

Product Teardown: "New User Onboarding"

Learn In Public Challenge 1

By Amaan Kamil



## Overview

Figma is a **collaborative web application** for **interface design**, with additional offline features enabled by desktop applications for macOS and Windows. The feature set of Figma focuses on **user interface** and **user experience design**, with an emphasis on **real-time collaboration**, utilizing a variety of **vector graphics editor** and **prototyping** tools. The Figma mobile app for Android and iOS allows viewing and interacting with Figma prototypes in real-time on mobile and tablet devices. It was founded in 2012 but first version was released in 2016.

#### **Stats**

2016
Released

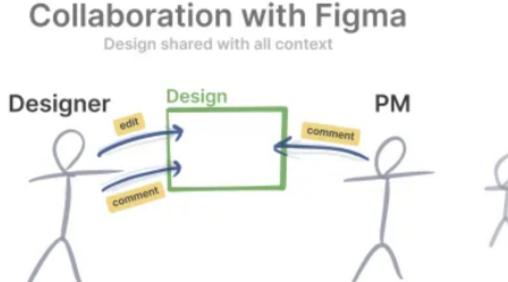
93 M
Total
visits last
month

11.12%
up from
previous
month

40.46% Bounce rate

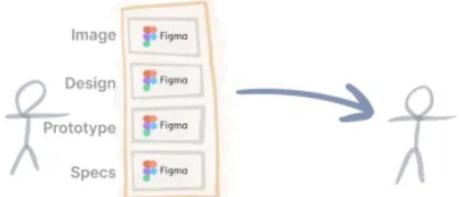
## 00:10:32 Avg. visit duration

### **Values**



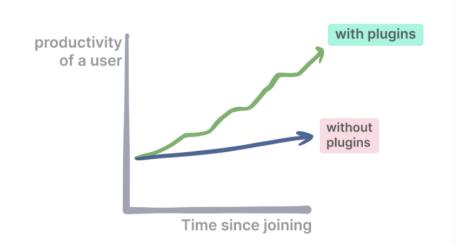
Collaboration

#### Sharing designs with Figma



Tightening the feedback loop

#### Plugins augment designers



Plugins





## **Profile:**

Clara is a 28 year old user experience designer at a big tech firm.

She uses Figma to design user interface for products which she works on and also to collaborate with her team.

# "I design the user experience of products you use almost everyday."

#### Goals:

- Design user interface
- Collaborate with team members
- Access designs from anywhere

## **Pain Points:**

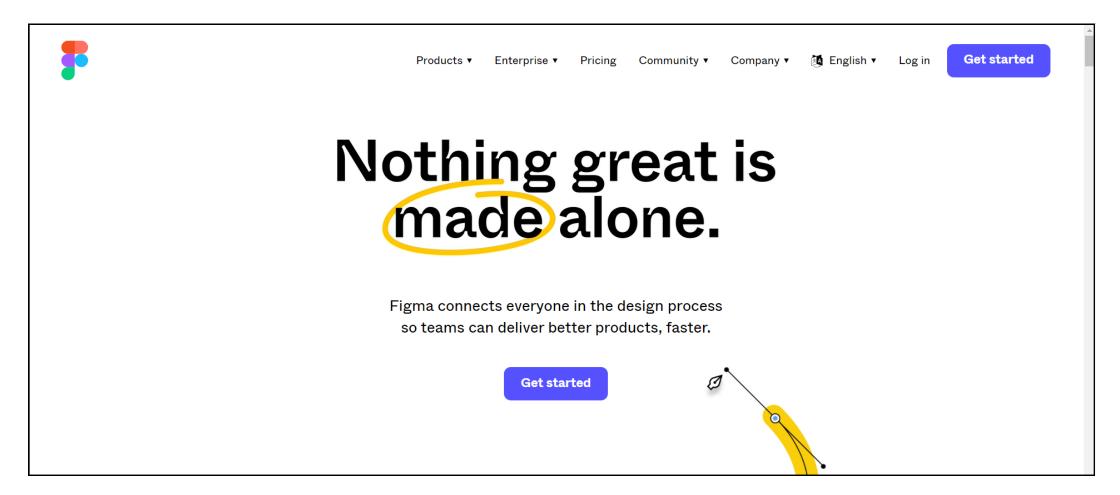
- The mobile app only allows to view, prototype and collaborate.
- It does not allow to design the app.

