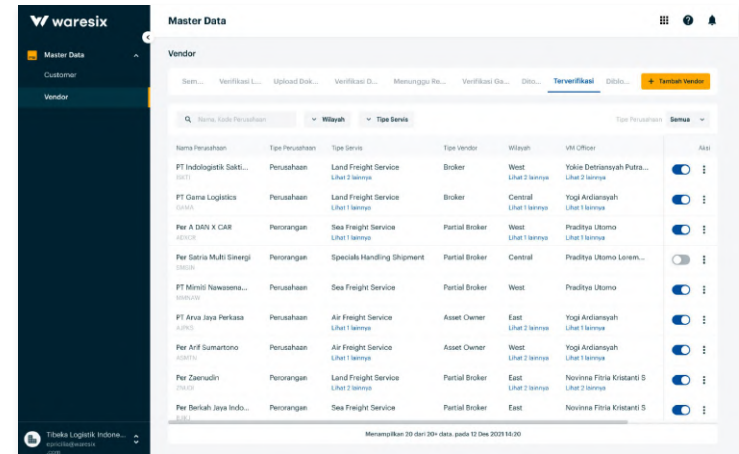
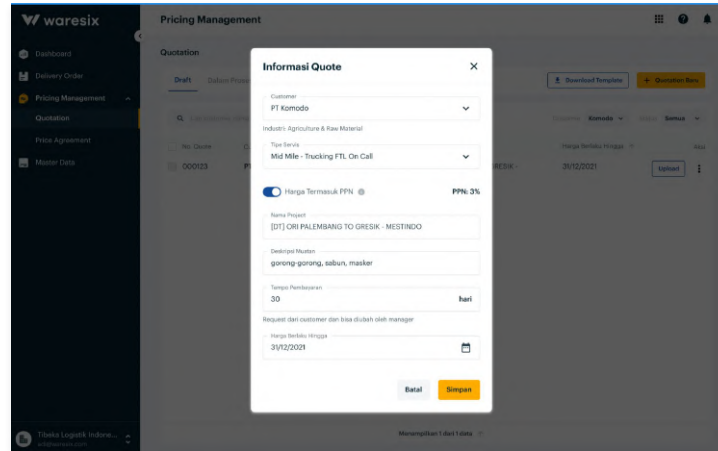


Responsibilities:

- User research
- Design evaluation
- Competitor audit
- High-fidelity prototyping

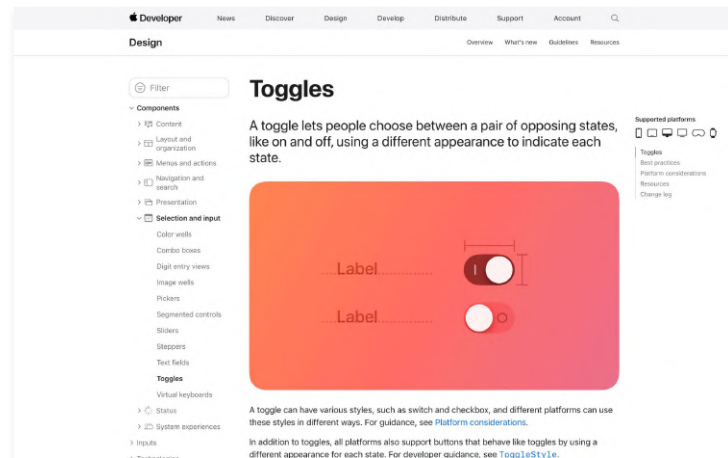
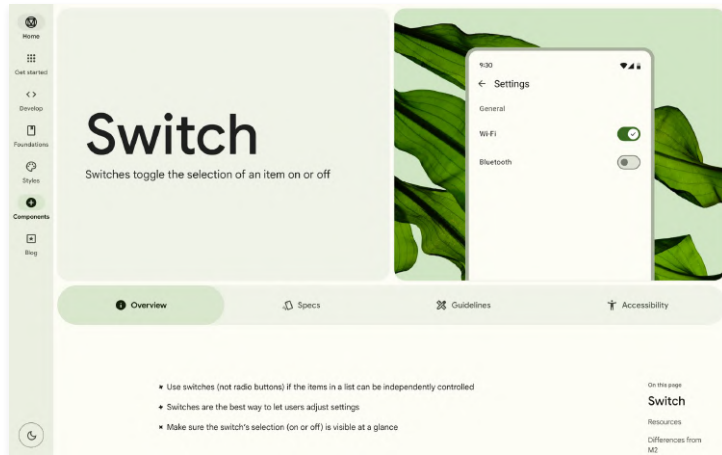
Design evaluation

We evaluated how designers utilized toggles in their projects, understanding the context and role of the toggle in each design.



