01

Airtel Xstream

TV UI/UX Design

Introduction

① Problem

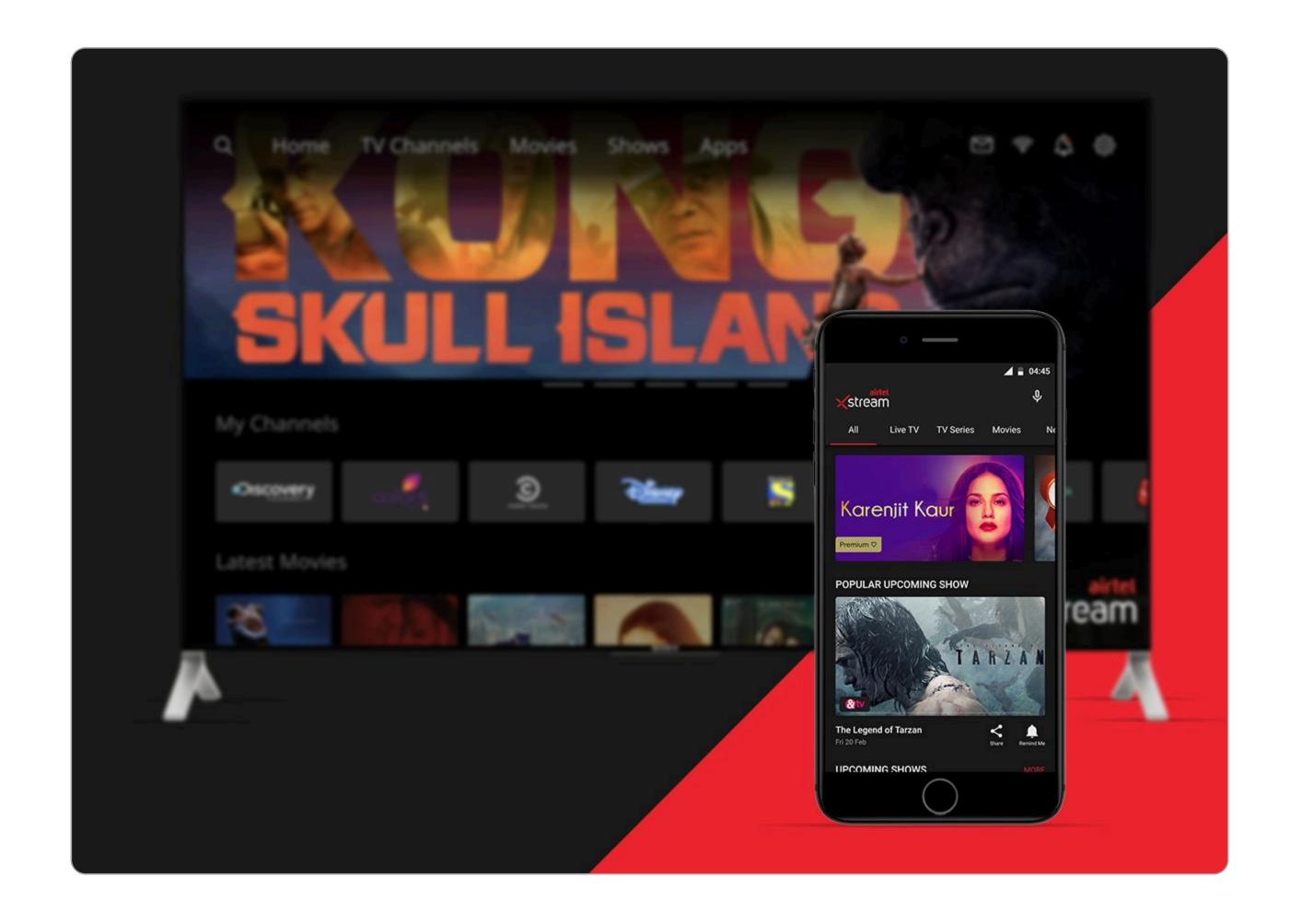
Redesign the electronic programme guide, create the mobile-to-TV experience and design the subscription experience on TV

