

+ sprocket

How might we create a service that **connects** HP's partners with its users, to **streamline** their printing experiences, while enhancing the **tangible** nature of their memories



We began by understanding how people currently interact with their digital and physical photos and memories.
Here are some of the responses!

“I will review my photos when I am sad or miss my family”- Bethany

I am inspired by the things I see, like digital media, my environment and people” - Lynoria

“I want to do things but I have limited knowledge & resources. They’re complicated and I’m scared to fail” - Ben

“I feel like an idiot anytime I try to learn these DIY crafts & artsy tools myself” - Steve

“I enjoy DIY’s and crafts to exercise my brain and for therapeutic purposes but also for my family and personalized gifts” - Mary





research

150 responses
15 user interviews
11 industry interviews

data points

700 sticky notes

affinitization

60 clusters

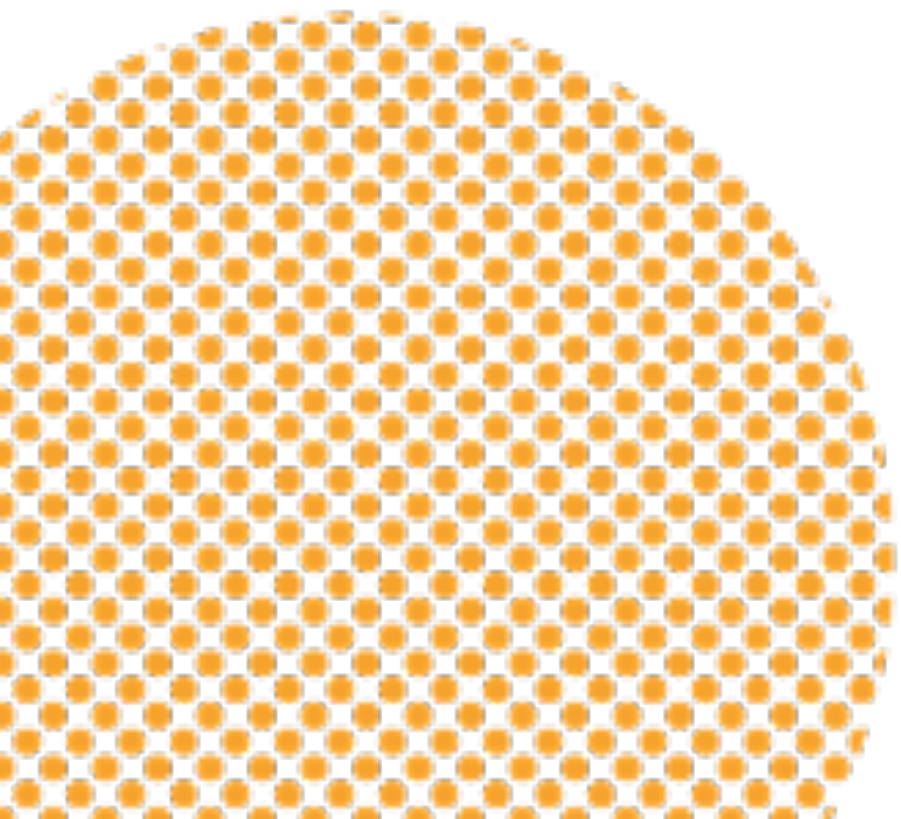
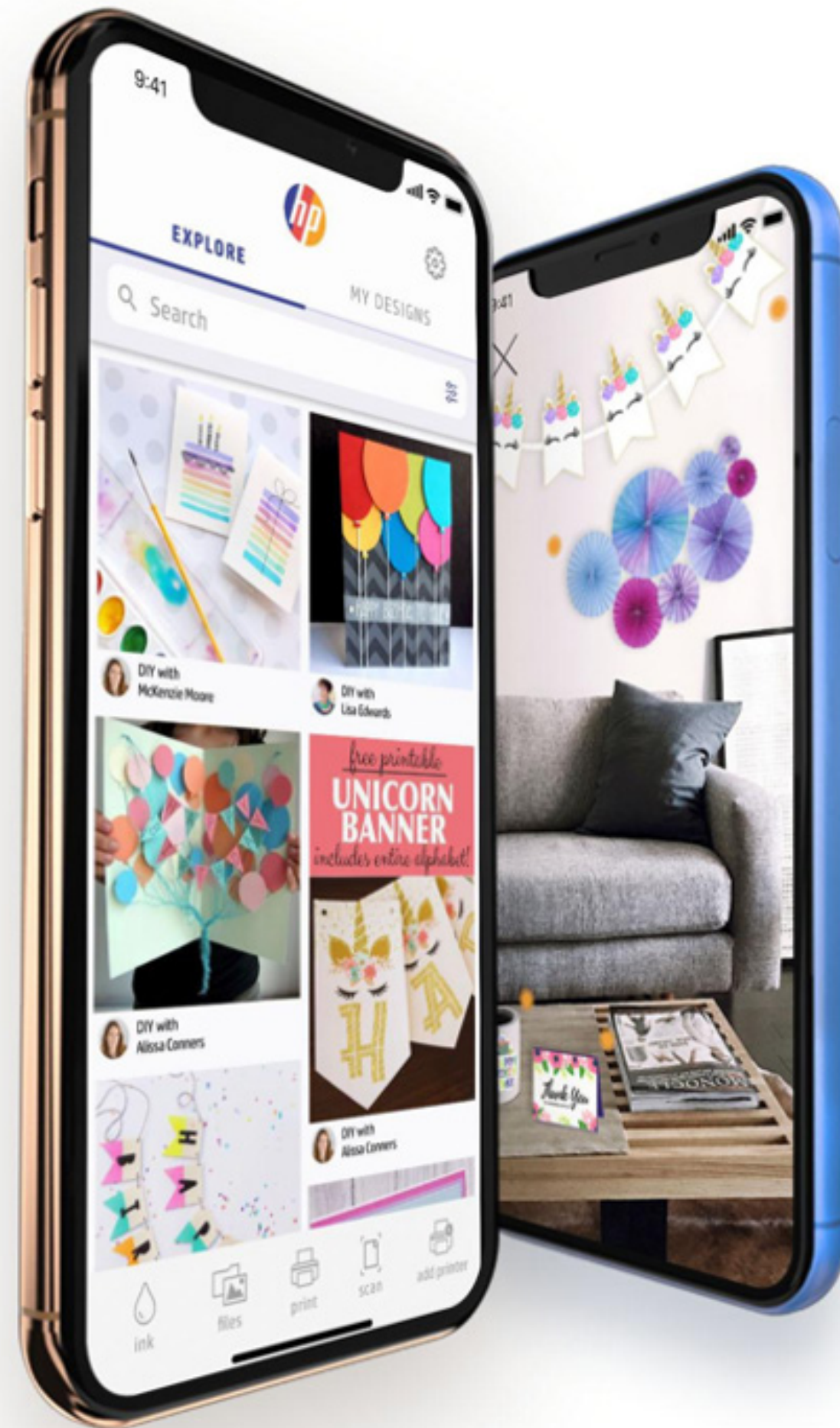
insights

19 distilled

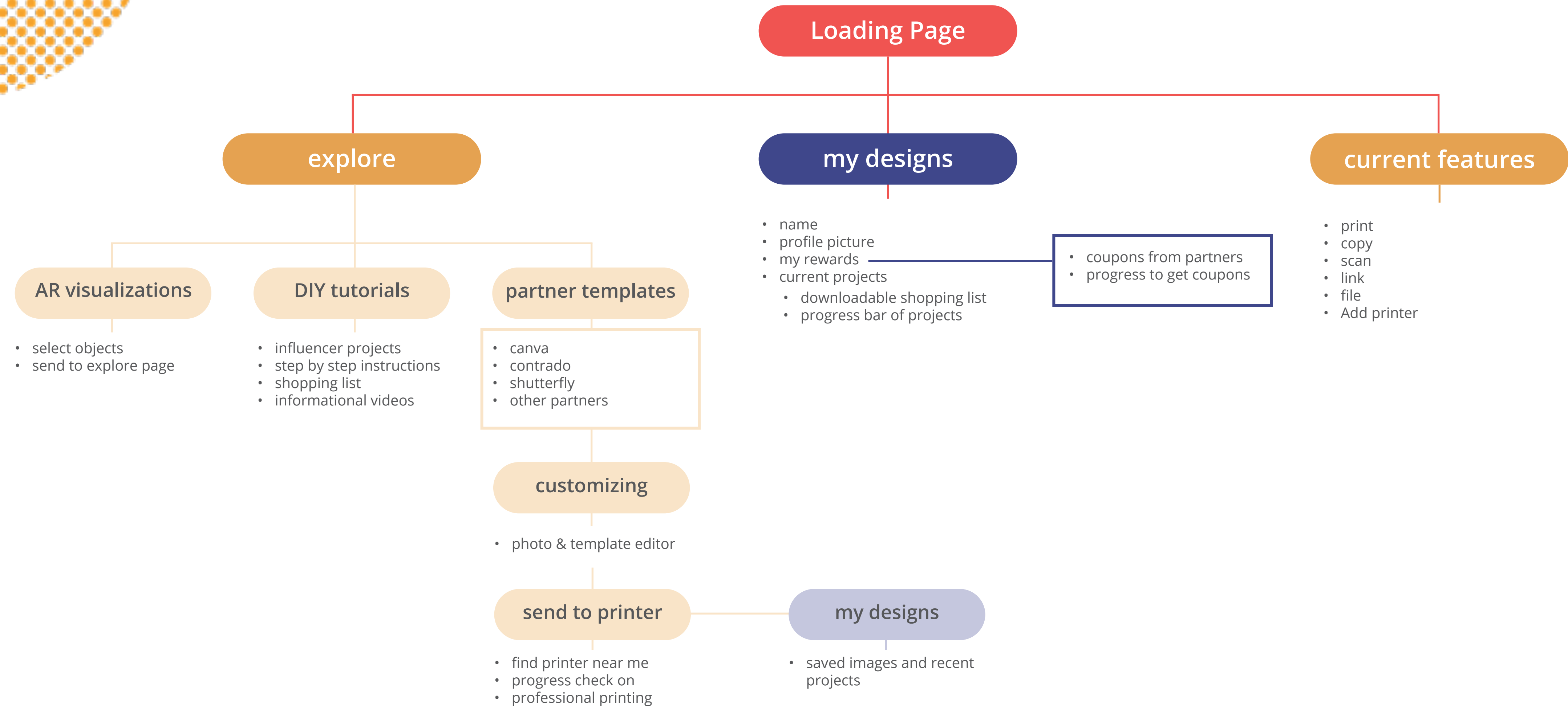
ideation

150 visions

the result: HP smart app



information architecture



the user



emily solano smith

xennial/ creator

age 42

real estate agent

seattle, WA

“My family means the most to me. Even though my schedule can become hectic, I want my family to feel loved and special at the end of the day”

