## Foster Pet App and Responsive Website

## Barbara Haggerty

July - August 2022



## **Project Overview**



#### The product:

Solano County Friends of Animals (SCFOA), a non-profit dedicated to animal welfare, required a digital platform to educate and engage potential fosters, adopters, and donors. SCFOA's primary audience consists of individuals passionate about addressing the needs of feral animals and seeking actionable ways to contribute.



#### **Project duration:** July 2022 to August 2022



## **Project Overview**



#### The problem:

SCFOA faces a critical shortage of fosters and volunteers due to a lack of public awareness about fostering and the specific needs of community cat rescue and rehabilitation.



#### The goal:

Design a mobile app that empowers potential fosters and volunteers with comprehensive education on foster responsibilities and best practices for rescuing and rehabilitating community cats, ultimately increasing successful placements in new homes.

## **Project Overview**



#### My role:

Lead UX Researcher and Designer, responsible for the end-to-end design of a mobile application and responsive website.



#### **Responsibilities:**

Conducted interviews, created paper and digital wireframes, low and high-fidelity prototypes, conducted usability studies, accounted for accessibility, iterated on designs, and defined information architecture for responsive design.

## Understanding the User

- User Research
- Personas
- Problem Statements
- Competitive Audit
- Ideation

#### User Research: Summary

Using SCFOA's online presence, I formulated interview questions to gather user insights. Participants consistently reported difficulty locating critical contact information for medications and authorizations, and lacked clear answers to general foster questions. Notably, research also indicated significant user motivation to engage in animal rescue if provided with an intuitive and comprehensive digital tool.

## Persona 1: Abigail

#### **Problem statement:**

Abigail is a working mom who needs an easy way to keep track of animals' health information because she needs to ensure accurate and timely administration of vaccinations and medications.



Abigail

Age: 59 Education: BS in Biology Hometown: Green Valley, CA Family: 3 sons Occupation: Clinic Nurse "With the right help any feral cat can be saved, but you just need to know how."

#### Goals

- Help feed feral colonies
- Nurture sick animals back to health
- Make fostering easier on herself
- **Frustrations** 
  - Not knowing medical information like over the counter meds, flea medication, and who is dispensing it.

Abigail is a clinic nurse working towards finally retiring in a few years. She lives with her wife and one of her sons who has a knack for finding abandoned kittens. Abigail helps care for as many as she can through the SCFOA organization and tends to use her laptop to search for animal medications information and get the necessary foster and adoption forms.

#### Persona 2: Neha

#### **Problem statement:**

Neha is a potential foster provider who needs a centralized resource for animal care advice, because she wants to learn how to provide the best possible care according to SCFOA's humane practices.



#### Neha

Age: 26 Education: BS in Literature Hometown: Suisun City, CA Family: Single Occupation: Office Assistant "I wish there was a kind of foster parent handbook to get prepped."

#### Goals

- Help with adoption events
- Learn how to care for animals
- Adopt her own cat one day

#### **Frustrations**

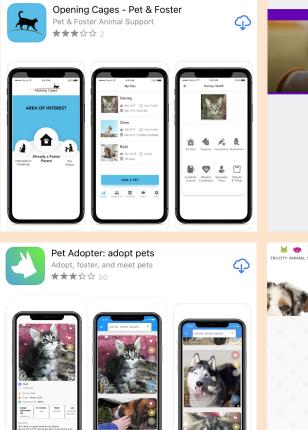
- Out of touch with knowing when to go to a vet
- Not knowing who to contact and get authorization quickly

Neha is an office assistant who works closely with people who volunteer for Solano County Friends of Animals. Though she's never owned a cat, she describes herself as a big cat lover and is interested in volunteering with the organization in any way she can. Neha mainly uses a mobile device to get on the internet and is looking into foster care.

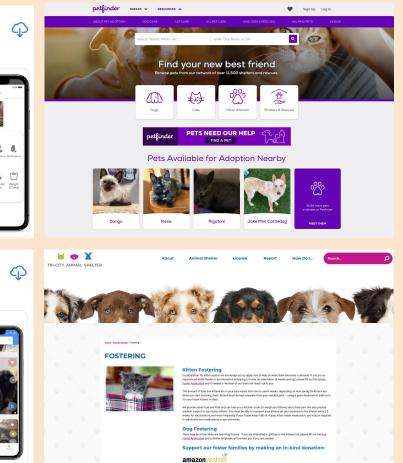
## **Competitive Audit**

A thorough audit of competitor platforms revealed crucial gaps and opportunities, directly informing the strategic direction and feature set of the SCFOA app and website.

