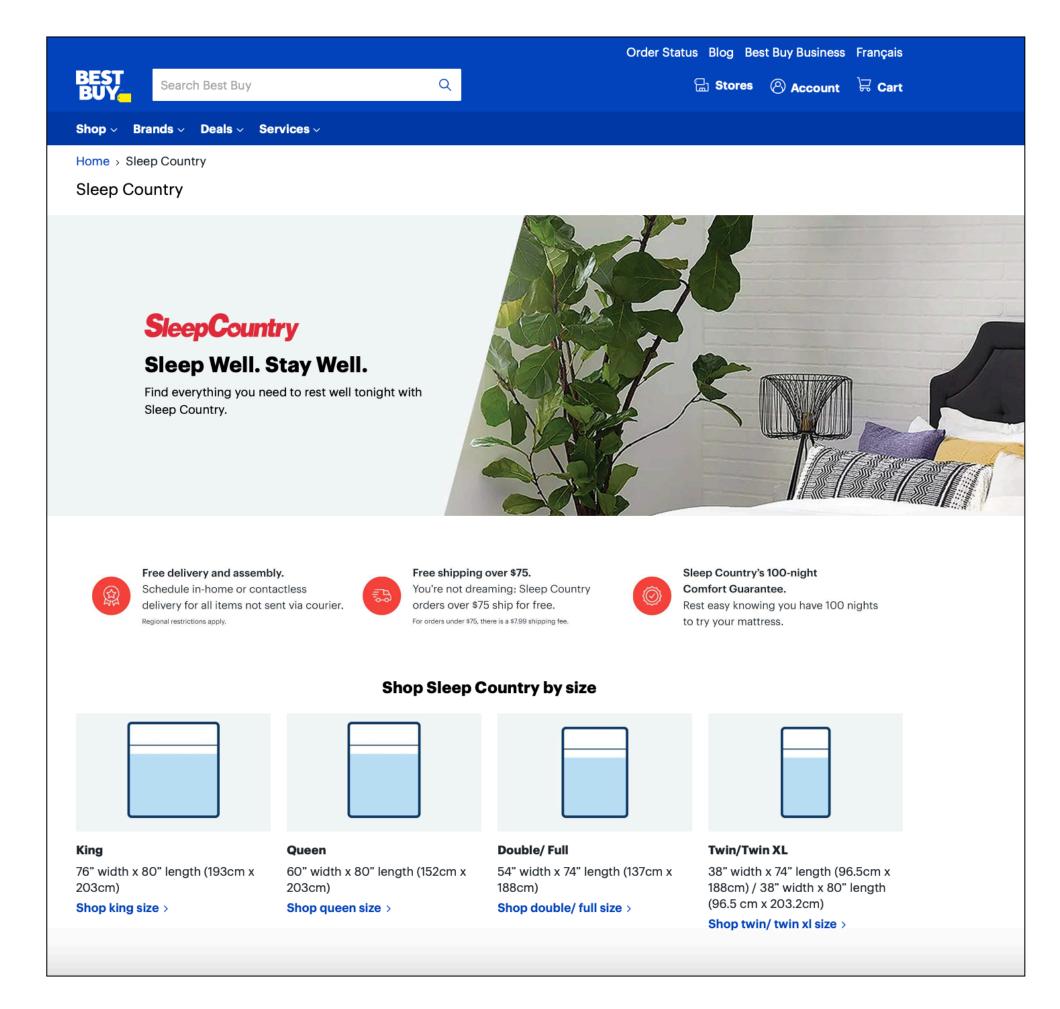
Best Buy Brand Experience

One of Best Buy's biggest initiatives to rebuild the Brand Experience program and help customers easily shop for brands they love.



SleepCountry Brand Experience

The Project

Best Buy Brand Experience: During the pandemic, customers relied heavily on online shopping experiences more than ever. As a result, Best Buy rebuilt its Brand Experience program to make it easier for customers to find and purchase products from the brands they love.

My Role: User Experience Design Lead

Cohort: Content Strategist, UX Writer, Digital Designer, Data Analyst, and SEO Specialist

End Users: Best Buy customers and brand lovers, vendors

Development Model: Agile

Business Problem

Best Buy needed to evolve the existing Brand Experience to address vendor funding retention, scalability and customer pain points.

Stakeholders

- Media Network team who builds Best Buy's onsite advertising solutions
- Director of eCommerce
- Director of Experience Design
- Director of Marketing
- Director of eCommerce Operations
- SEO community
- Marketing Analysts
- Experience Design community
- Digital Retail Merchandisers