pain-points

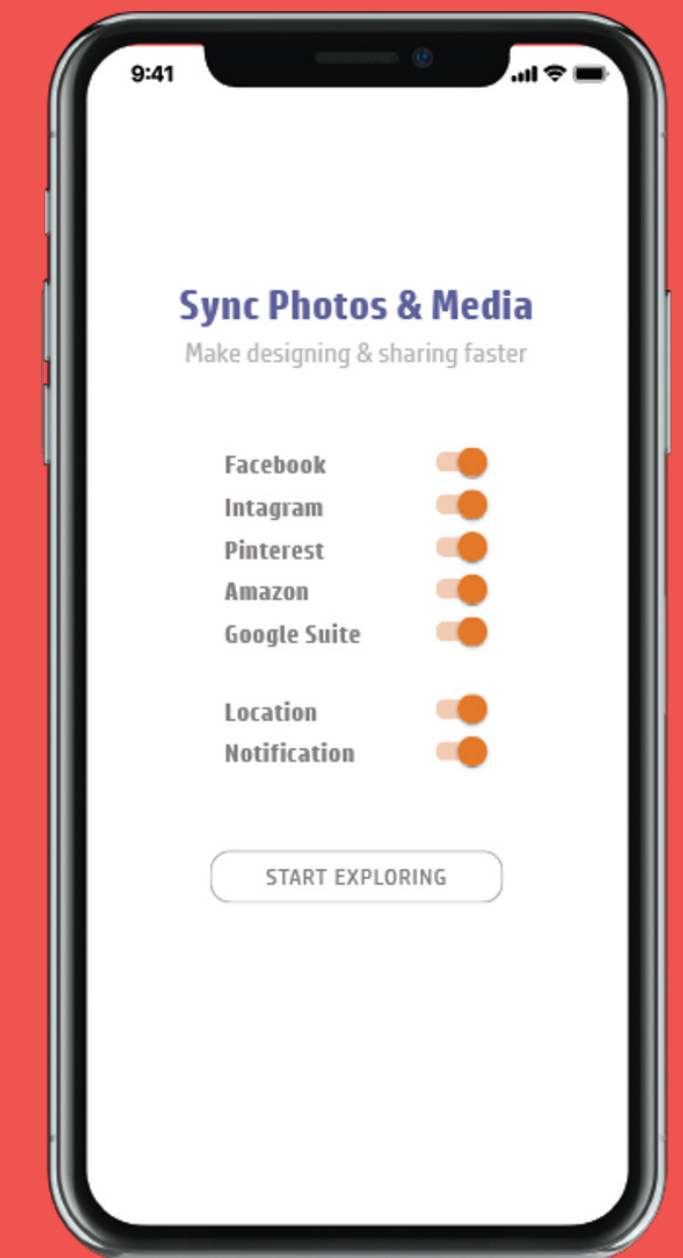
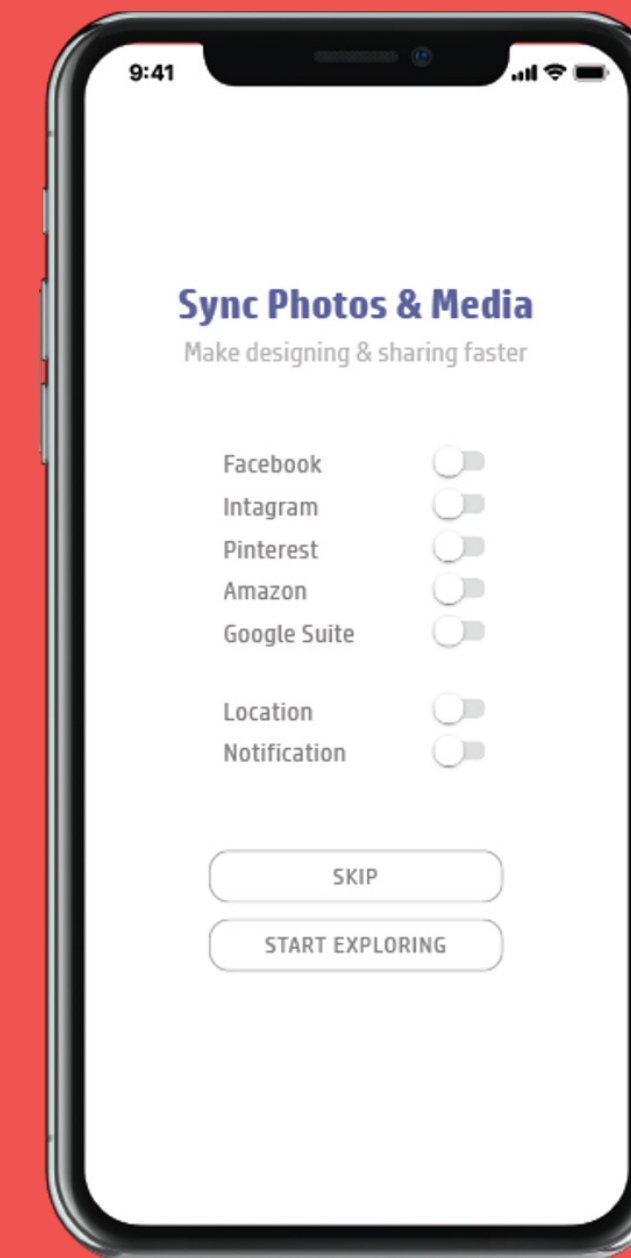
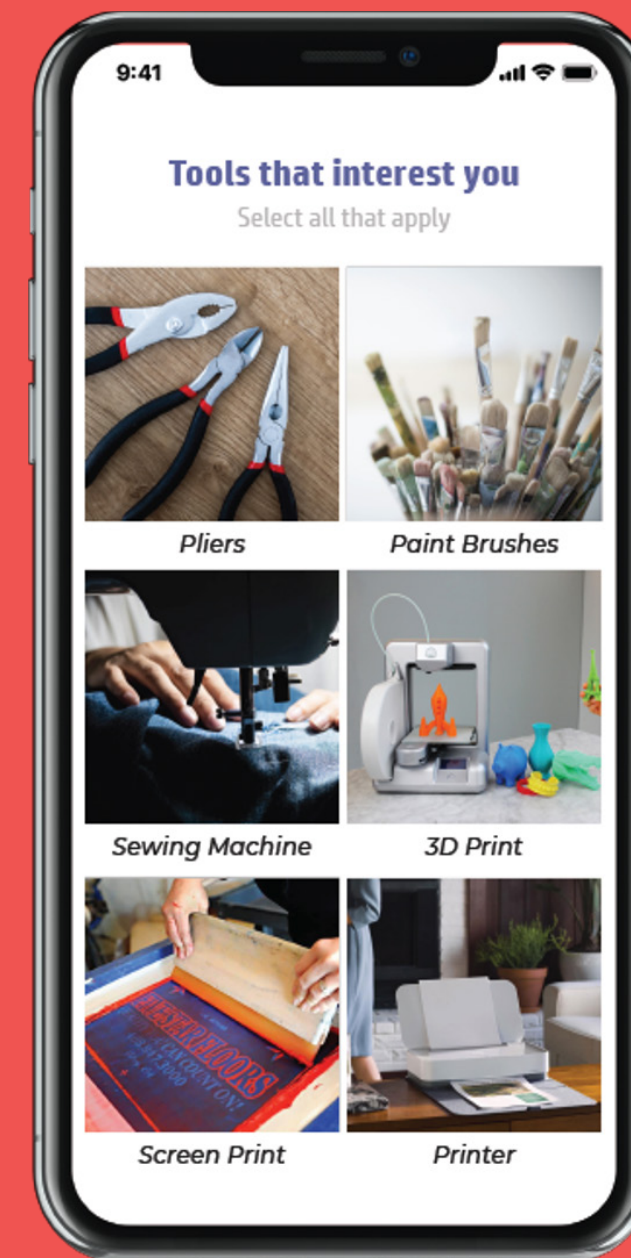
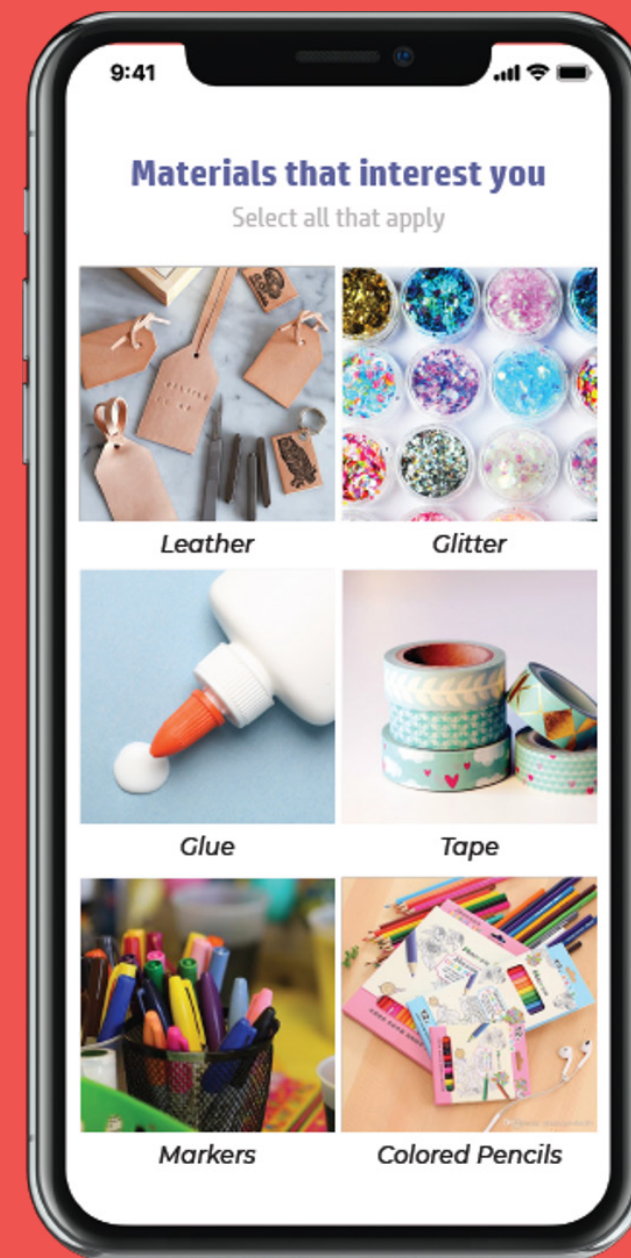
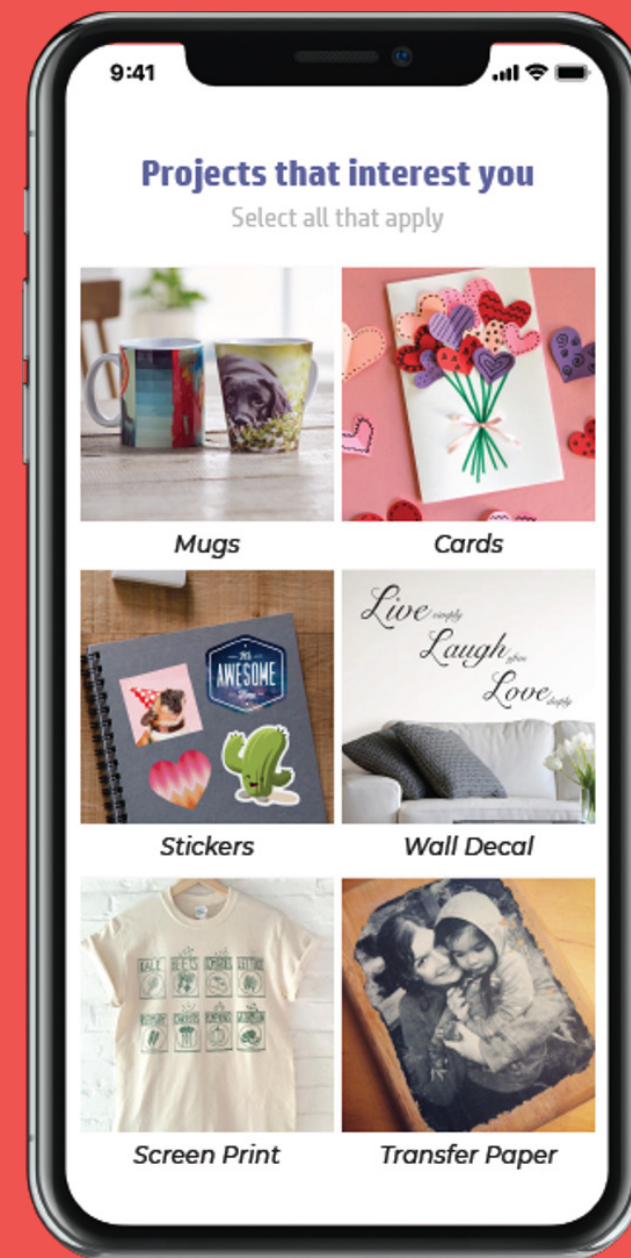
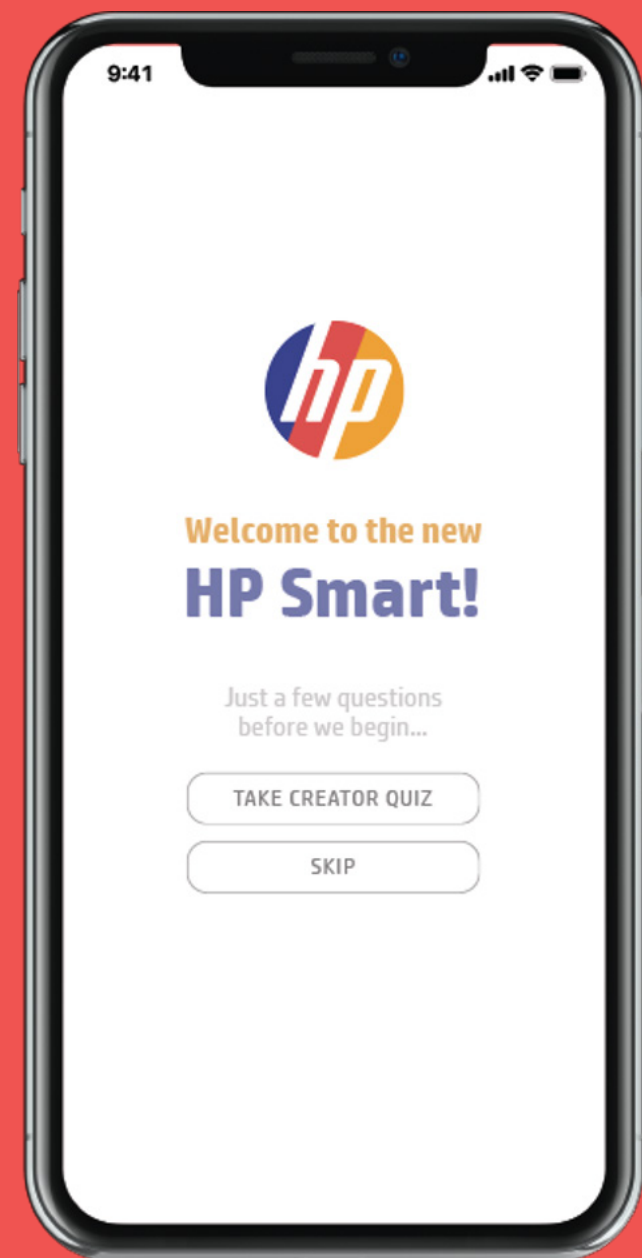
- Lack of time
- Social expectations of being a “perfect mom”
- Work life balance
- Lack of confidence in design skills

goals

- Making her child feel loved and special
- Being independent
- To celebrate relationships and memories
- Creating a loving atmosphere in her home