## **Story:**

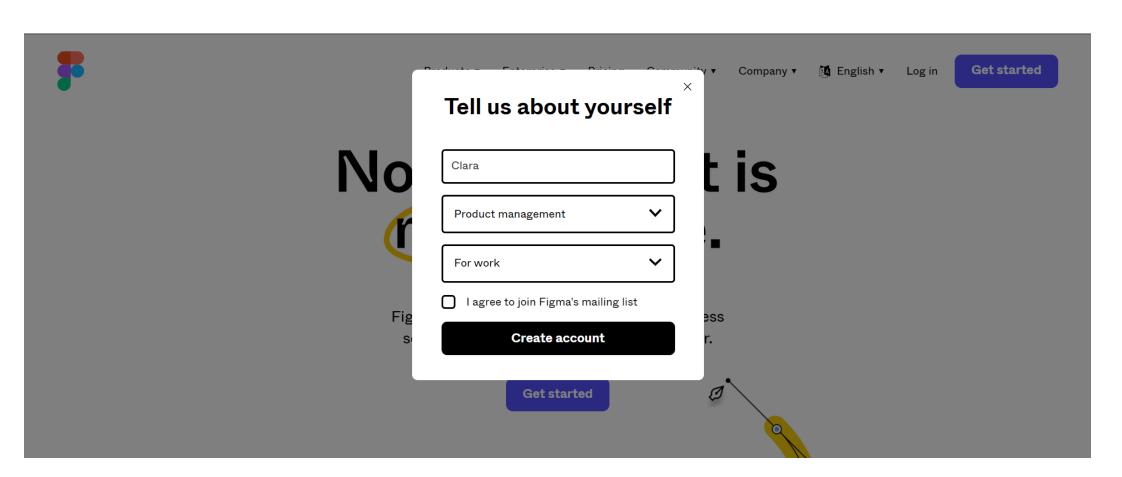
I joined this firm after graduating from my undergraduate degree. I was hired as a user experience designer. That is when I started using Figma. For me, the biggest advantage of using Figma is it's browser first approach. It is a very light weight application which can run well on almost every device. It has a wide range of features for my use case and covers all phases of design thinking process. Plus, its huge community support, templates, collaboration and plugins are additional bonuses. However, we cannot design using the mobile application. There are situations when I need to design small bits on the go using mobile phone but I cannot.