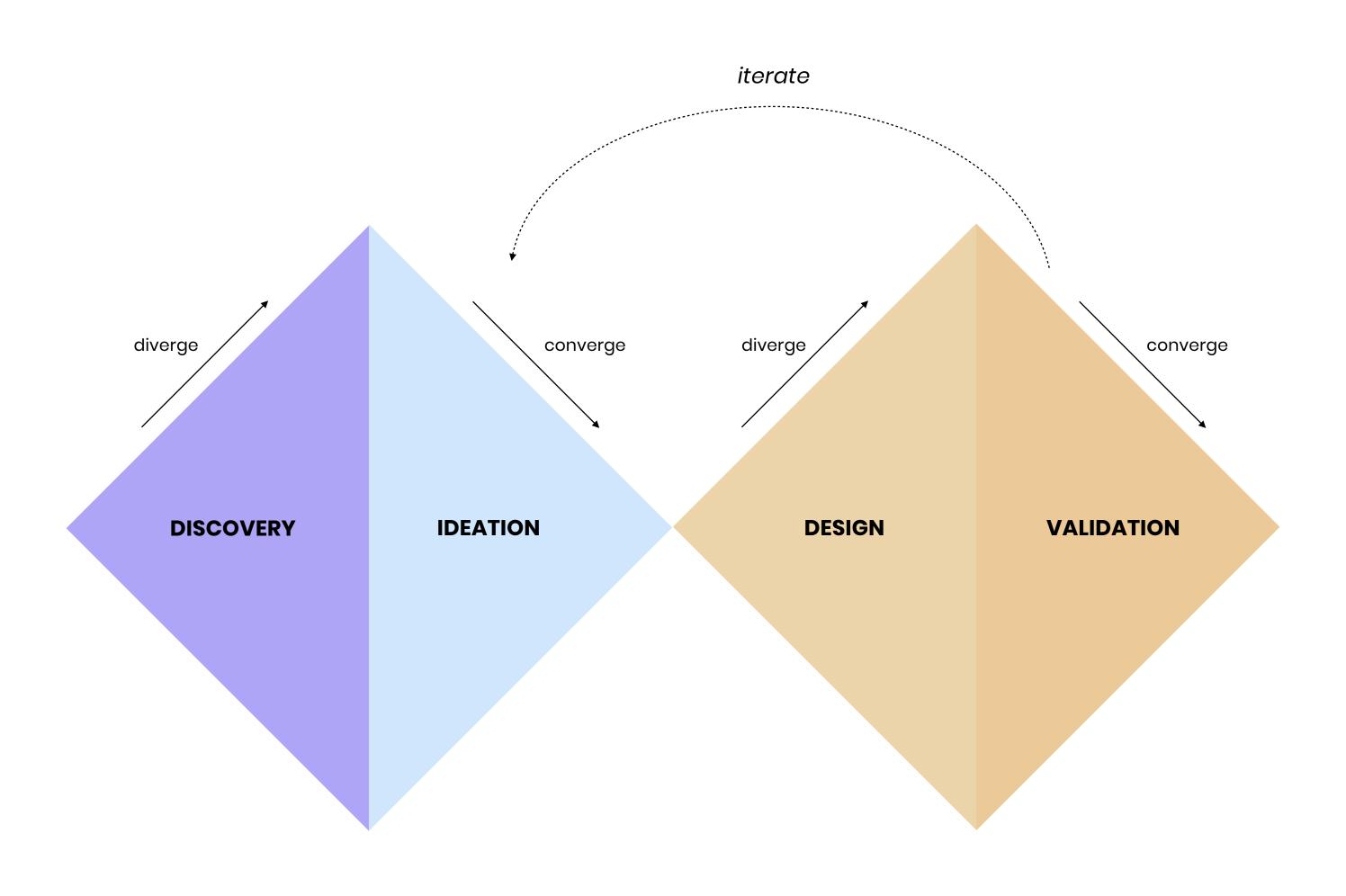
Problems to Solve

Customers who are curious about a brand need to see related brand content when looking for it on BestBuy.ca or searching for it externally.

Vendors want to inform and inspire customers about my product assortment, launches, and promotions to amplify awareness and sales.

Best Buy wants to expand the Onsite marketing program to support vendor funding retention and transition from print advertising to digital.

Design Process



Discovery



Understand the business problem
Understand user's needs, pain points and workflows
Define the benchmark and measurement of success

Data-driven Analysis

Qualitative data

• Studied customers' mental models and behaviours using Best Buy's brand experience through interviews, surveys, and observation.