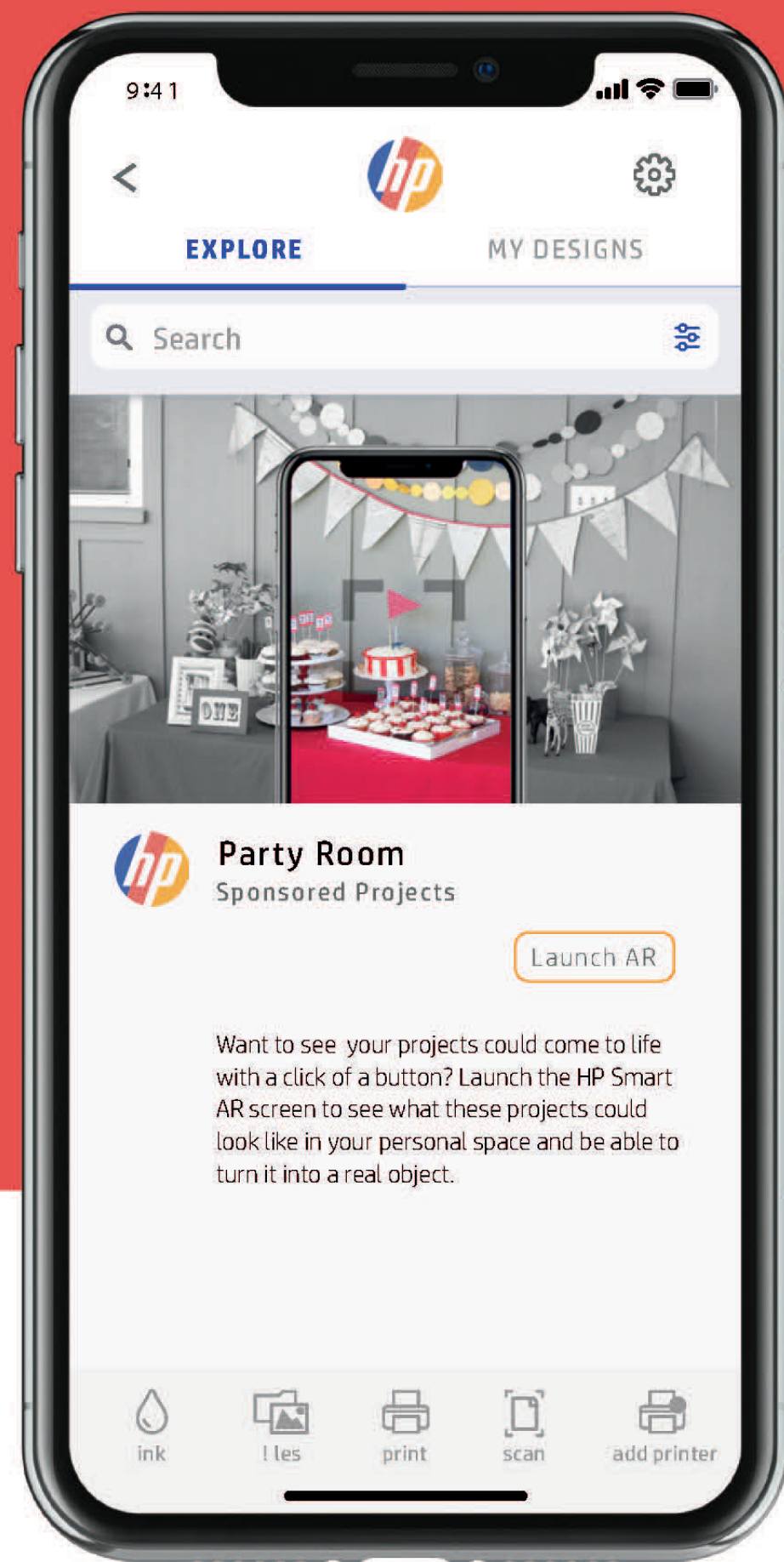
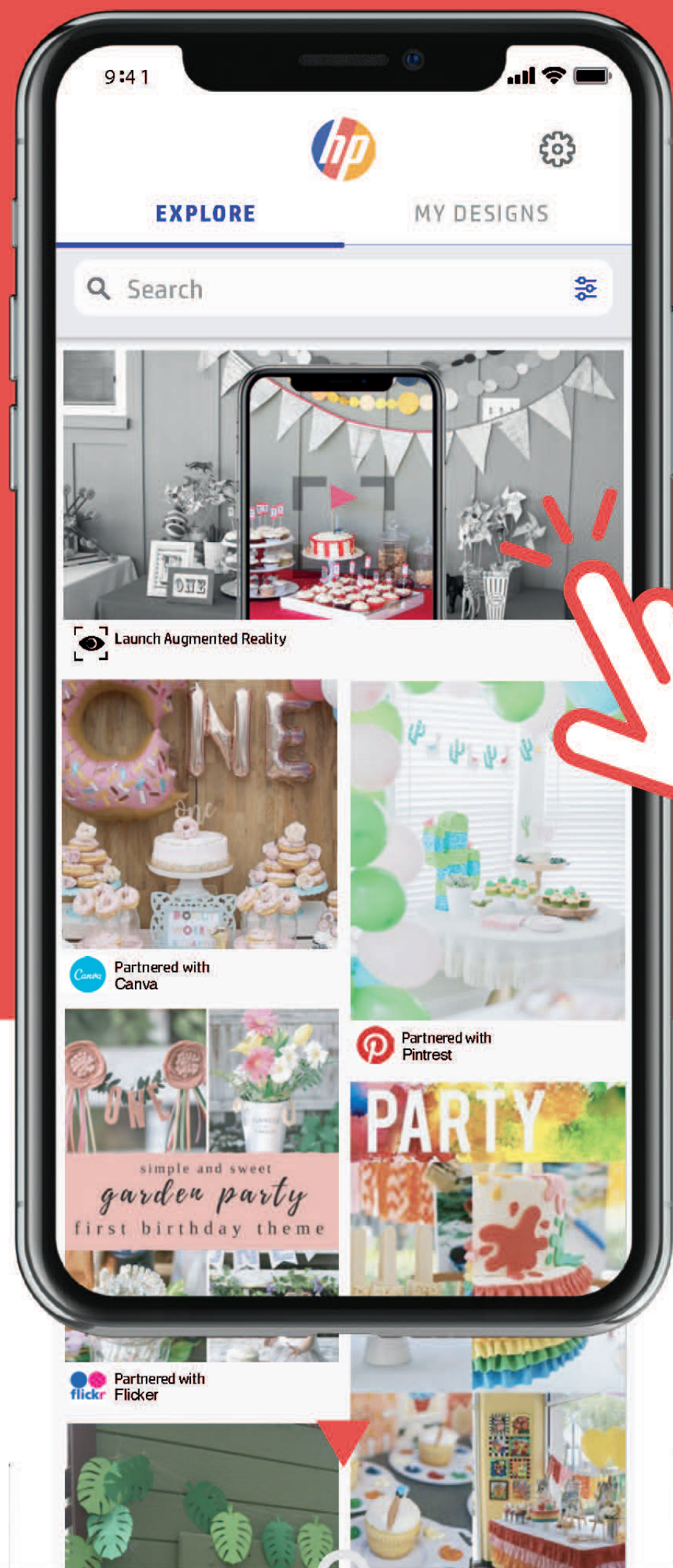
a seamless app experience

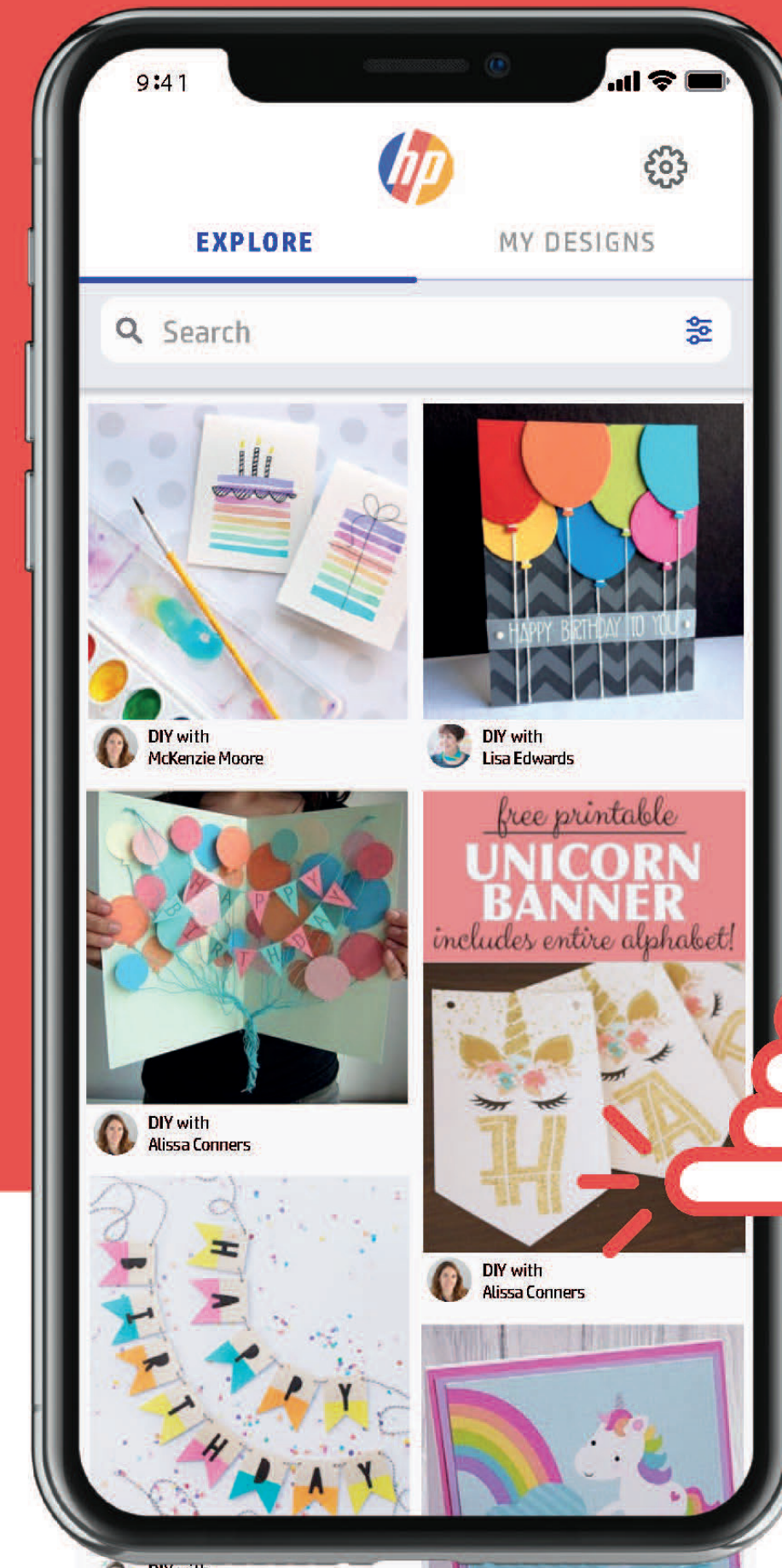
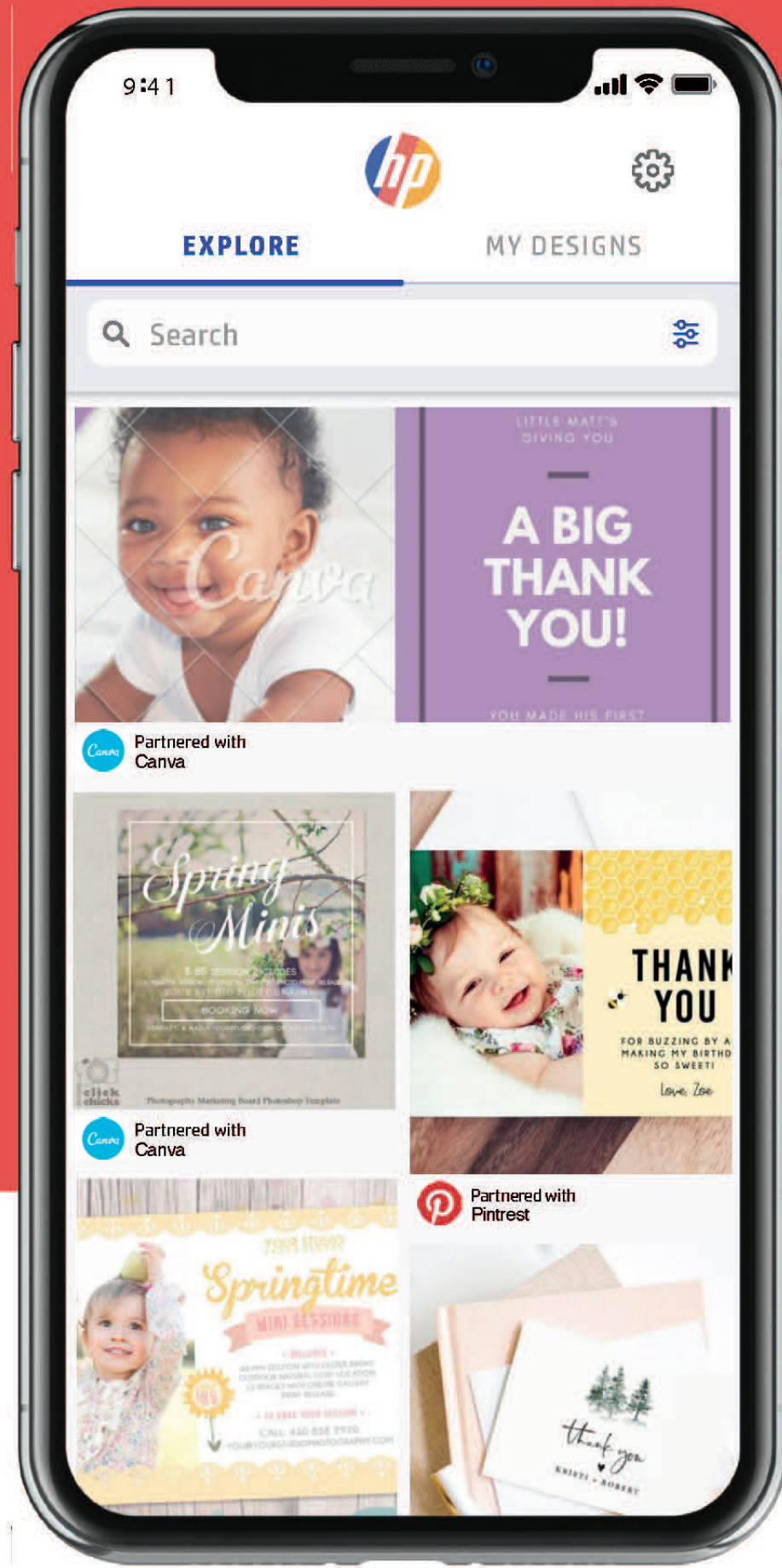
onboarding