## User Journey Map (1/2)

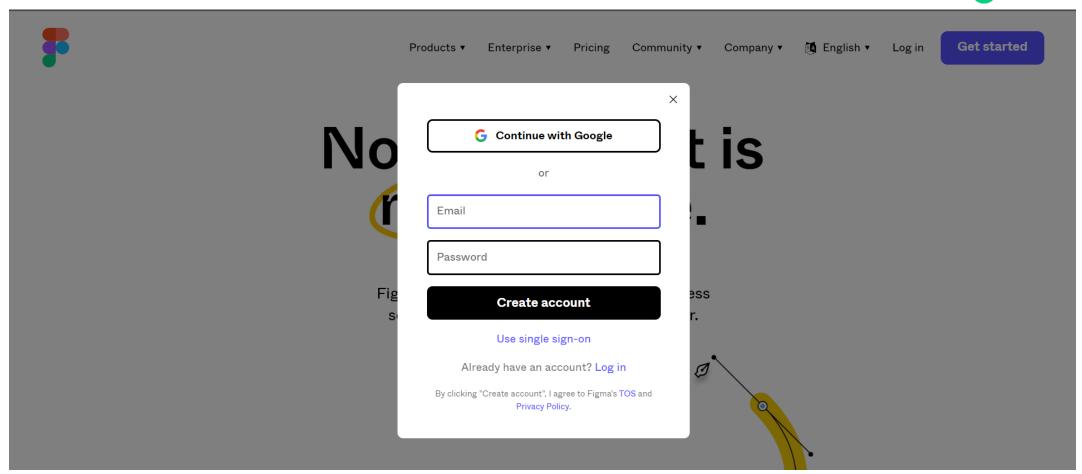




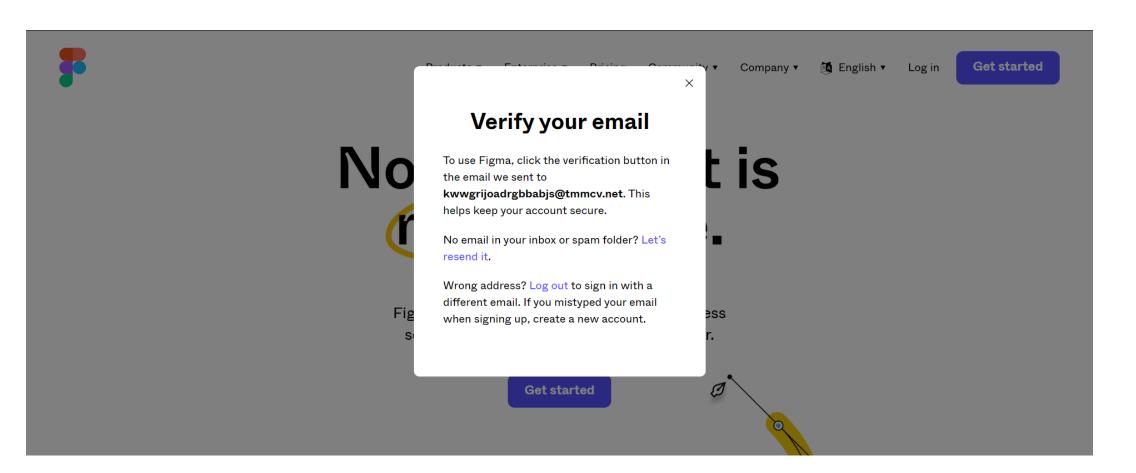
Step 1: Visit figma.com "Let's get started!"



Step 3: Create account & Basic details "Okay, basic details"



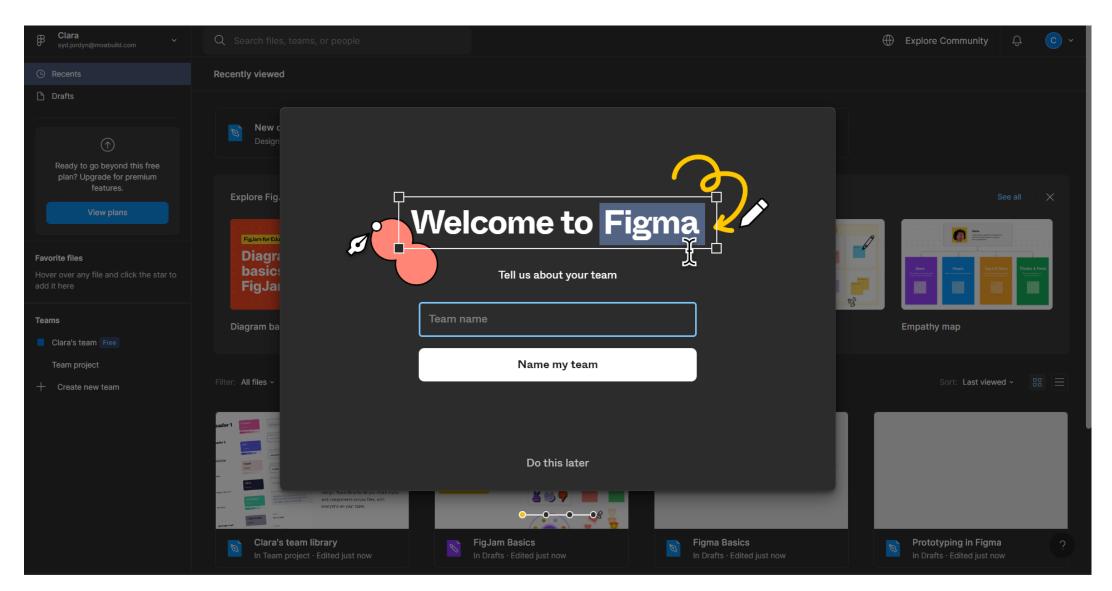
Step 2: Get started "Let me quickly create an account"