My Role

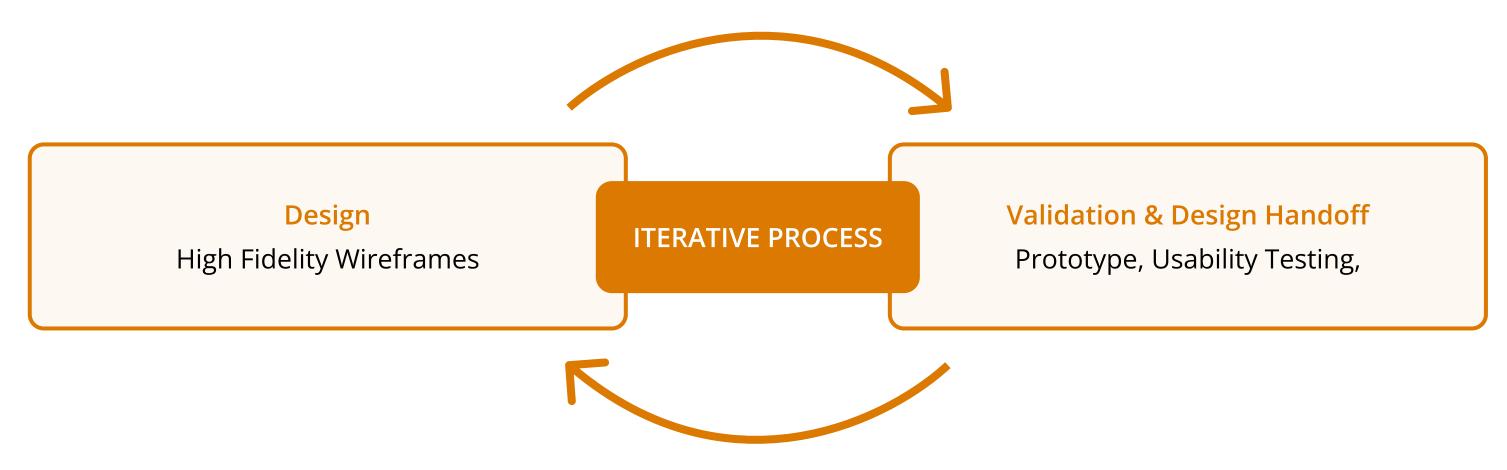
I led the design and testing of the TV UI, using moderated usability testing.

□ Outcome

1.5x increase in Airtel DTH's user base.



EPG Design and Testing



Design

- **EPG Redesign:** Revamped the Electronic Programme Guide (EPG) in Figma to boost usability and engagement.
- Language Identification: Enabled quick recognition of available languages for enhanced accessibility.
- Added Features: Integrated "Add to Favorites," "Set Reminder," "Record Show," and "Catch Up on Previous Episodes" for improved user control and convenience.