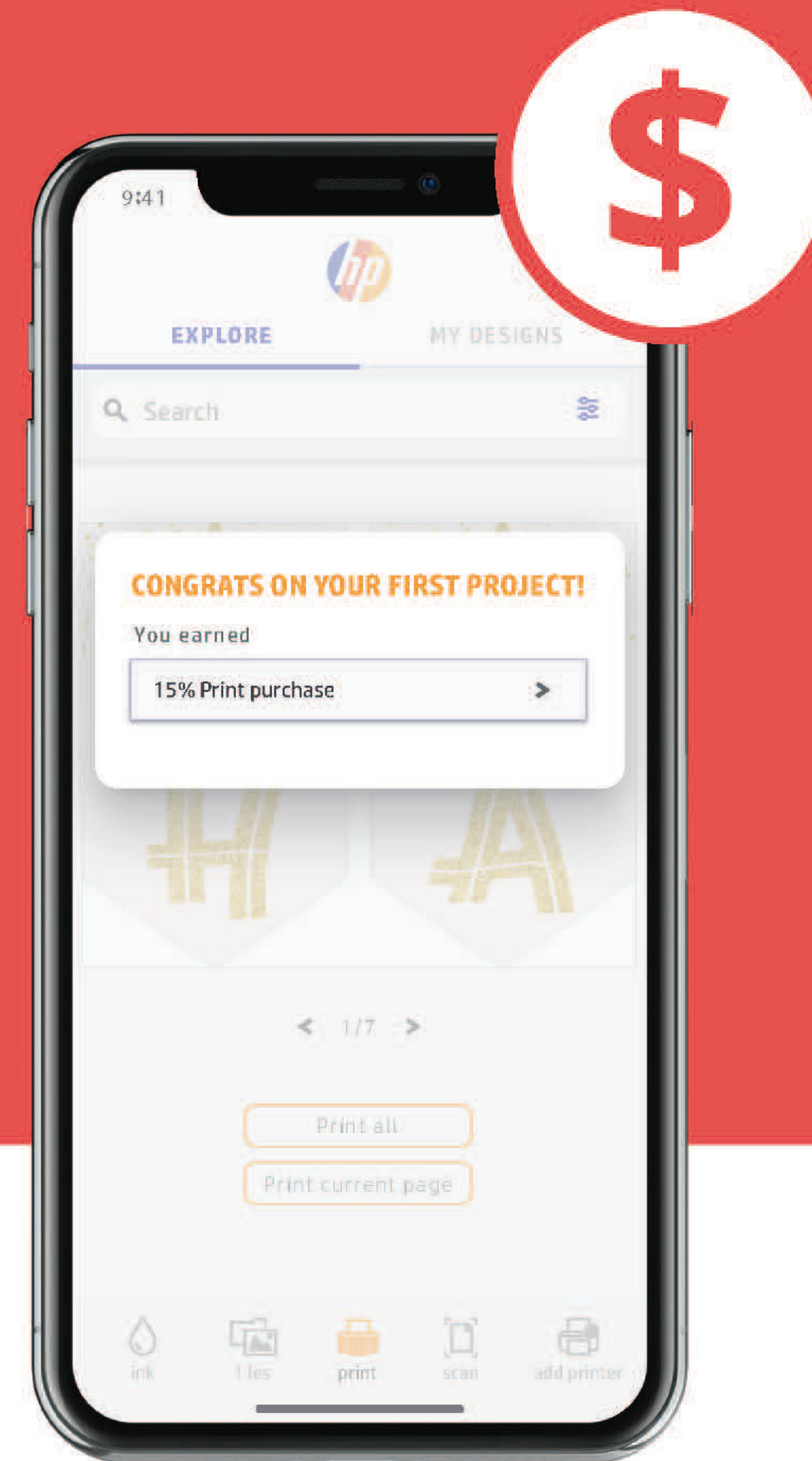
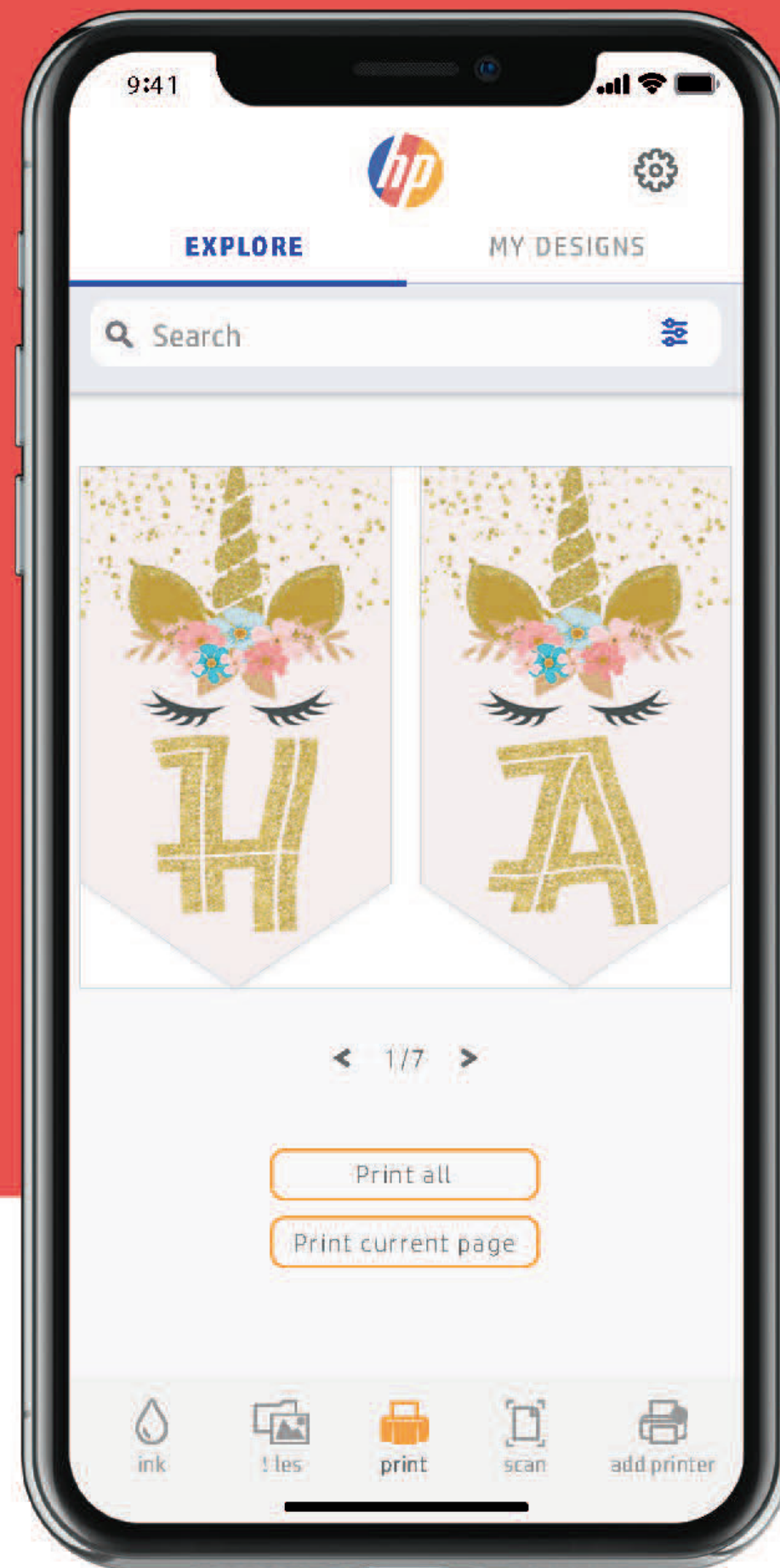
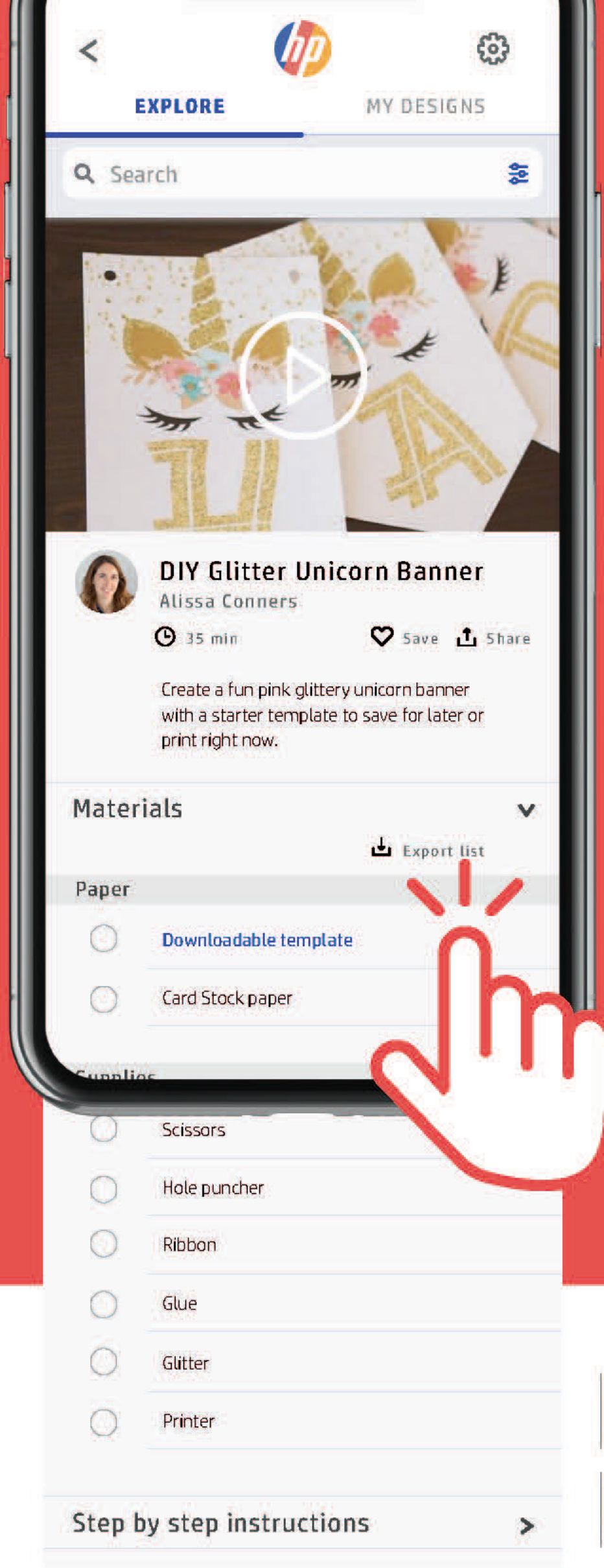