#### Mobile

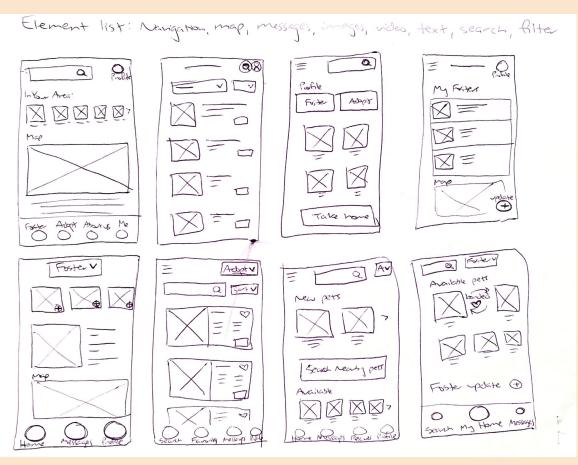


#### Desktop



## Ideation

Based on insights from the competitive audit, l generated a range of potential solutions through focused ideation. These solutions prioritized streamlining animal postings and implementing user-friendly logging and tracking features.



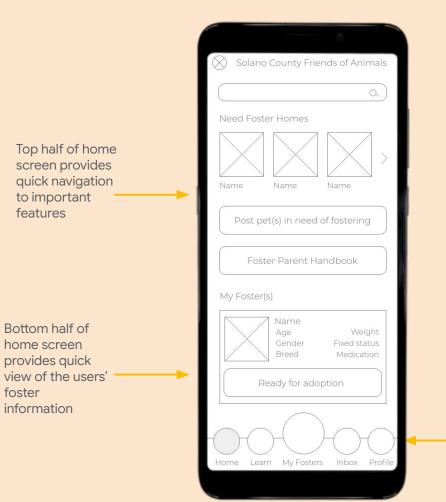
# Starting the Design

- Digital Wireframes
- Low-Fidelity Prototype
- Usability Studies



## **Digital Wireframes**

Building upon initial paper wireframes, I created digital wireframes for the SCFOA app that prioritized personalized guidance for animal logging and care.



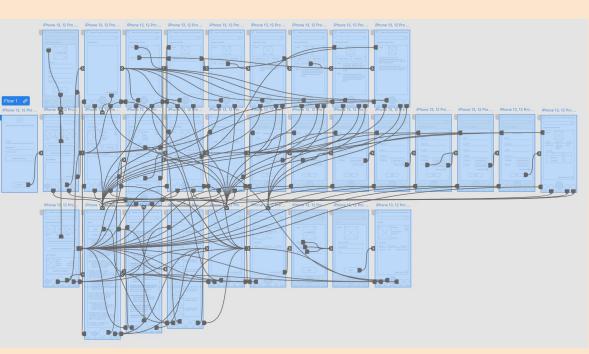
Easy access to app features from global navigation

Google

## Low-Fidelity Prototype

A lo-fi prototype was created to test key functionalities, including posting found animals and logging medication details for foster animals. This allowed for early validation of core user task flows.

View <u>SCOFA's low-fidelity</u>



prototype

## Usability Study: Parameters



**Study Type:** Unmoderated usability study





Participants:

5 target users



Length: 15-25 minutes

## Usability Study: Findings

The usability study revealed the following key insights:

#### **Onboarding Confusion**

Users were unsure how to initiate tasks and needed clarification on the app's purpose, such as whether it would be more like a workbook or Petfinder replacement.

#### **Profile Organization**

2

Users were confused about the distinction between "My Fosters" and "Profile," desiring a more intuitive organization and the removal of unnecessary profile features. Affinity Diagram Most navigation links to Learn Not clear on how to type in Combine My Fosters and Profile Suggested checkbox with navigation buttons because they sound close remind me instead of "Have Reminder?" button tab didn't work Juickly completed task Mouse first was drawn to top o list area to add Would be good to have notifications like "Your kitten i 6 weeks old it should be this First thought main tasks should be updating the information about your fosters and postin or adopting tab Tried searching FAQs in Search Don't need +Foster on If Inbox is replaced with Adopt Feels like a jumble doing a homepage but "ready for Tried typing before tapping th then the Need Homes section bunch of stuff adoption would be good of the homepage could direct to edit buttor he adopt page with a wider Had to be told it's more of a Tried to click on Navigation Have a tab dedicated to listing workbook than solely a button for "My Fosters" instea of Add Foster on homepage of pets if it's replacing Petfind Petfinder replacement since that's why people would Design the inbox page like the top right messages icon and Likes the checkboxes for medicine given Don't need a My Fosters section when first logging inf app. It can be updated from the Login was confusing with interested in adopting, fost and "already a foster" Should have same content for adopter and foster parent because info could be useful for