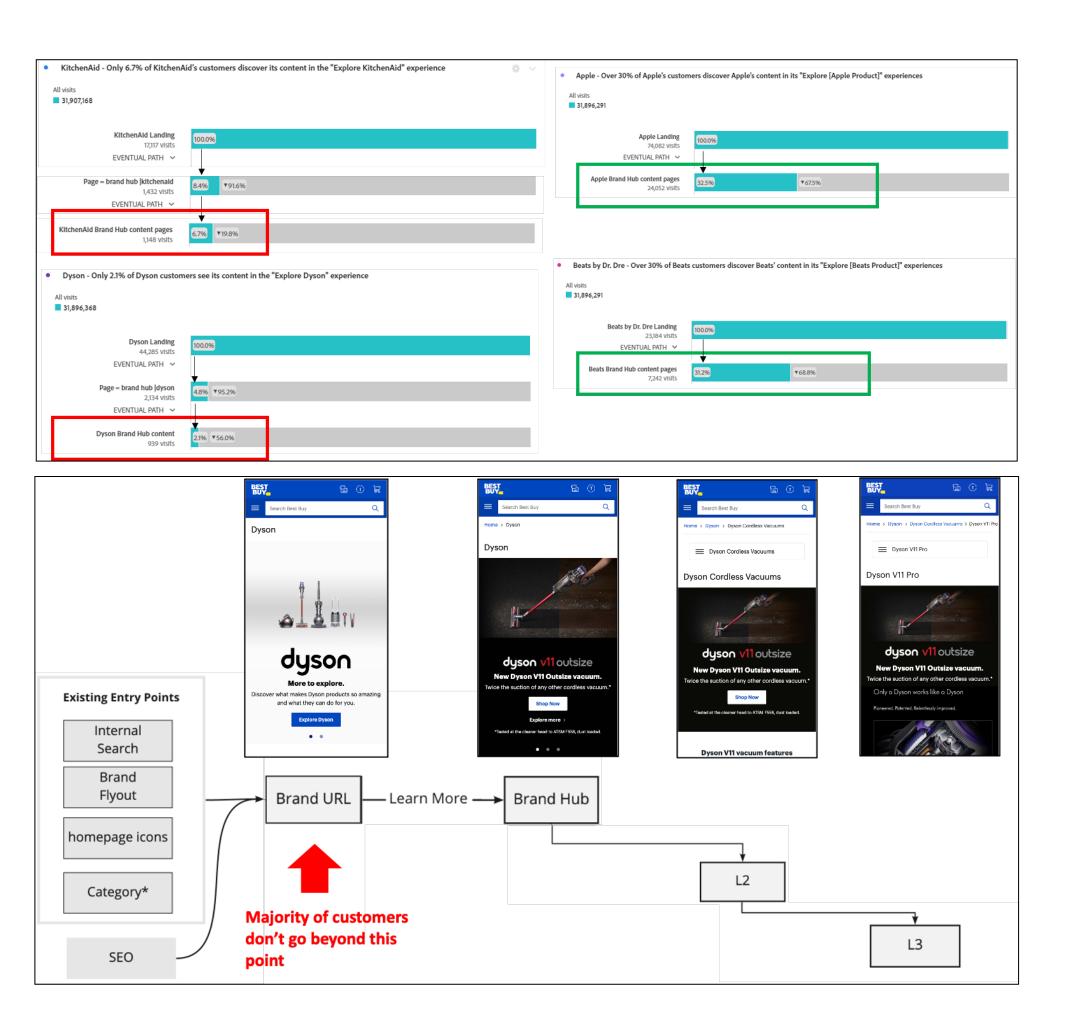
Quantitative data

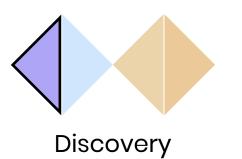
• Analyzed quantitative data on customer usage of Best Buy's current Brand Experience with Data Analysts and SEO Specialists, using Adobe Analytics and A/B testing to gain insights into users' behaviour.



Understanding the Challenge

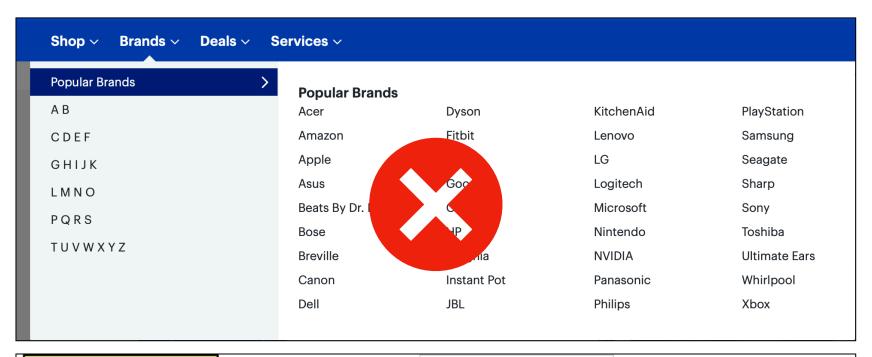
Customers who are curious about a brand don't see related brand content.