emily's user journey on the app /



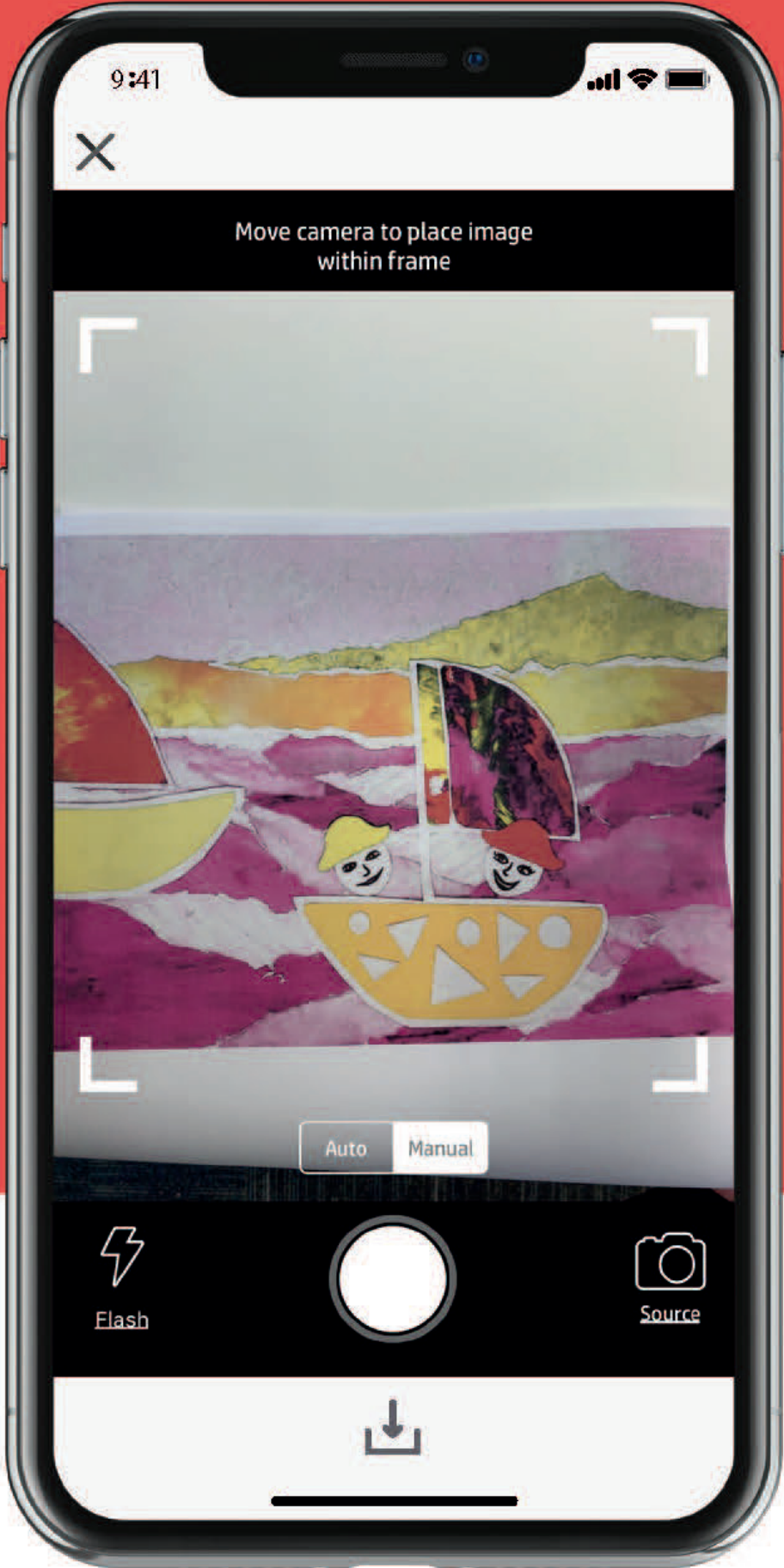


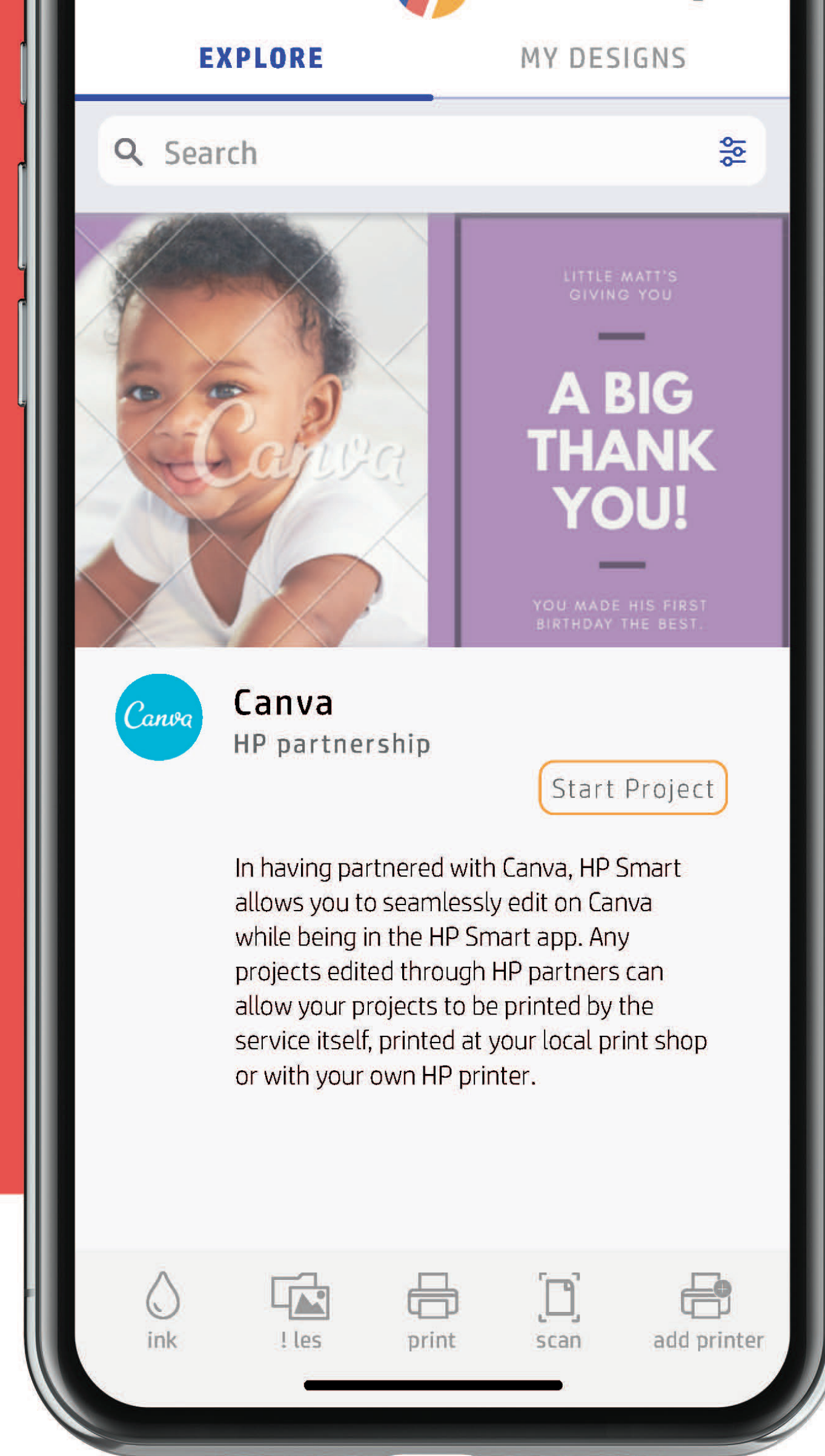
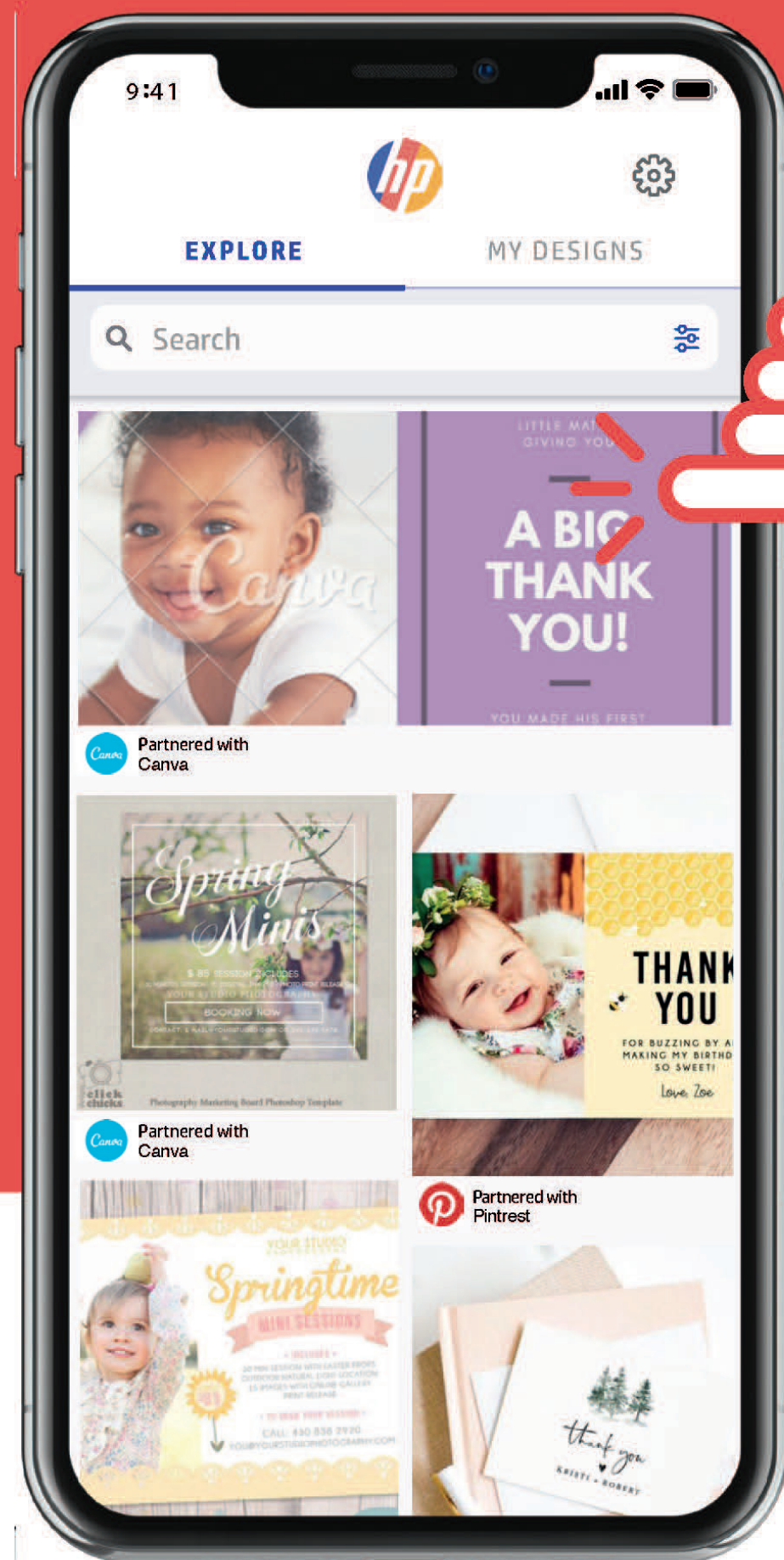




