





This project has received funding from European Union's

Life Programme under Grant Agreement

N° LIFE 17 ENV/IT/000212 I-SharE LIFE

## **USER CENTERED DESIGN**

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#### FIRST DISSEMINATION EVENT

10<sup>TH</sup> DECEMBER 2020

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#### Introduction

## **I-SharE LIFE Project**

Innovative electric car sharing service models that optimize the use of cars at different times of use for different types of users (commuters, citizens, public and private companies)

## Methodology

User Research and Co-Design

Focusing on the user experience makes it possible to improve the electric car-sharing service for different types of users



## User - centered design

It is a design of a product or service that **focuses on the user**, taking into account his/her needs, objectives and opinions.

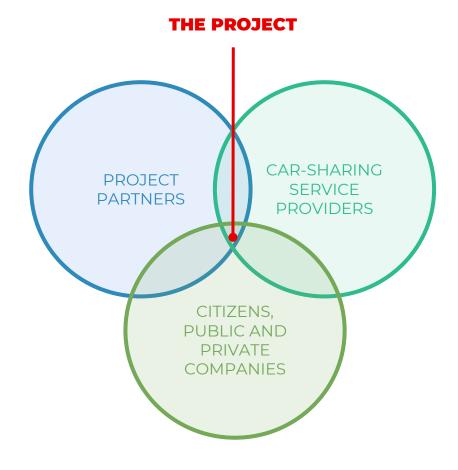
https://usabilitygeek.com/usercentered-design-introduction/





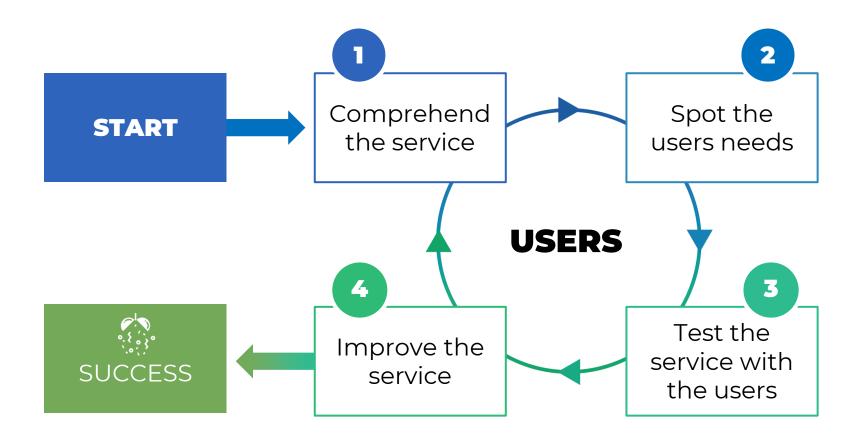
#### How to be user - centered

To improve the service, it is necessary to take into account all users and entities involved in the design, implementation, promotion, etc. of the service





## The approach





## Understanding the service





<b>Preliminary</b>					
<b>Customer Journey</b>					

Subdivision and analysis of each single step

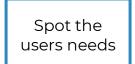


**UNPLUG THE CAR** DRIVE FIND CHARGING POINT **UNLOCK SCREEN** GAIN E-vai employee freed E-vai employee was Really new car, easy to drive. the parking place for us. really helpful. Connect the private account to the car **OPPORTUNITIES** Map of the charging station at least on the app (suggest also that a2a ones are usable) No customized PAIN interactive screen Hard to find charging Difficult to interact with (any specific the interface stations. information on the service).

Identification of the strengths and weaknesses



#### The users needs





Poliedra designed various participatory activities with all the project partners in order to identify the specific service users and their needs for each specific project service model.







## The Beta Users profiles





#### What is innovative?

The innovation of the project consists in testing solutions for sharing electric vehicles in small and medium-sized urban areas where demand is lower, providing cars that are used by different types of users in different time windows.

#### The five service models:

	Model 1	Model 2	Model 3	Model 4	Model 5
WHERE	Busto Arsizio	Bollate	Bergamo	Como	Osijek
USERS	<ul><li>→ Companies</li><li>→ Commuters</li></ul>	<ul><li>→ Companies</li><li>→ Commuters</li></ul>	<ul><li>→ Municipality</li><li>→ Citizens</li></ul>	<ul><li>→ Hotels</li><li>→ Tourists</li></ul>	<ul><li>→ Municipality</li><li>→ Citizens</li><li>→ Commuters</li></ul>



## Selection test and feedback



- → The 5 I-SharE service models are tested on the demonstration sites by some Beta Users, users selected through the Recruitment Screener in order to test the service for two weeks
- → Beta Users tested the service several times, providing their opinion by filling out **diaries** and participating in **interviews** especially regarding touchpoints (app, website, etc ...)
- → Their observations were used to re-design and improve the service



### Some of the feedback

Spot the users needs



I had never driven an electric car and was pleasantly impressed. I really like the low environmental impact.

Several people have asked me where to rent the car.

The registration phase was quite complex.

With the right increase of charging stations, the service can really be successful.