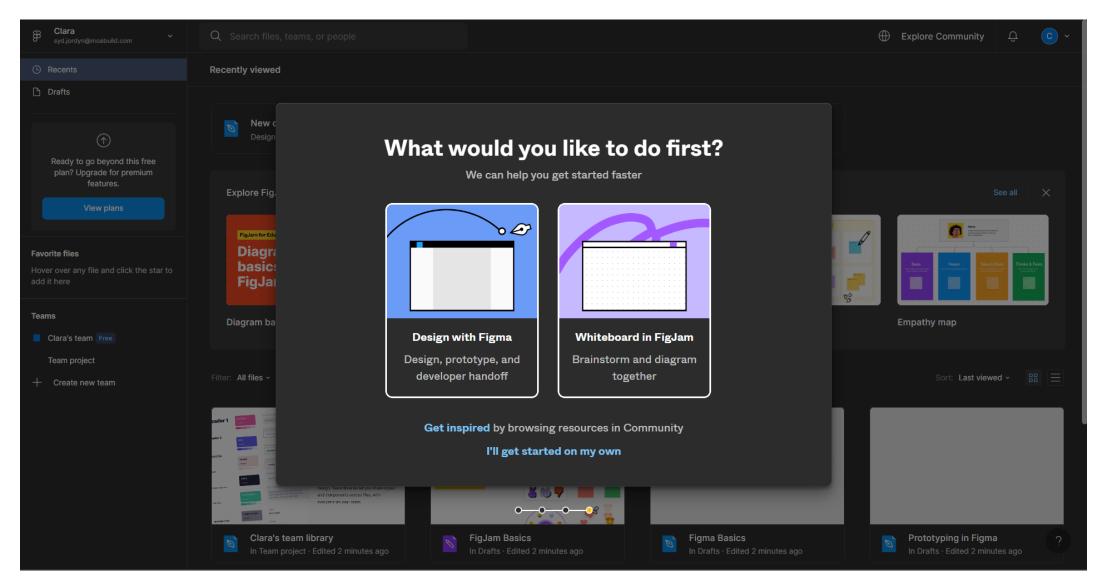
Step 4: Email Verification "Let me check my inbox"