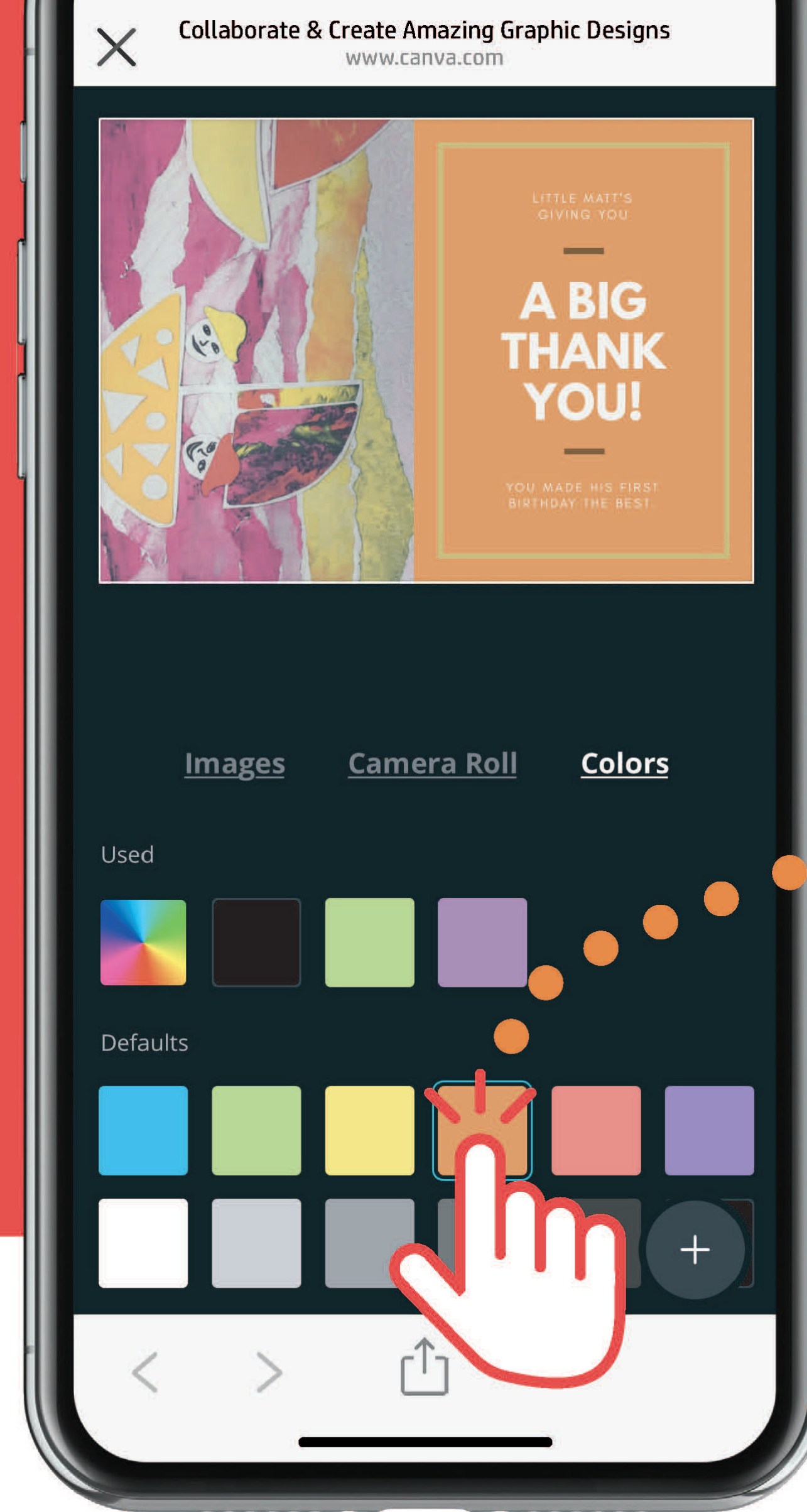
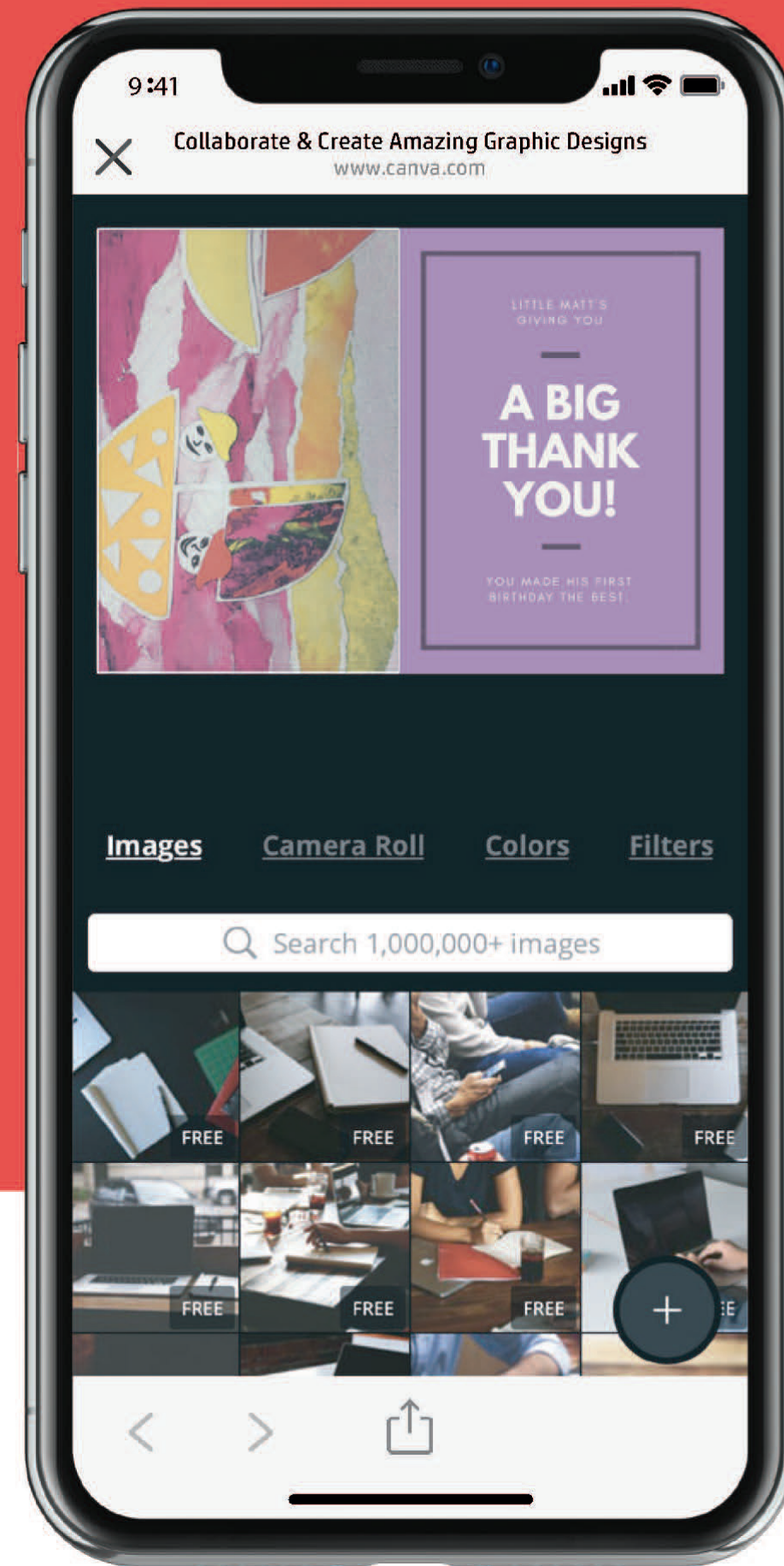


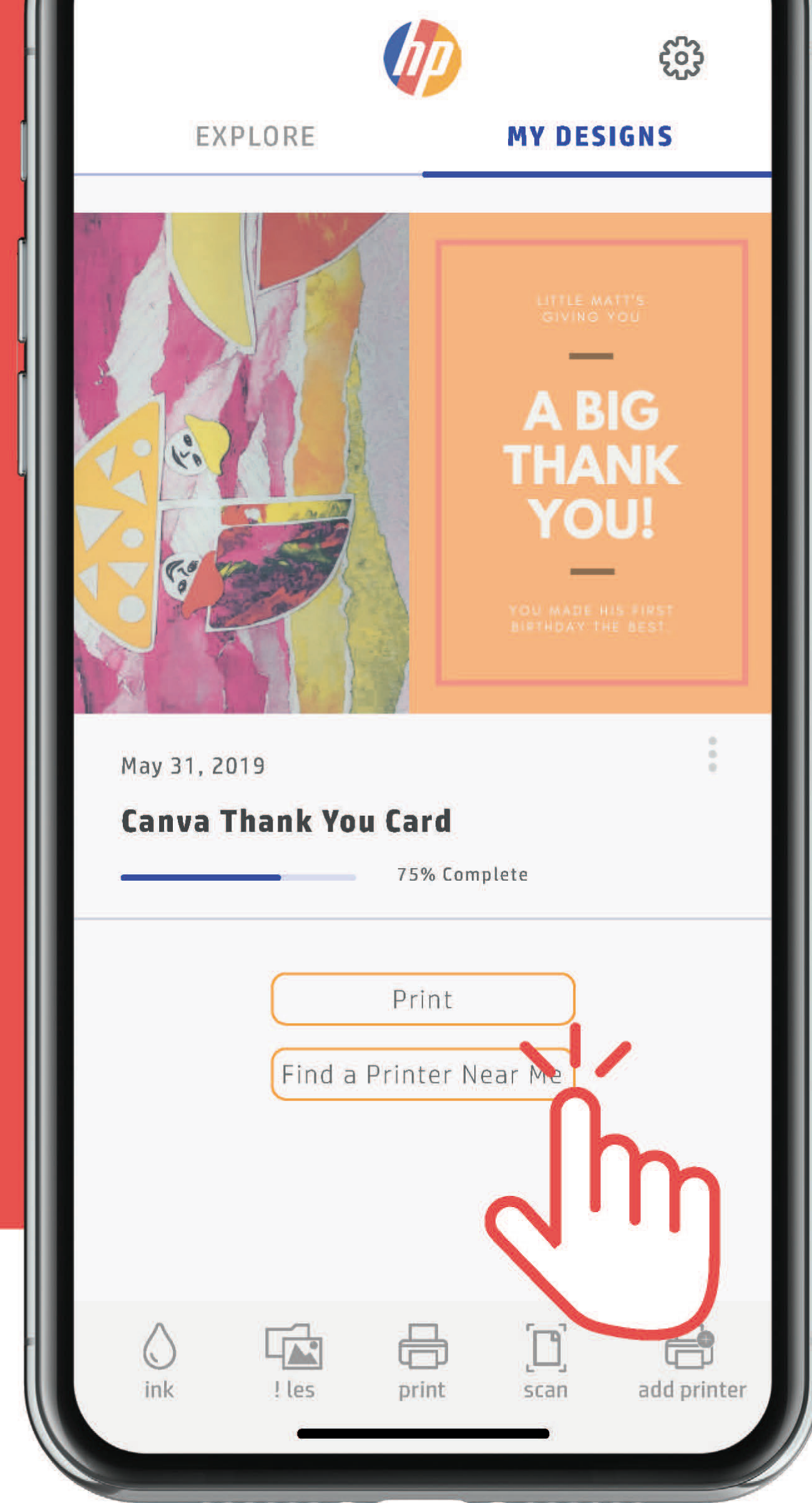
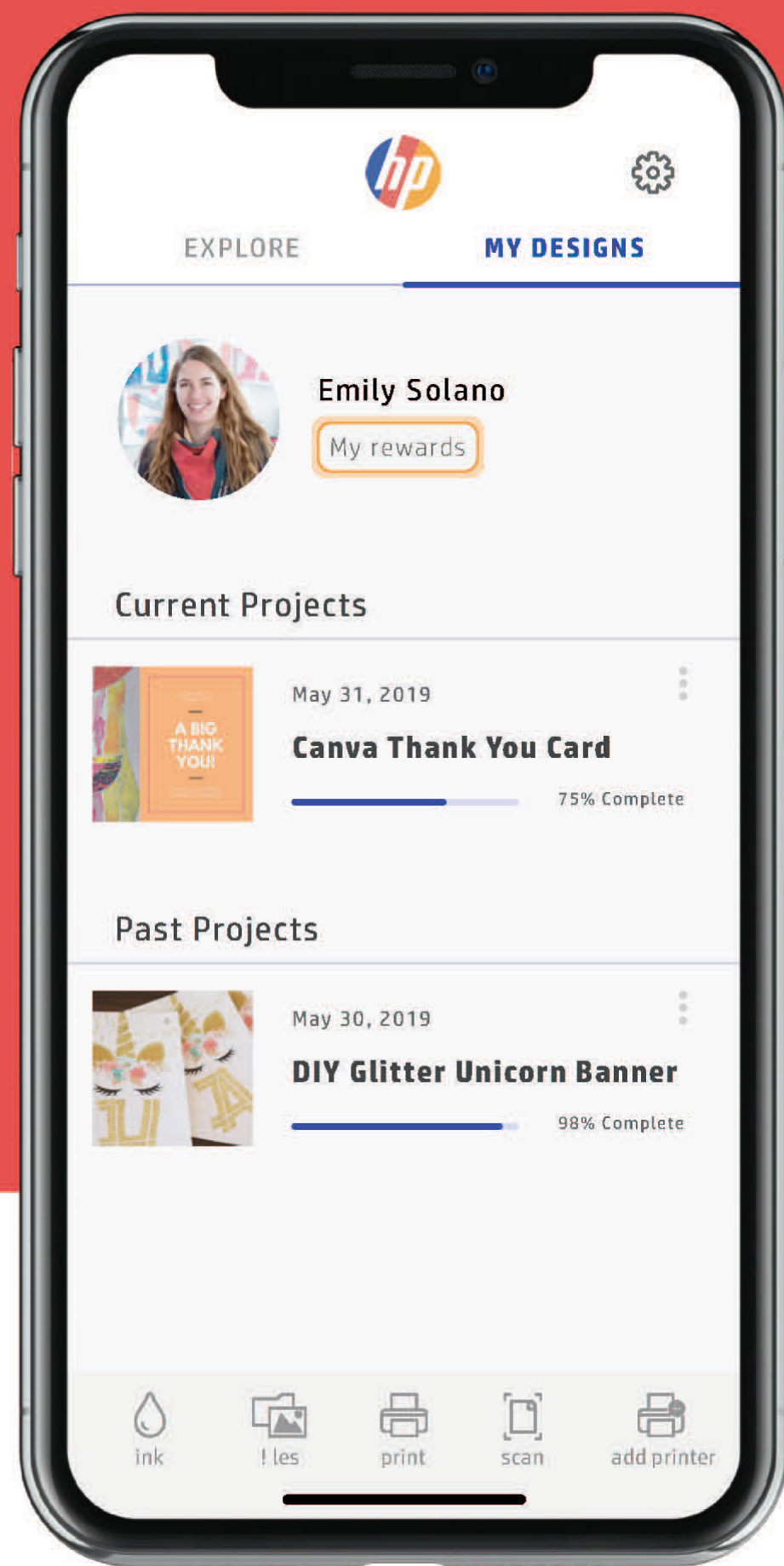
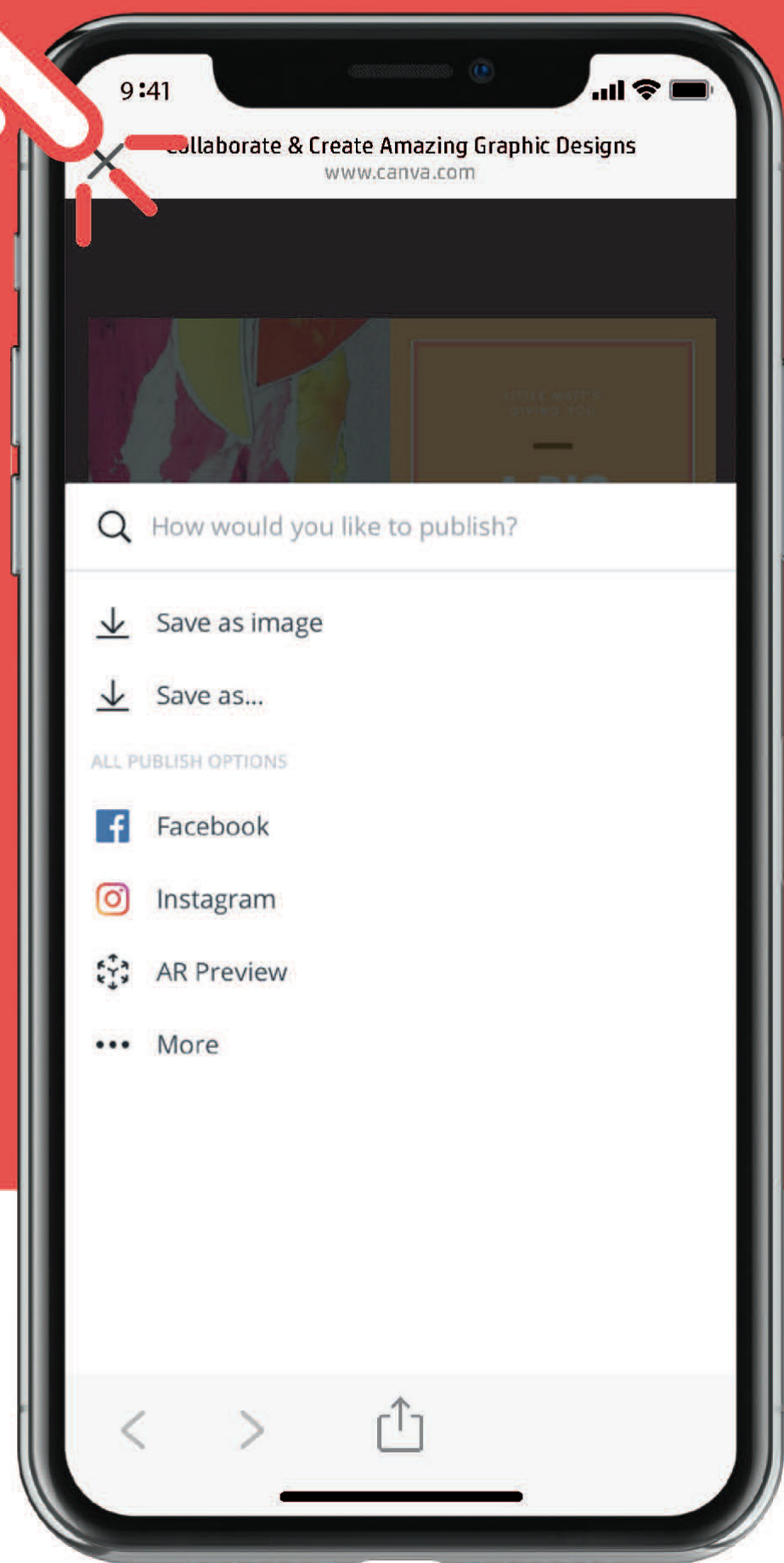
Emily heads over to Micheal's to grab the other materials from the lists she had downloaded. She completes the banner and decorates her apartment. She has Abby's birthday party.