Although there were difficulties during the test, I'm sure people will be very interested in the service



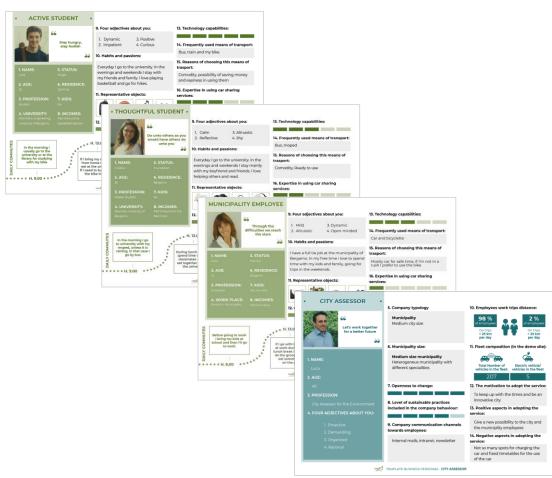
#### The first results

Test the service with the users



The results obtained by diaries and interviews with Beta Users have contributed to define the "Personas", archetypes of possible service users.

They represent specific types of users on which the user centered **co-design** of the service is based.





## The co-design activities

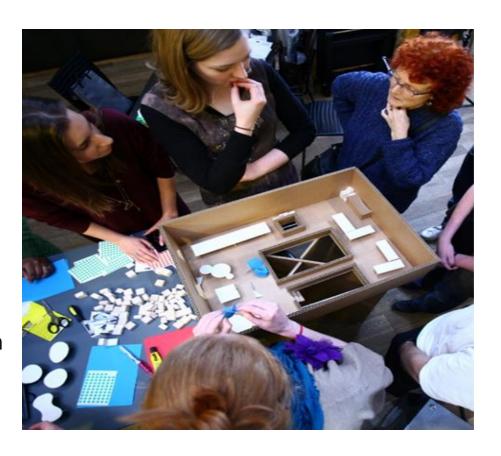




#### What is co-design?

It is a practice where **users become an active part** of the design process.

Considered "experts" thanks
to their experience, they
return different opinions that can
be integrated into the design and
innovation of the service.





# **Co-design activities**





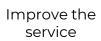
- In all co-design activities participated both Beta Users and Stakeholders for which demo sites involved
- > Specific themes were dealt in each co-design workshop according to the different demo sites and what was needed there.

#### In particular:

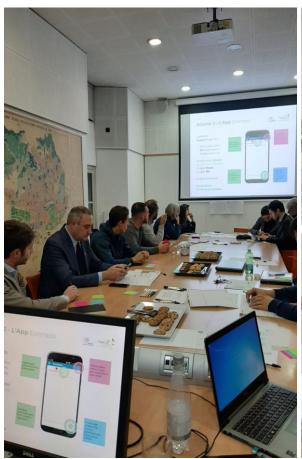
- Touchpoints (App, website...) (in Bergamo demo site)
- Company employees training (Busto A. and Bollate demo sites)
- Communication and advertising of the service in the Como Lake area
- App improvements and charging stations possible location in the City of Osijek



# **Co-design activities**















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## Continuous feedback process





After one year from the testing phase, all Beta Users involved were invited to some online workshops to continuously improve the service

In Italy and Croatia more workshops have been done.

- → Beta Users that continue to use the service
- → Beta Users that stop to use the service





# Online workshops feedback (IT)

Improve the service



A lot of BUs
stopped using
the service due
to COVID
situation, since
they started to
work from home

Increase the advertising of the service on social networks especially to attract a young audience

Insert some news of the service on the App homepage

The **new rate** proposed by E-Vai is considered **convenient** if the user does not have a car

Make partnership with **Satispay** (is a new payment system that allows you to send money to friends and pay in stores from your smartphone) Add a map on the App that shows the cars available and their location The new App is more intuitive, clear and with better graphics

Create **favourable rates for students** or shared rides



# Online workshops feedback (HR)

Improve the service



Increase the different types of advertising identified by BUs:

- The radio channel, social media and promotion for students

Increase the different types of advertising identified by BUs:

- The **radio channel** and **leaflet** a for pensioners

A lot of BUs expresse fear of delays due to vehicle unavailability, fear of low battery in the vehicle and fear of unavailability of parking places

dedicated for e-car

sharing vehicles.

Insert
a MAP on the
App of the
charging
station

Insert a Map on the App of the location where collect and return the vehicles Obliged people to use the mask and gloves in the vehicle

Put in the vehicle the disinfectant and a digital thermometer

different types of advertising identified by BUs:
- The mailing list and TV commercials for private and public companies'

Increase the

employees



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### **Considerations**

- → User Centered Design approach may take longer than a traditional one, but it can bring greater advantages, helping the identification of opportunities to improve the service
- → This methodology permits to market a service that effectively responds to the **needs of different users**. The collaboration with different partners and users has allowed a mutual enrichment in favor of the final result, facilitating the dialogue between people that usually do not communicate
- → Through the Beta testing and the workshop sessions the service resulted feasible and flexible according to the city and territory









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# THANK YOU FOR YOUR KIND ATTENTION!

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