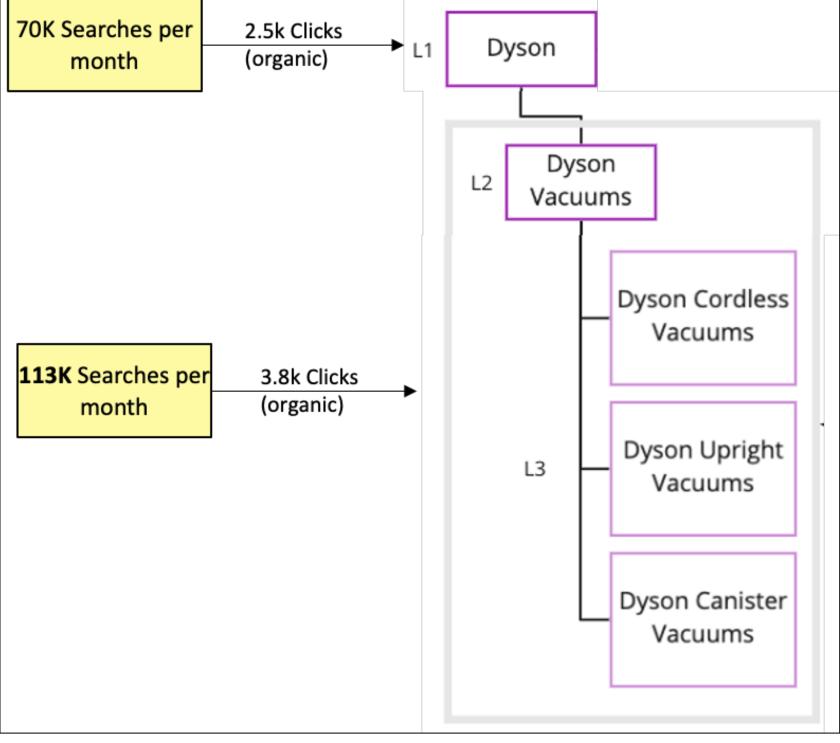


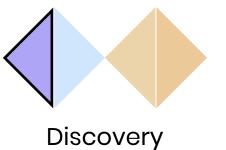


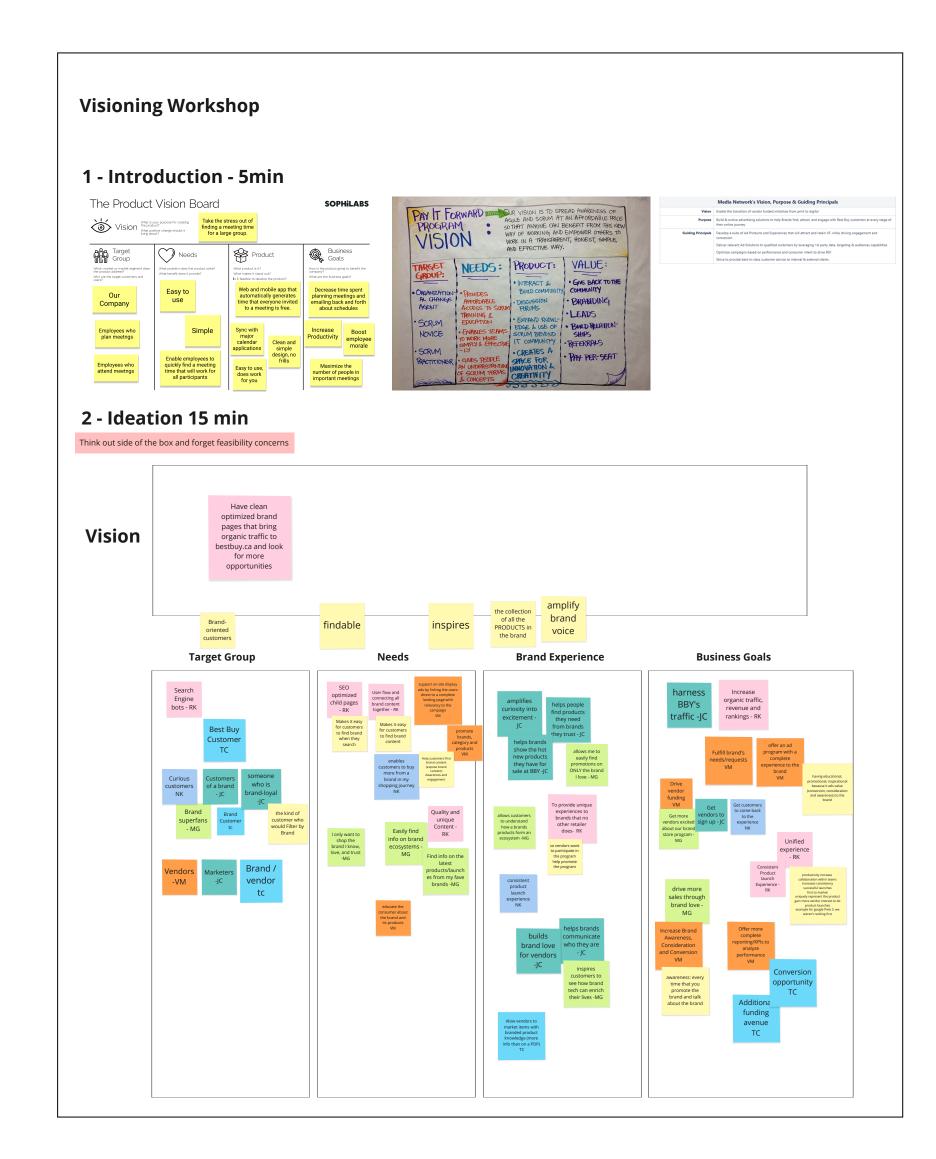
Understanding the Challenge

The majority of customers tend to search for specific brands rather than utilizing the brand menu to access brand-related content.



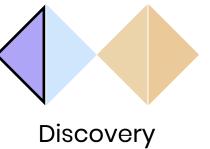






Product Vision Workshop

- Created a shared understanding of the experience vision and outcomes
- Fostered collaboration between stakeholders
- Prioritized user needs and helped identify features and functions that would address those needs



Workshop Results

The vision: To inspire customers to discover more products from a place they trust, amplifying commitment to Brands.

Users

Brand oriented customers

User Needs

Easily find products that solve their technology needs

Experience Outcome

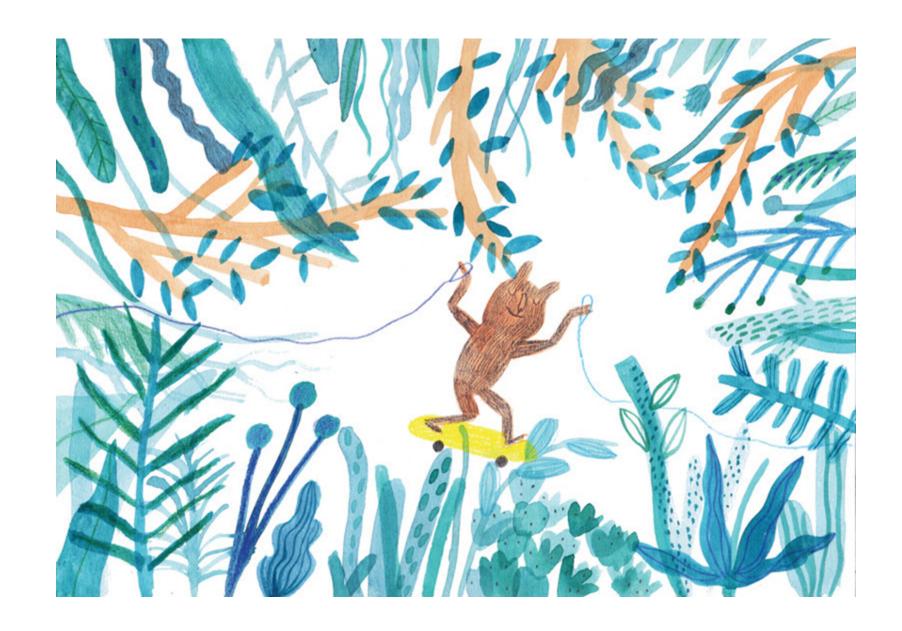
Amplify brand love and improve navigation