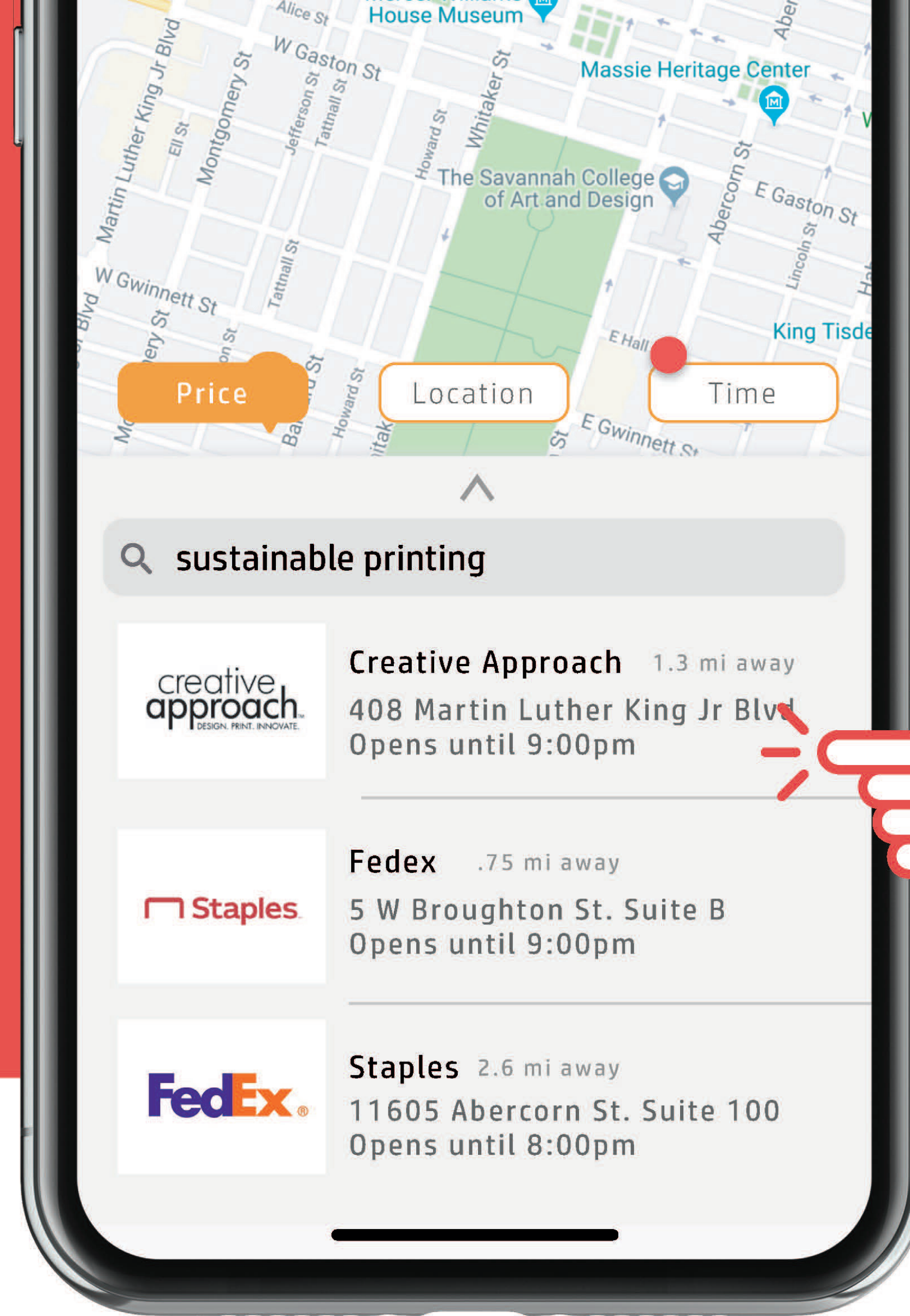
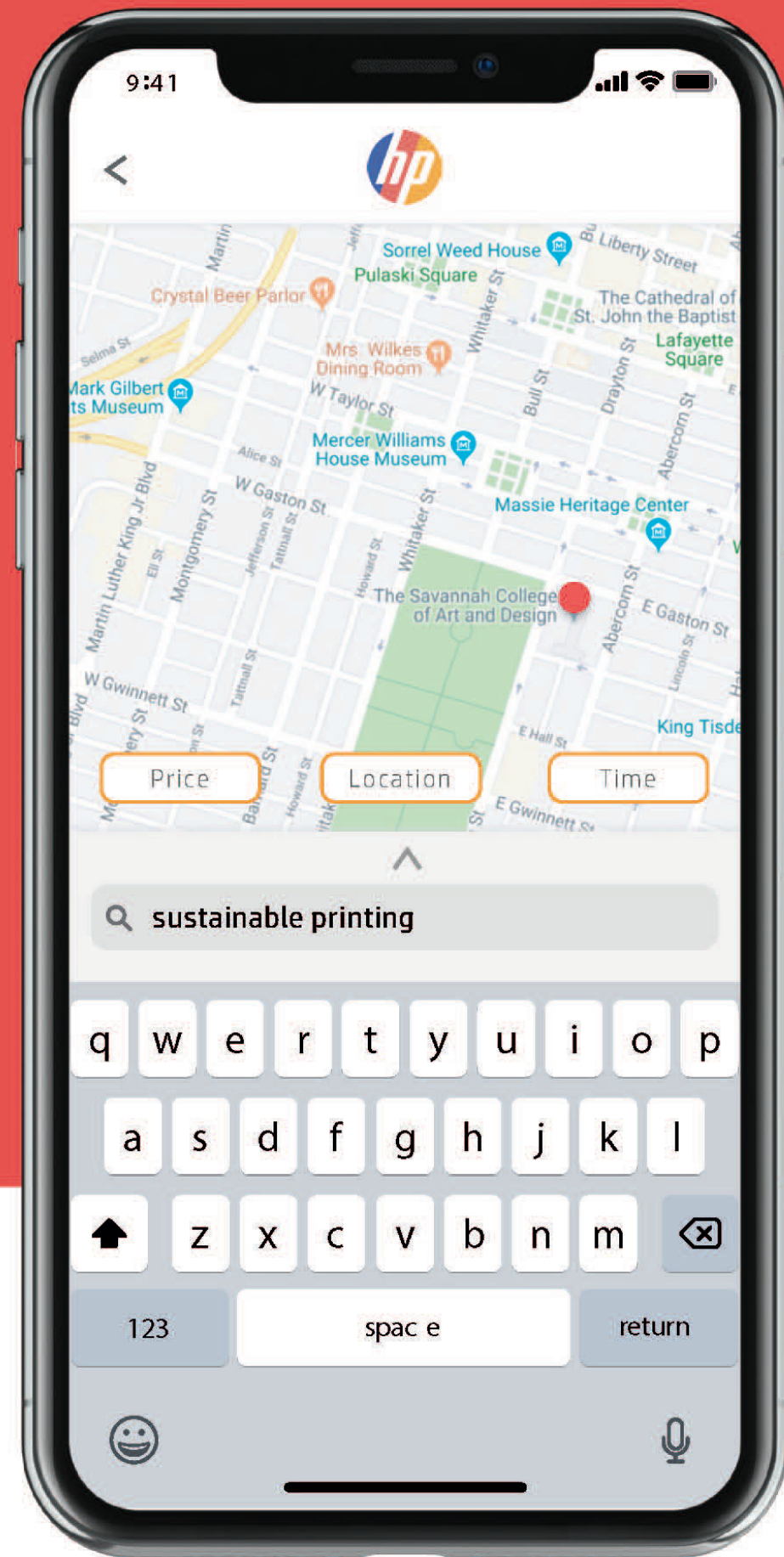