Pet Listing Display

Users preferred a dedicated page or tab for viewing animal listings in full, rather than a single scrollable line, for improved browsing and information access.

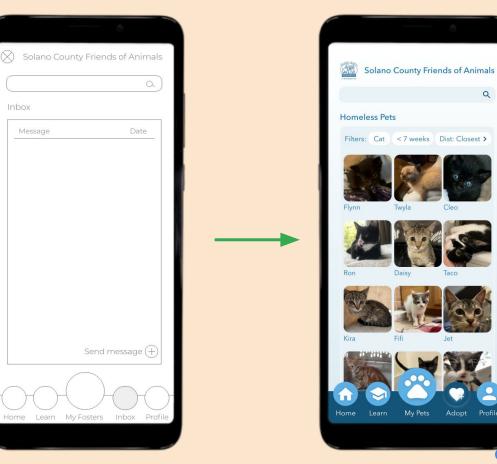
## Refining the Design

- Mockups
- High-Fidelity Prototype
- Accessibility

## Mockups

Leveraging insights from the usability studies, I refined the mockups by replacing the underutilized inbox feature with a prominent, dedicated section for browsing adoptable pets directly from the home screen and navigation bar, enhancing discoverability and user engagement.

#### **Before Usability Study**

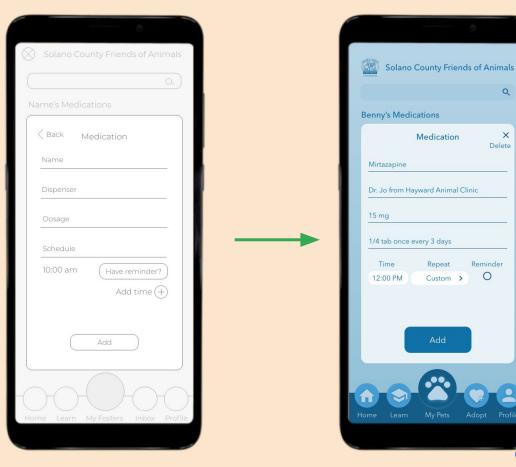


After Usability Study

## Mockups

The medication page was redesigned to improve medication management with a clearer time editing functionality. This included customizable options for setting repeat schedules giving users greater control over medication administration.

#### Before Usability Study

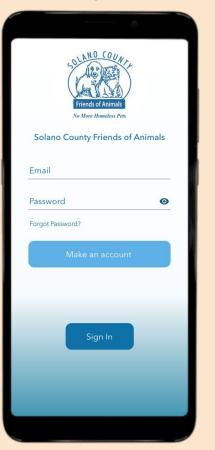


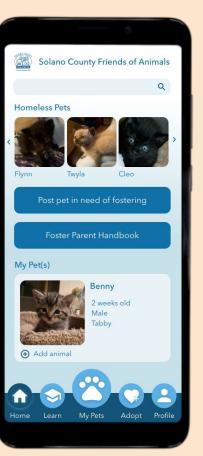
After Usability Study

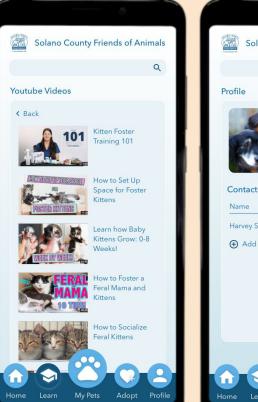
Q

×

## Mockups









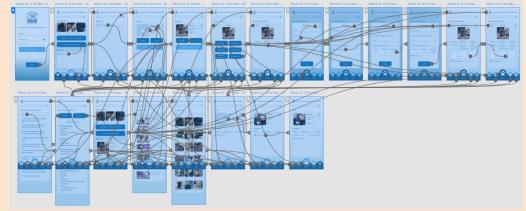
## High-Fidelity Prototype

The high-fidelity prototype showcases the refined user flows for profile creation, adding fosters, and medication editing, designed to enhance usability and address user pain points.