Business Goals

Increase vendor funding and visits to the Brand Experience



Ideation



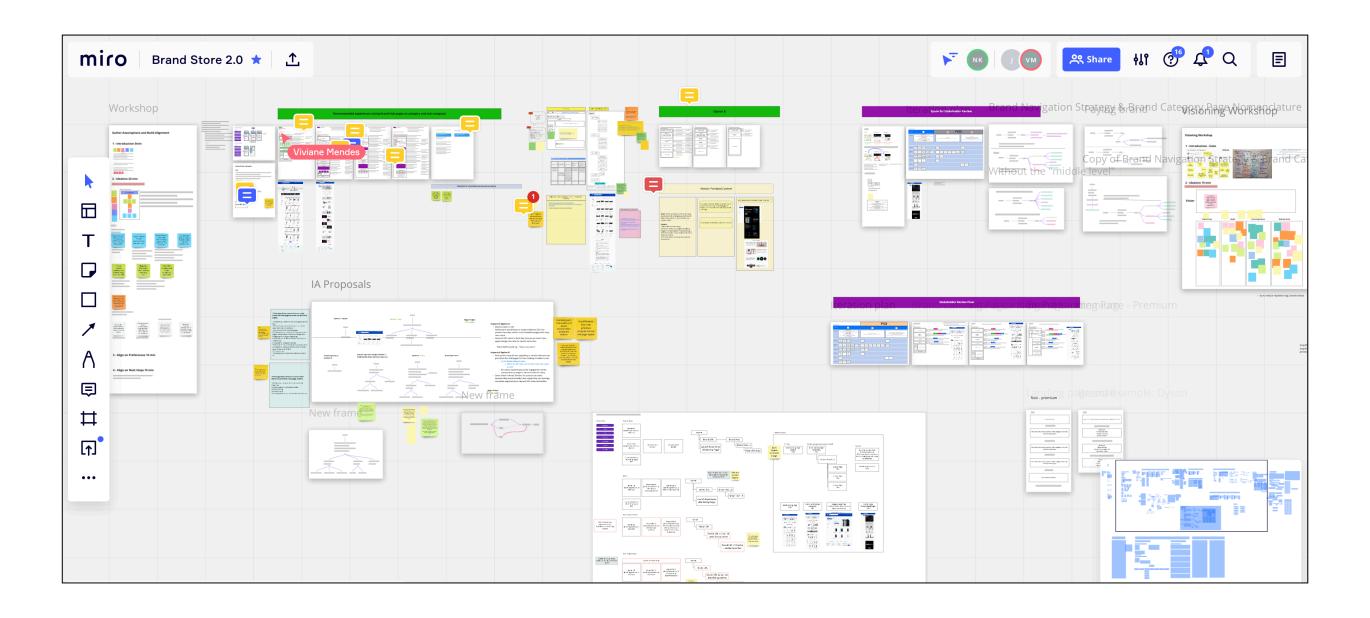
Define the vision and strategy

Align with the cohort

Create initial designs

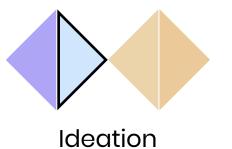
Validate concepts with customers

Define the first iteration and the iteration plan



Design Workshops

- Conducted remote design workshops
- Collaborated on possible solutions and workflows
- Defined experience goals
- Generated ideas considering customer needs, development requirements, and business goals



Experience Goals

Awareness

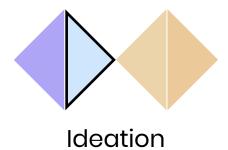
Findability

Engagement

Expose Brand Experiences to curious customers

Help customers easily find brand content and narrow their product search

Encourage customers to explore more about what a brand has to offer



Iteration Plan

I defined the Iteration Plan to help the team bring the experience vision to life through multiple iterations and learnings.

Problem to solve: Customers who are curious about a brand need to see related brand content when they are looking for it **Customer goal:** Find brands and products that will help me solve my tech needs

Iterations	Iteration 1 - Brand Experience pages	
Expected outcomes	 Customers can explore a brand's whole assortment ecosystem Customers can learn about the technology and designs that make the brand's products special Customers who search for a brand can find related brand content on Best Buy.ca 	•
Experience Deficiencies	 Product listing is only available on brand landing page and may show irrelevant SKUs 	
Primary KPIs	Increased visits and conversion	
Insights Gained	 Has the traffic to the Brand Experience increased? Does the new experience make it easier for customers to navigate the pages within the Brand Experience? 	



Iteration 2 - Brand Experience across Best Buy

Customers can find related brand content throughout

their shopping journey and when it's most relevant to

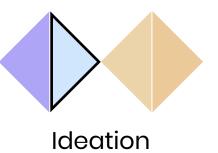
Customers have more visibility into brand content to