## User Journey Map (2/2)

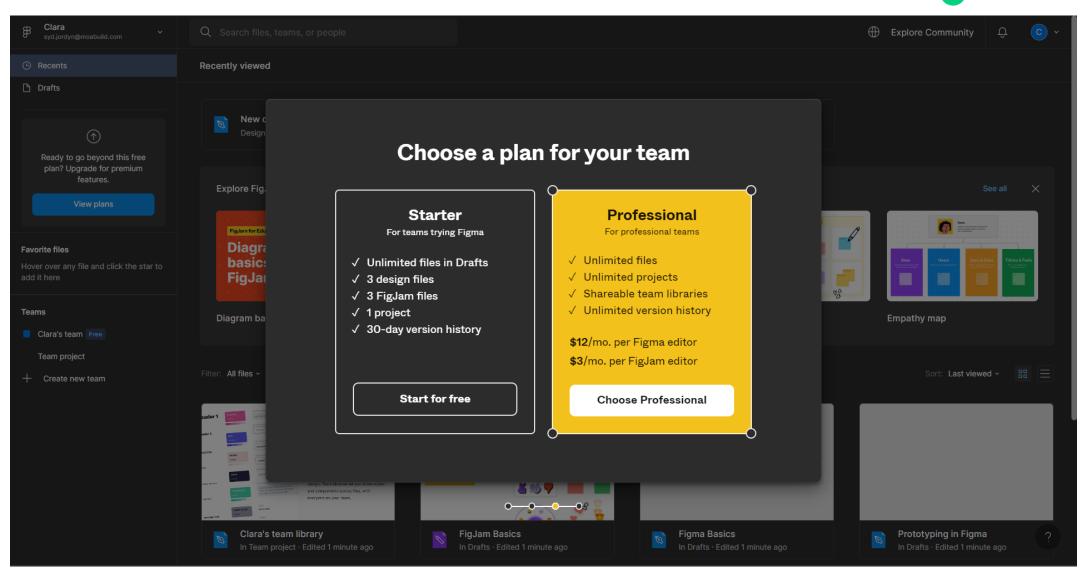




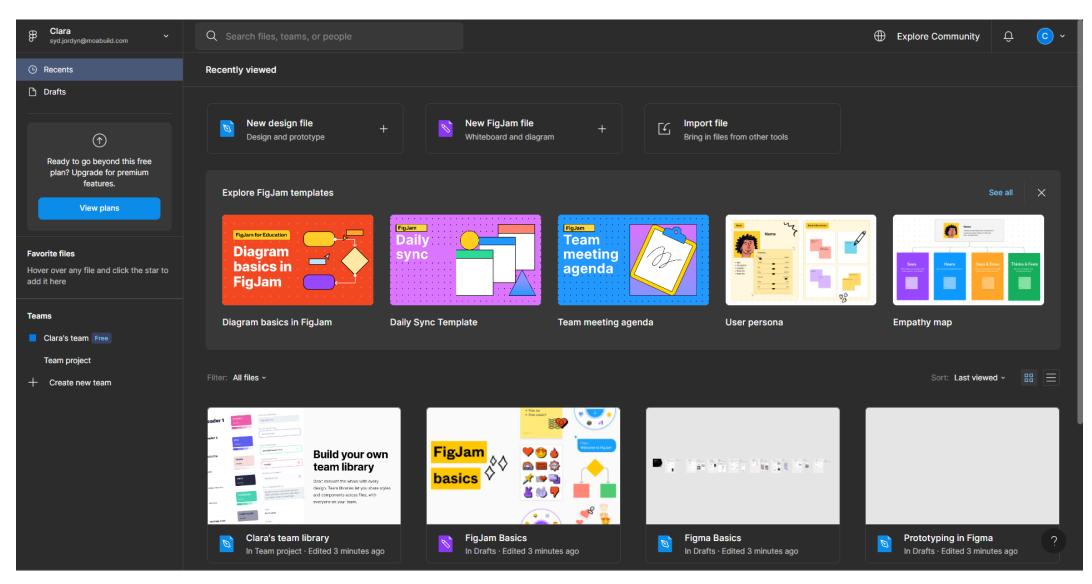
Step 5: Team Naming "Um, I'll do this later!"



Step 7: Preferences "Ah, this is a long onboarding process!"



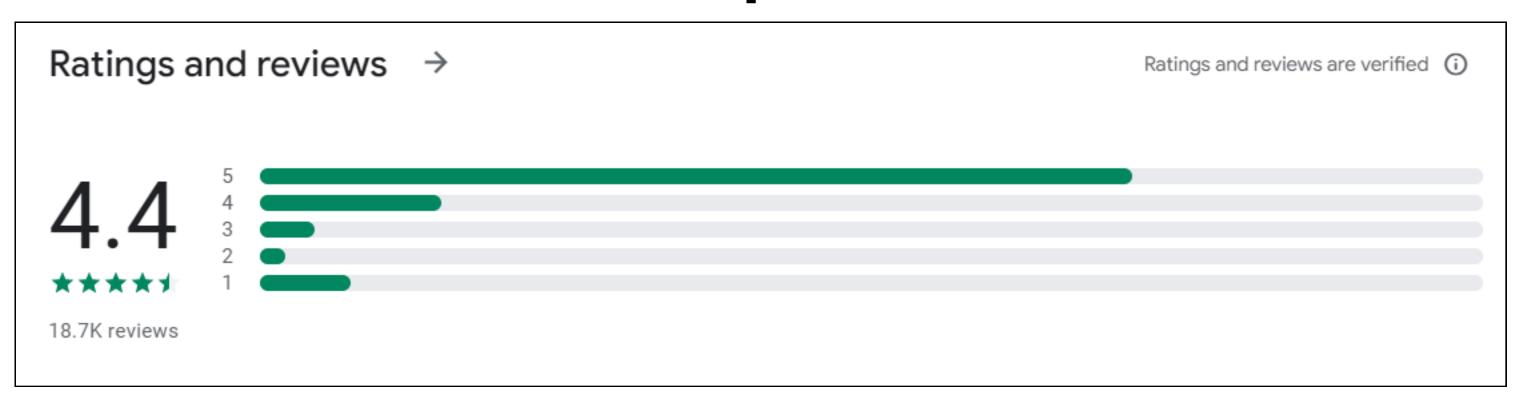
Step 6: Choose a plan "I'll go with starter for now"