View the <u>SCFOA high-fidelity</u> prototype







## Accessibility Considerations

#### **Use of Colour**

I specified important information by using a combination of text, colour or graphical objects. This will benefit users with partial sight or limited colour vision, colour-blindness and users who use text-only, limited colour, or monochrome display screens.

#### **Consistent Navigation**

2

I ensured that repeated components occur in the same order on each page of a site. This will be helpful for users with cognitive limitations, low vision and intellectual disabilities as it becomes easier to predict where they can find things on each page.

#### **Use of Headings**

3

l used descriptive and informative page titles. This will help users with limited short-term memory, low vision or difficulty reading text — they can see only few words at a time and know the purpose of each section.

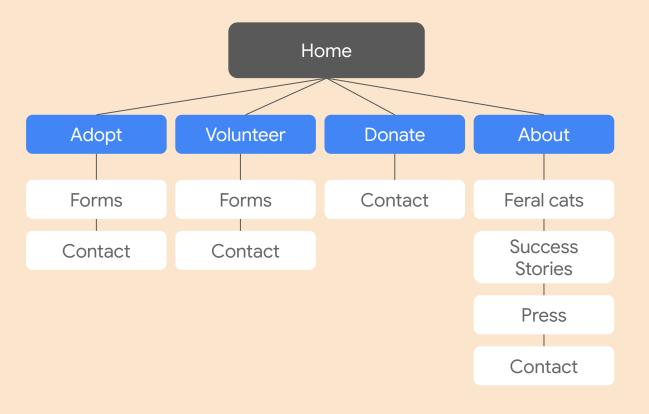
## **Responsive Design**

- Information Architecture
- Responsive Design

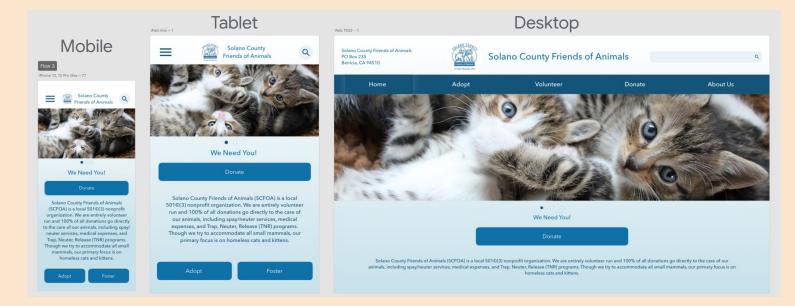


## Sitemap

Following the app designs, I created a responsive website to ensure a cohesive user experience across all devices. The SCFOA sitemap served as the foundation for the website's organizational structure, guiding the design of each screen for consistent navigation and information architecture.



## **Responsive Designs**



To ensure an intuitive user experience across all devices, responsive designs were created for mobile, tablet, and desktop screens, which were strategically optimized to address the unique user needs and interaction patterns associated with each device and screen size.

## Going forward

- Takeaways
- Next steps

#### Takeaways



#### Impact:

The app successfully demystified fostering, making it feel accessible to potential volunteers. User feedback highlighted the app's educational value, with one participant stating, "The SCFOA app helped educate me about the necessities of animal care in a way that's easy and engaging."



#### What I learned:

This project reinforced the importance of focused problem-solving. While addressing a complex issue, I learned that simplifying the solution to meet specific user needs, rather than attempting to combine multiple functionalities, resulted in a more effective and user-friendly app. Diligently adhering to each step of the design process was crucial in developing truly valuable solutions.

#### Next Steps

Conduct post-launch research to assess the app's effectiveness in increasing feral animal awareness and achieving adoption goals. Utilize analytics and user feedback to inform future iterations. Develop and integrate additional educational content on humane animal care practices, ensuring users have access to comprehensive and up-to-date information.

2

Implement a system to recognize and reward users for their contributions to animal rescue, promoting continued participation and community engagement.

3

## Let's Connect!

Ø

Thank you for your time reviewing my work on my SCFOA app! If you'd like to see more or get in touch, you may reach me through my contact info provided below:

Email: <u>barbarahaggertywork@gmail.com</u> Website: <u>barbarahaggerty.com</u>