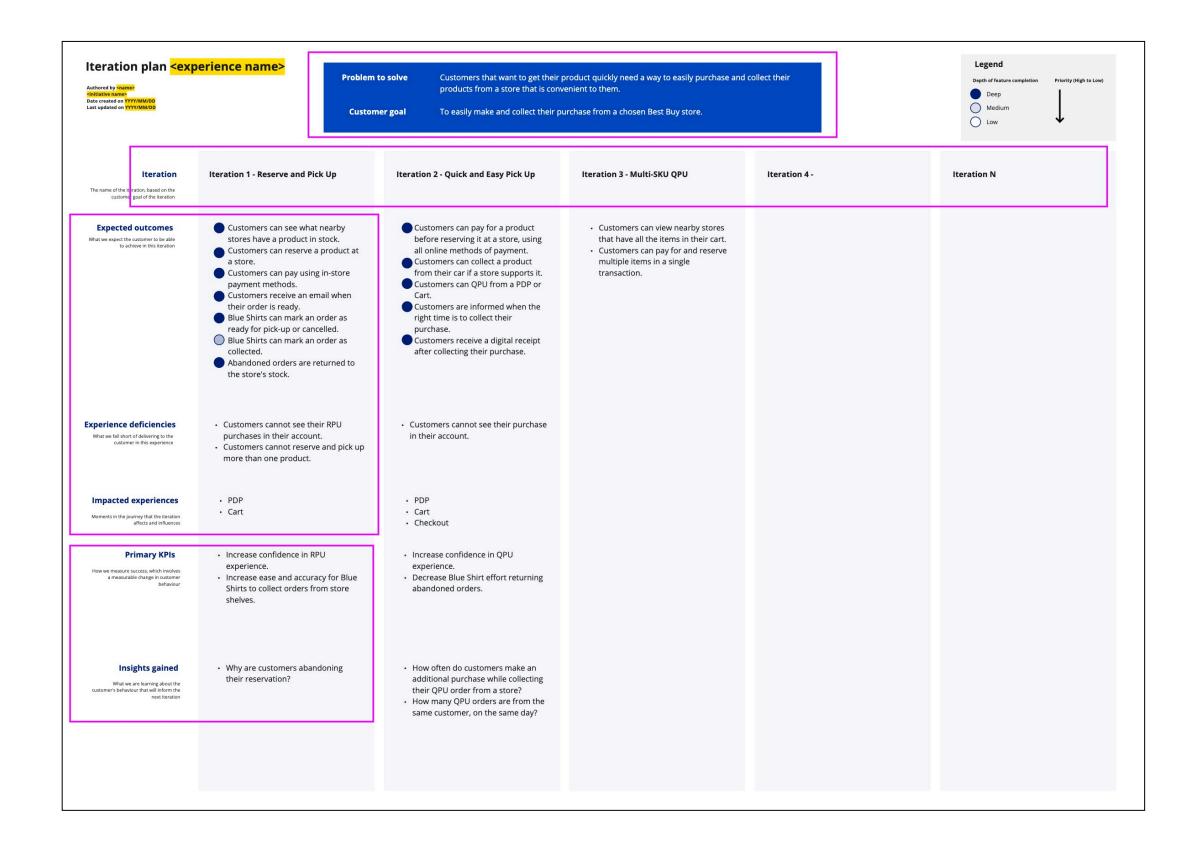
help them make their purchase decision

them

Getting closer to our vision:

To inspire customers
to discover more products fr
om a place they
trust, amplifying
commitment to Brands