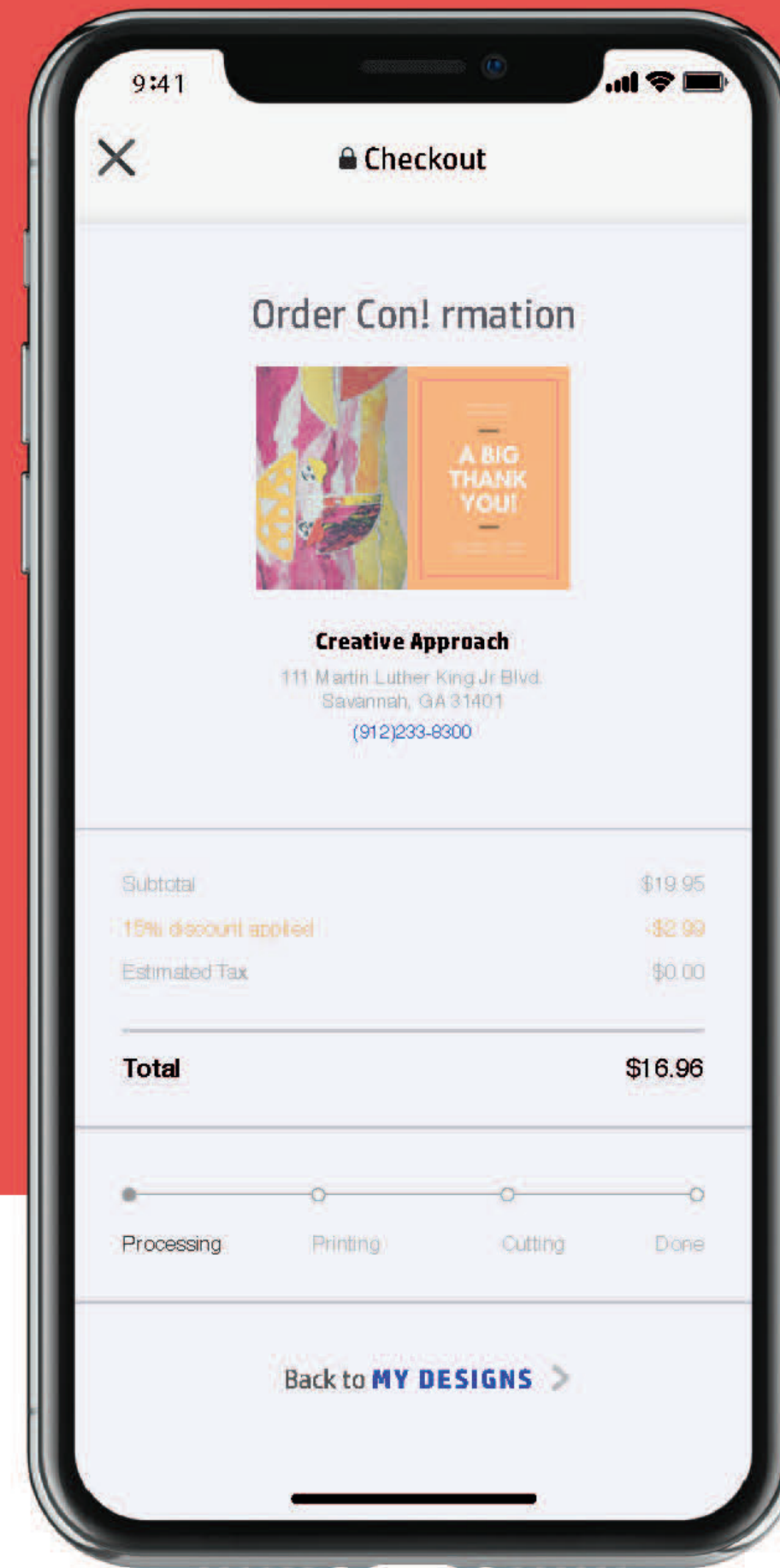
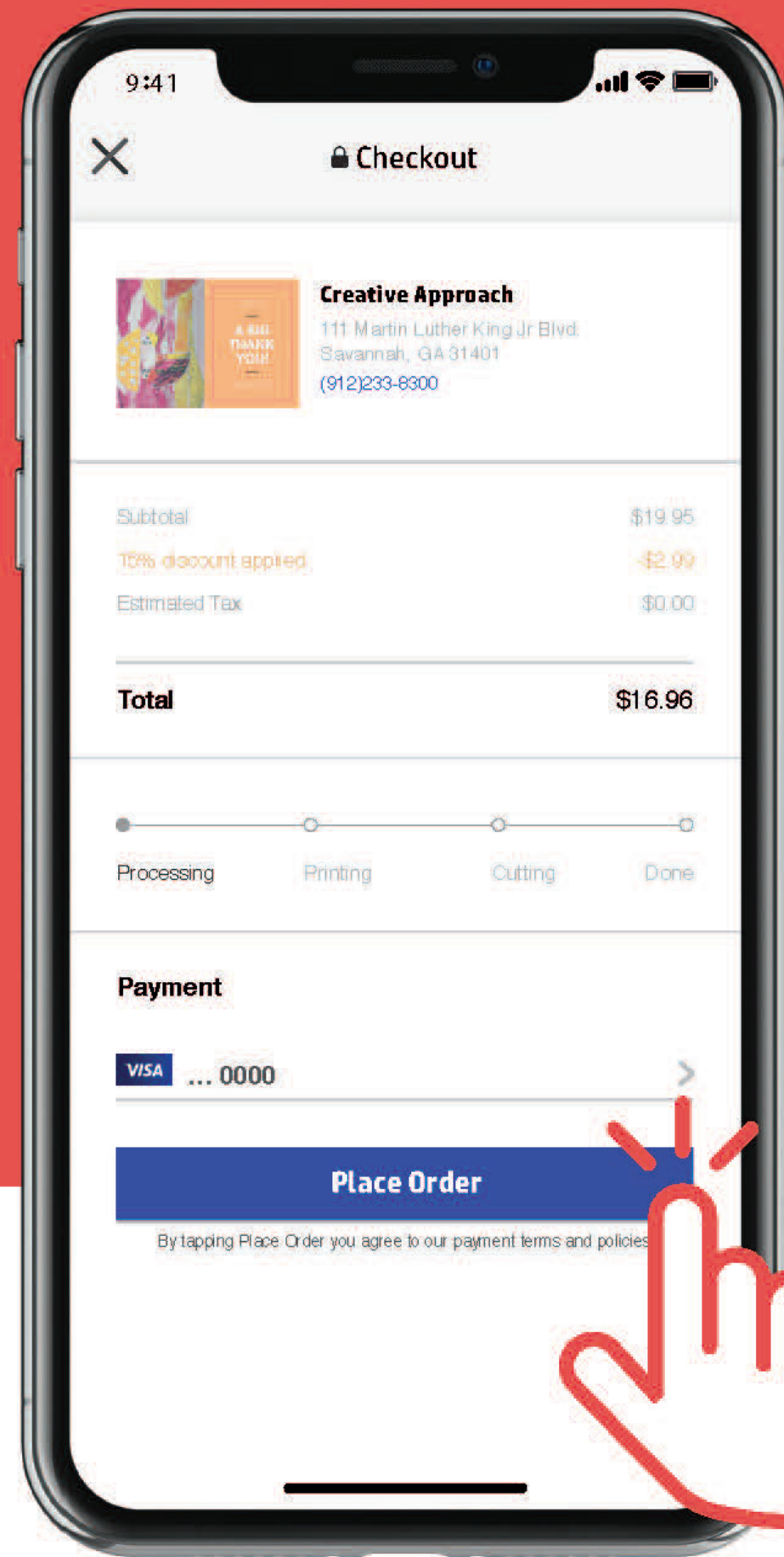


Canva









complete!

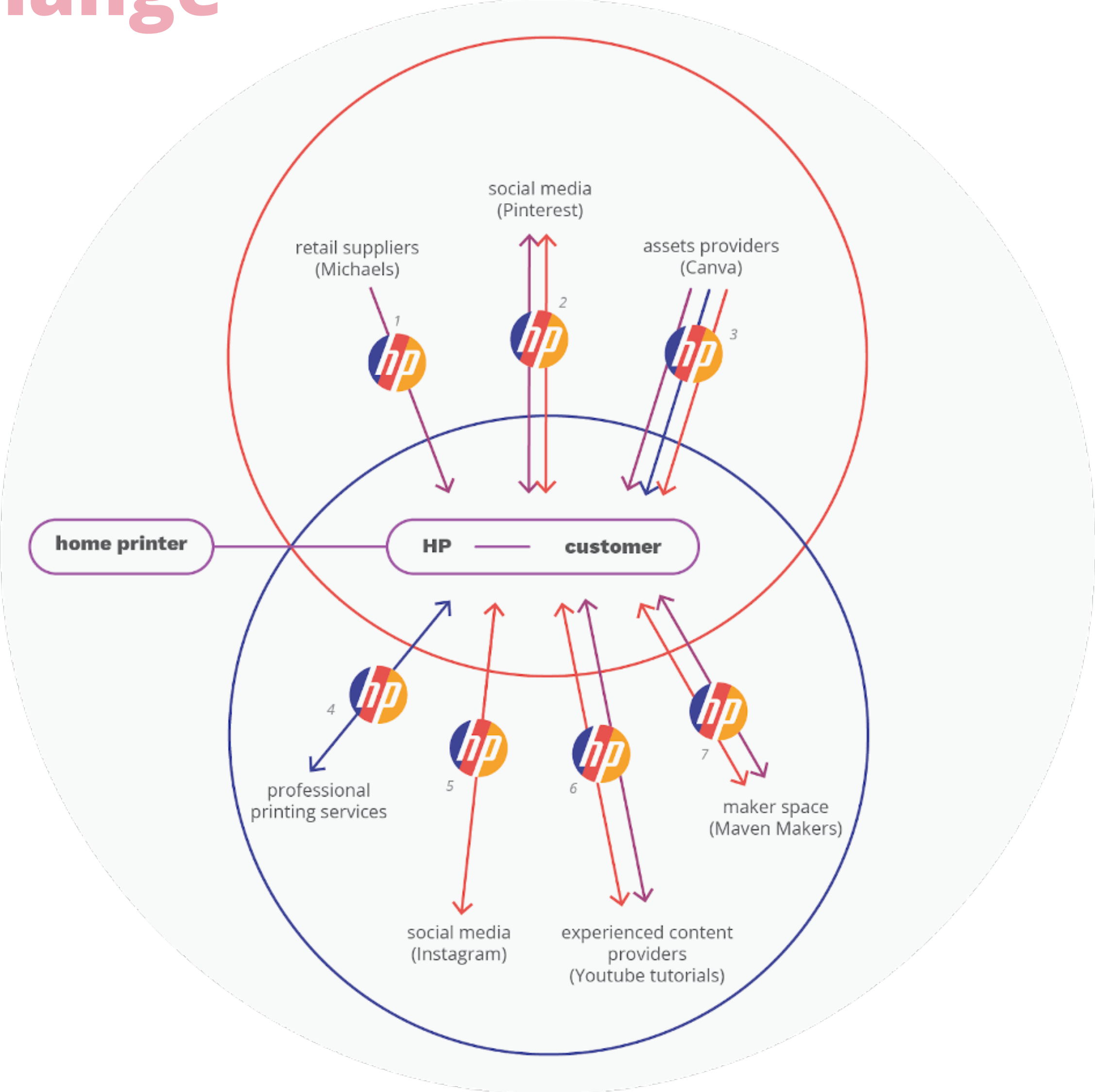




let's zoom out



ecosystem map | value exchange



user journey | current



TIME	BEFORE					DURING						AFTER				
Physical Evidence	Phone	Phone	Laptop	Laptop	Laptop	Car	Craft Store	Craft Store	House	Printer	Crafting Materials	Crafting Materials	Crafting, House	Crafting Materials	Closet	Craft
Customer Actions	Receives calendar reminder of Father's Day.	Gets inspired to make Father's Day gift with daughter	Browses Pinterest for inspiration	Wants to make a collage card with family photos	Has difficulty finding stores with materials and locations to print photos	Picks up daughter from school and drives to Michaels	Does not find materials in Michaels, so she drives to JoAnn	Purchases crafting materials	Returns home and starts working on Father's Day craft with daughter	Prints photos for craft	Struggles to personalize decorations that go on craft	Finishes craft	Sees material mess from craft on floor	Doesn't know what to do with leftover materials	Collects and stores materials in closet	Husband receives gift and is very happy
Pain Points	Doesn't know how to get started		Lacks information of products and services			Has to visit several locations		Lacks DIY skills				Too much leftover material		Materials are stored away and forgotten		
----- Line of Interaction -----																
Frontstage Actions (people)						Michael's employee	JoAnn's employee	JoAnn's cashier								
----- Line of Visibility -----																
Backstage Actions (people)			Pinterest support team	Google search engine		Store suppliers	Store suppliers									
----- Internal Interaction -----																
Support Processes	Calendar app, internet, mobile carrier		Internet, Pinterest	iCloud	Internet	Store inventory and payment system	Store inventory and payment system									