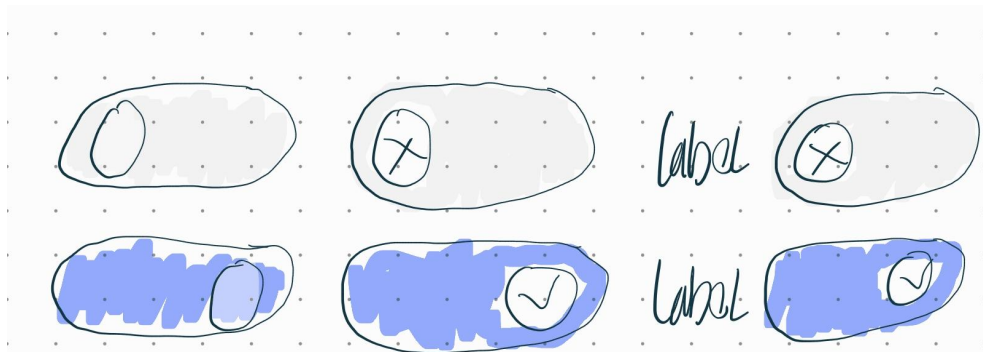
Competitive audit

We studied other design systems (Google Material, Apple Human Interface) to understand the purpose, design, and guidelines for toggles.



Rapid sketching

Based on our design evaluation and competitor audit, we sketched improvements for the toggle component.



Expert review

We conducted expert reviews with other designers, identifying usability issues to address.

Usability testing findings

- 1 Remove variant without an icon.
- 2 Write component specifications.
- 3 Write comprehensive component guidelines.

High-fidelity prototype

Incorporating stakeholder feedback, we enhanced the visual design of the toggle component, wrote the component specifications, and developed guidelines. We added icons by default to aid users with color vision deficiencies.

Toggle

Anatomy

- 1 ◇ **Toggle**
- 2 □ **Track**
Border radius : 40
- 3 ○ **Thumb**
Drop shadow : 0px 0px 12px 0px #000000
- 4 ◇ **Icon**
Depends on : `close`
- 5 T **Label**
Text style : `desktop/base-reg`



High Fidelity Prototype

Added more component states (disabled, selected-disabled, hover, focus, press) and size variants for both desktop and mobile.

Add more states variant



Add more size variant

High Fidelity Prototype

Created detailed guidelines covering an overview, purpose, best practices, usage examples, and placement.

Purpose

- Mengubah pengaturan (aktif/tidak aktif)

Guidelines

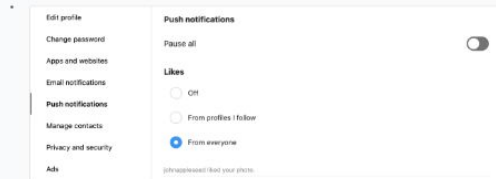
- Toggle tidak mengharuskan user menekan button untuk menerapkan pengaturan.
- Toggle tidak memerlukan modal konfirmasi. Apabila action membutuhkan modal konfirmasi, gunakan button atau dropdown menu.
- Tidak perlu menampilkan toast saat mengaktifkan/menonaktifkan toggle.
- Gunakan kata sifat pada label toggle untuk mendeskripsikan action atau state dari objek yang dikontrol.

Push Notification ☒ Aktif

Toggle harus selalu dipasangkan dengan teks/label/column header yang menjelaskan objek yang dikontrol oleh toggle. Pada table, label ada di bagian kanan toggle. Pada container lain, teks ada di bagian kiri toggle.

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Example of Usage



Layar pengaturan

Placements



Expert Review

We conducted expert reviews with engineers and product managers, who supported the improvements but suggested further adjustments.

Expert review findings

- 1 Adjust the component to align with the Ant Design library used by engineers.

Accessibility considerations

1

Used icons to help colorblind users distinguish between component states.

2

Added a variant with a label for user clarity.

3

Incorporated various states in the toggle to assist users with disabilities, such as screen readers.

Takeaways



Impact:

Standardizing toggle component usage and integrating accessibility best practices improved usability and ensured a more inclusive experience within the Waresix ecosystem.



What I learned:

Leveraging insights from team members and other companies' design systems accelerates the evolution of our design system.

Next steps

1

Evaluate and improve
guidelines for other
components.

2

Test the engineering
development process.

3

Evaluate system
accessibility
comprehensively.

Let's connect!



Exploring remarkable challenges and opportunities? Let's collaborate and build something great!

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<https://erlangga-design.webflow.io/>
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