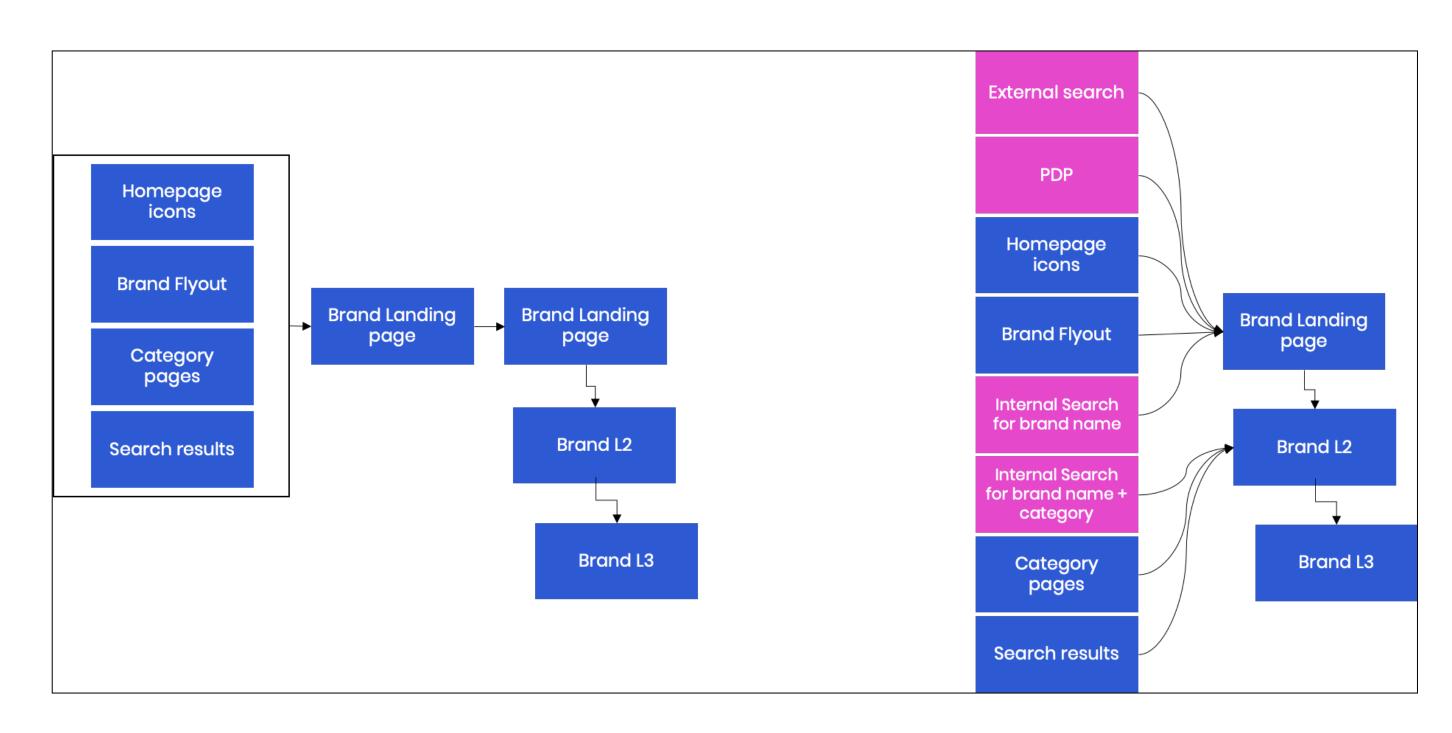
Fun Fact

I partnered with another designer and developed training content on designing and planning iteratively and creating Iteration Plan artifacts. This initiative augmented the knowledge base of the Experience Design community, resulting in a framework that all Experience Designers can leverage.

Design



Define the user flows and information architecture Create design specifications and guidelines



Redesigned user flow

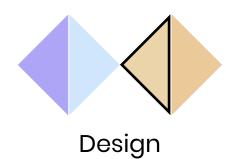
User Flows

Existing flows

- Too many steps to arrive at the Brand Experience
- Brand touch points did not lead customers to experiences with relevant content

Redesigned flows

- User flows aligned with customer behaviour
- Relevant brand content was presented to customers when it made sense to them in their shopping journey



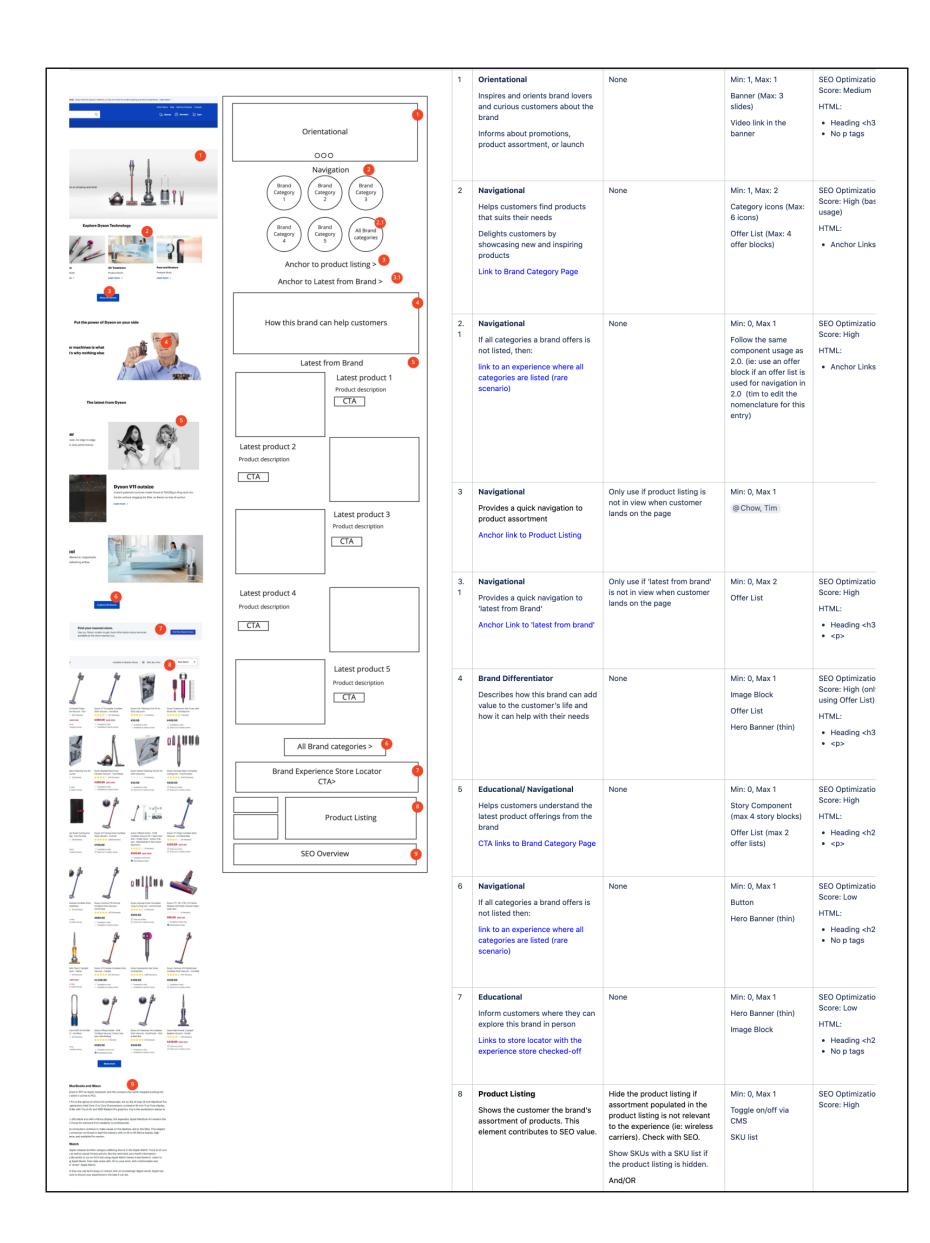
Brand Experience Playbook

I designed Best Buy's Brand Experience
Playbook which is a comprehensive guide
that establishes guidelines and instructions
to empower cross-functional teams to build
user-centric and consistently exceptional
Brand Experiences on BestBuy.ca.