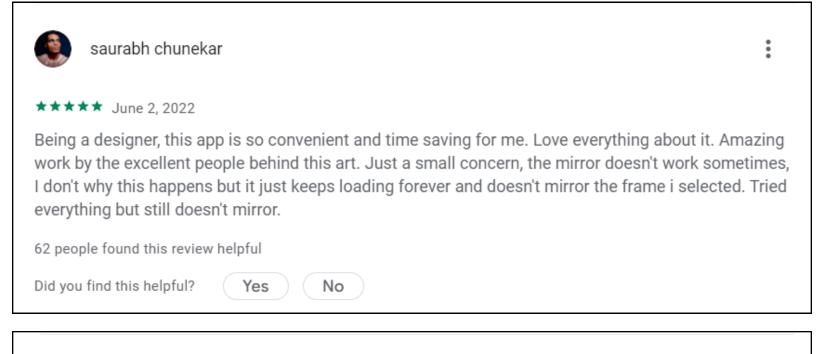
Step 8: Done "Finally, onboarding process completed."

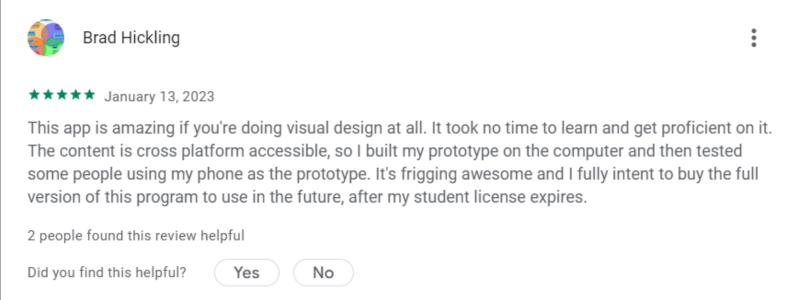
## **User Experience**



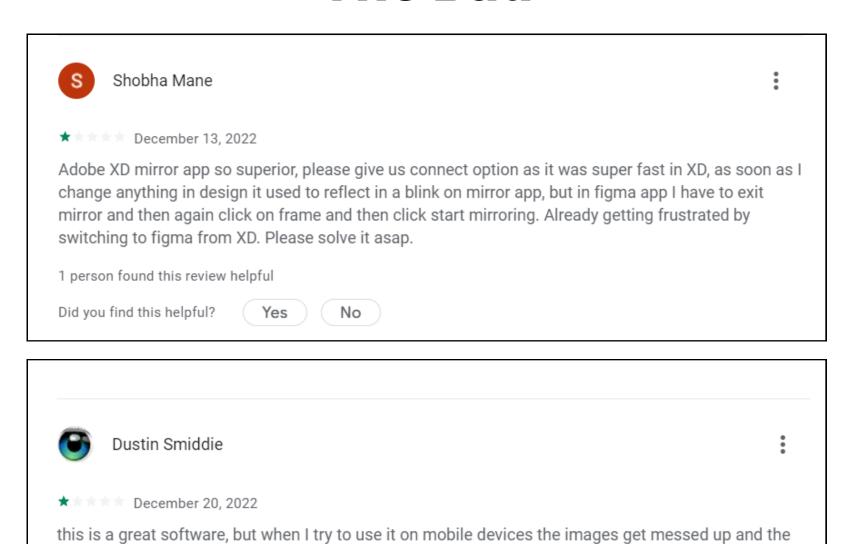


## **The Good**





## The Bad



functionality is very hard to navigate and execute. mobile needs a lot of work to be useful.