The playbook includes:

- Customizable instructions to build various types of Brand Experiences depending on the specific brand needs
- Comprehensive user flows that map out the ideal user journey
- Annotated wireframes to guide development in production
- Vision and strategy for Brand Experiences, the iteration plan, and how to measure success

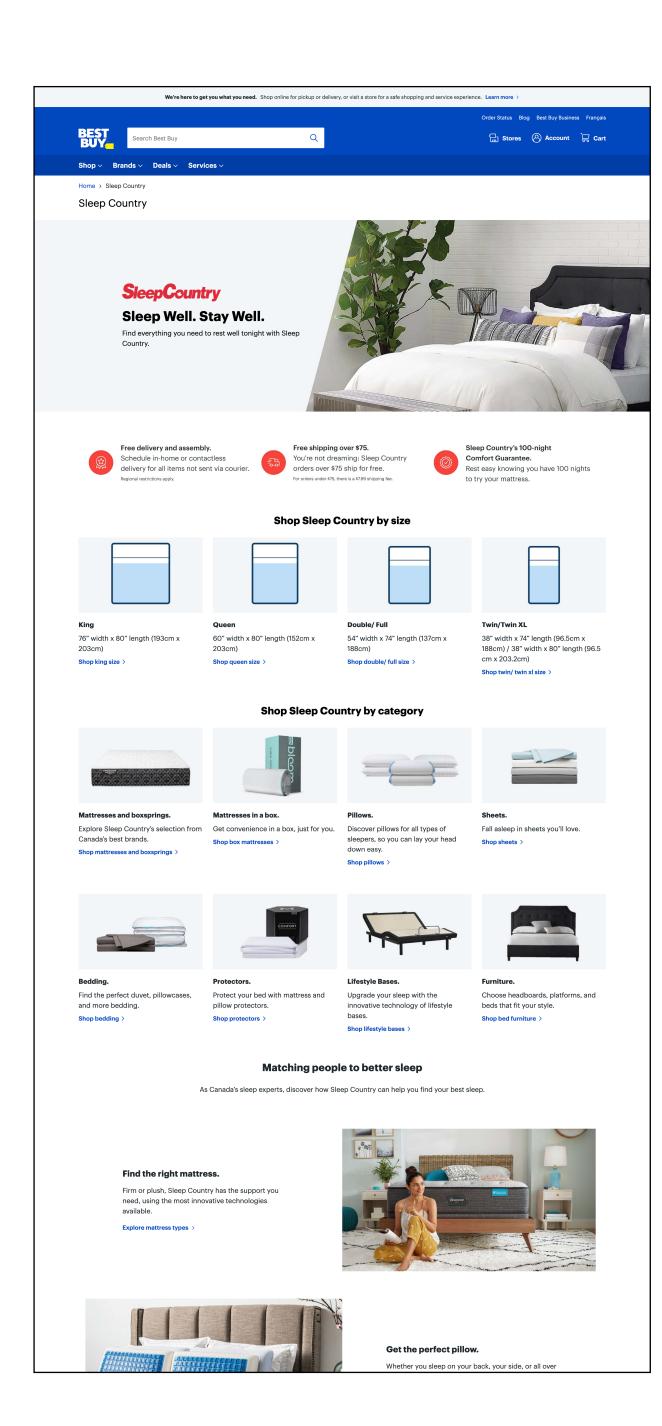




Annotated Wireframes

- Captures customer goals for each component
- Provides guidelines for development





Designs in Production

Orientational

- Inspires and orients brand lovers and curious customers about the brand
- Informs about promotions, product assortment or launch

Brand Differentiator

 Describes how this brand can add value to customer's life and how it can help with their needs

Navigational

- Helps customers find products that suit their needs
- Delights customers by showcasing new and inspiring products

Educational

 Helps customers understand the latest product offering from the brand



Validation



Validate designs with users
Track KPIs

Usability Testing

Conducted usability tests to identify and address issues prior to production.

Used feedback to refine and optimize the product's alignment with our vision.

Developed a deep understanding of user needs.



Tracking KPIs

Primary KPIs: Increased visits and conversion

With launching the first iteration of the experience, we measured **an 18% increase in conversion** for customers going through a brand funnel vs. customers shopping for the brand through category experiences.

The discoverability of brand content was increased by 4x, or 2450bps for some brands.



Challenge #1

Encountering scenarios where I was given solutions instead of problems to solve.

I overcame these situations by adopting a curious approach and actively seeking to understand the underlying problems that needed solving.

How I solved this

Reframing the Problem Statement

Original problem the product brief:

As a Media Network team, we want to revamp the existing brand Store program so it can deliver content that is easily digested; can meet different vendor's needs and can be easily maintained.

Reframed problem to solve:

Customers who are curious about a brand need a way to see related brand content when there are looking for it

Challenges #2

Working effectively with a diverse group of stakeholders.

How I solved this:

- Understood the needs and goals of the stakeholders early on
- Developed a compelling vision that all team members were excited about
- Involved the stakeholders in the iterative design process and communicated clearly about it
- Built trust by working collaboratively
- Created solutions that met the needs of all stakeholders and drove success

What I Learned

Being an advocate for users in a space where conversation and ads are often the focus, ensuring that user needs are taken into consideration in all product development decisions.

Working effectively with a diverse group of stakeholders.

Clarifying expectations with stakeholders early to help with a more efficient and effective collaboration.

Thankyou



All illustrations are by Marion Barraud illustrator and author of comics from Nantes, France.