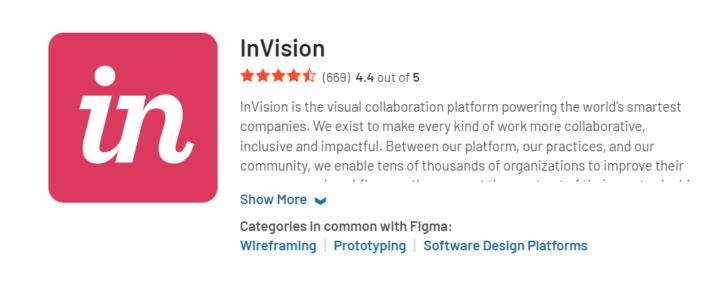
Did you find this helpful? Yes No

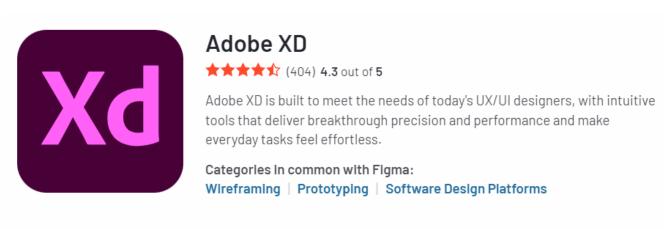
## Recommendations

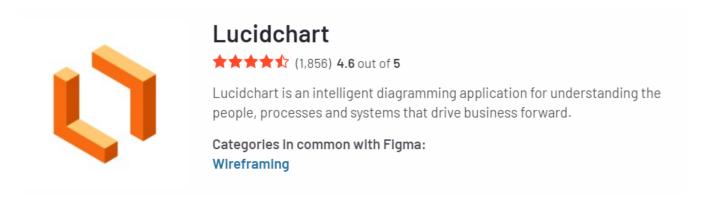


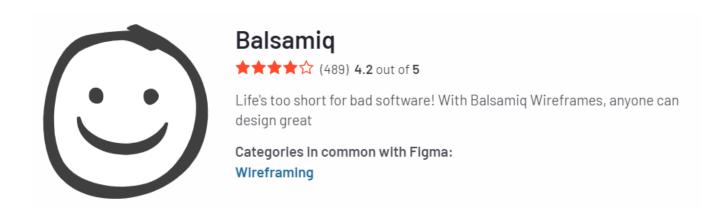
- Frame mirroring related problems have been a common theme amongst the reviews. The frame mirroring feature on the mobile app needs to be improved.
- Connection option on Adobe XD(competitor) was rated highly. However, users are not satisfied this feature on Figma.
  - Users found navigation functionality difficult. Navigating on the app is one of the most basic functionality on any application. It needs to be improved.

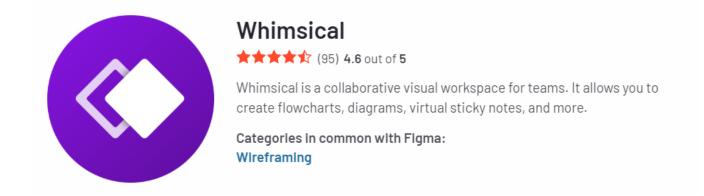
## Competitors















## **Key Metrics**

## L1 metrics:

- Monthly Active Users (MAU)
- % Professional account users

## L2 metrics:

- Bounce Rate
- % Change from last month
- Avg. visit duration

Thank You for your time:)