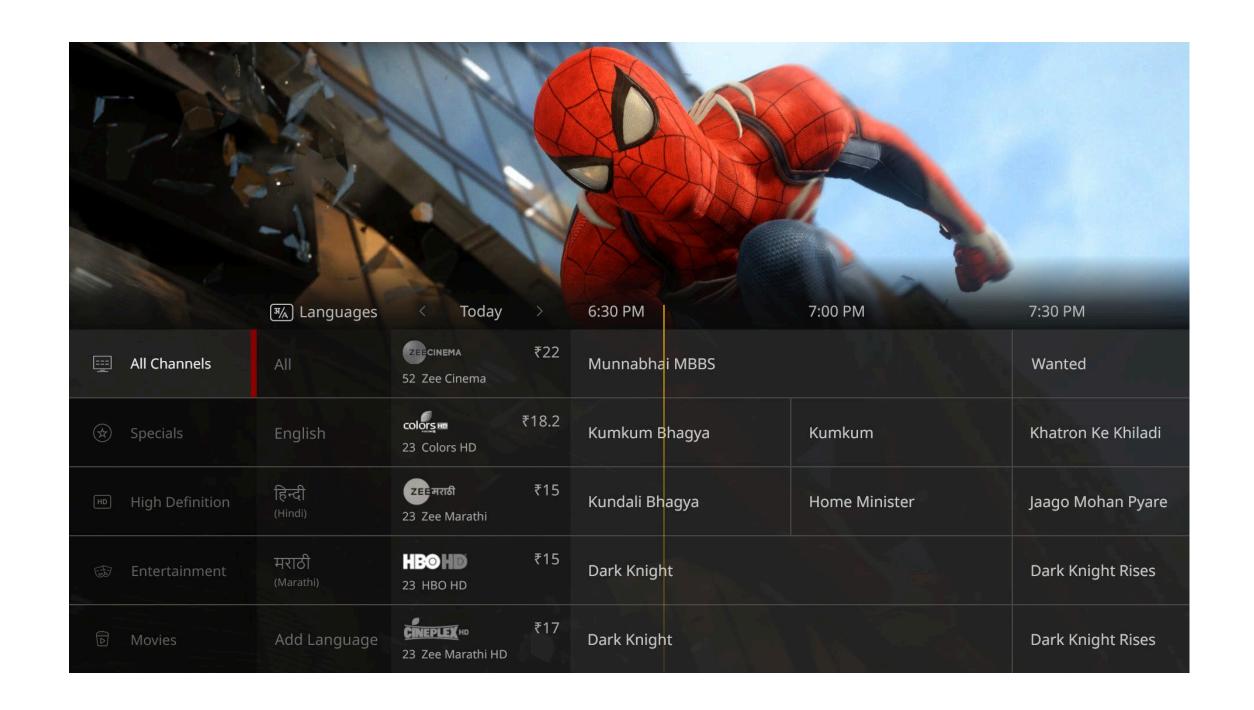
Prototype and Usability Testing

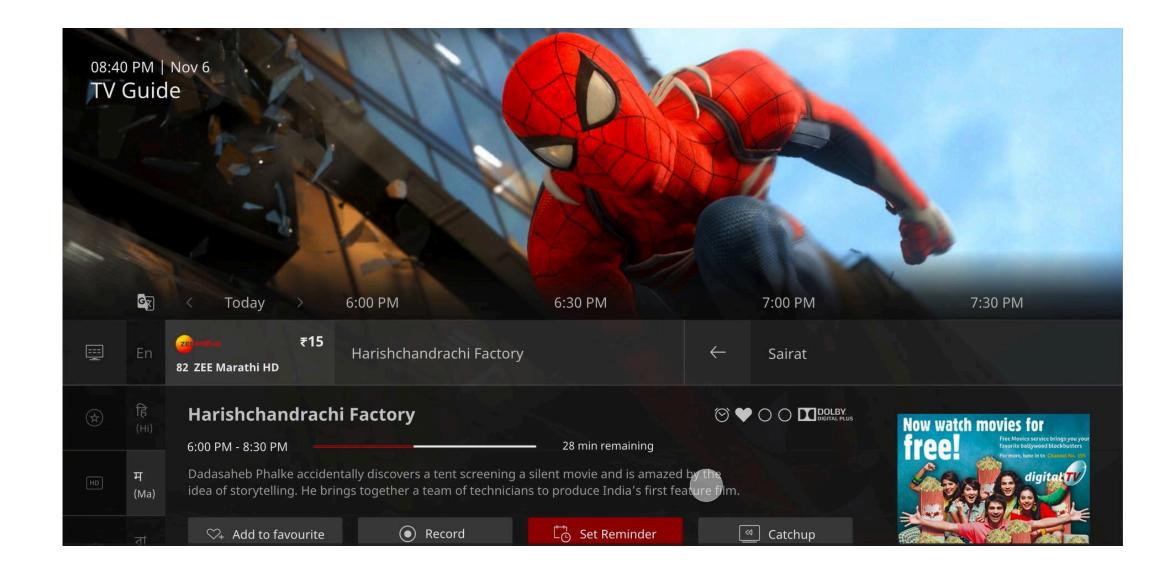
- Interactive Prototyping: Developed a highfidelity prototype in Figma, featuring a realistic dummy remote with a refined neumorphic design.
- **Conducted User Testing:** Facilitated usability testing sessions with real users to evaluate the design's intuitiveness and interaction flow.
- Authentic User Engagement: During testing, users naturally interacted with the neumorphic remote, demonstrating the effectiveness of the design approach.

UX Impact

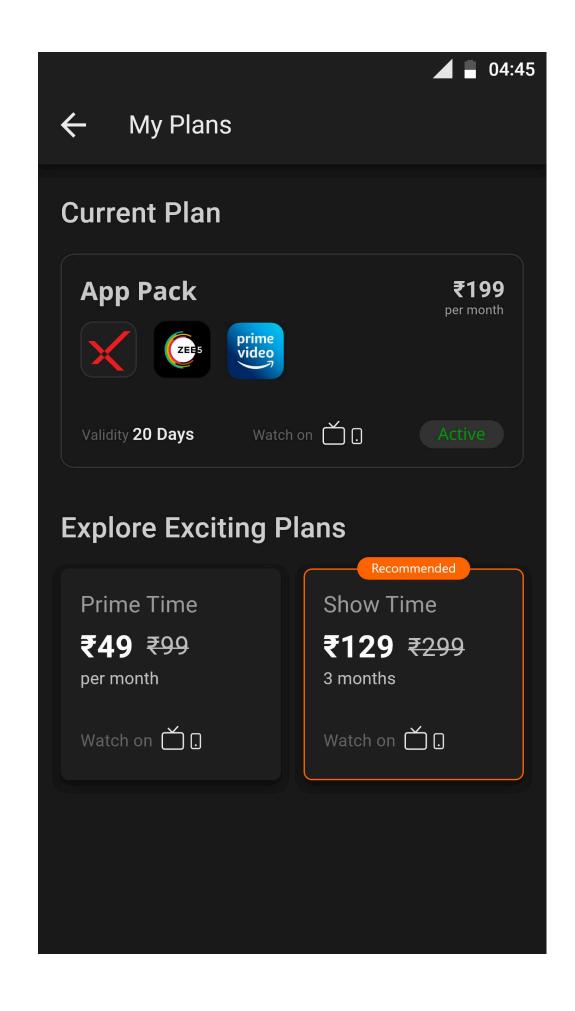
- **Positive Feedback:** The innovative design features were well-received.
- **UX Impact:** The improved user experience contributed to a 1.5x increase in Airtel DTH's user base, showcasing the tangible value of thoughtful design and user-centered testing methodologies.

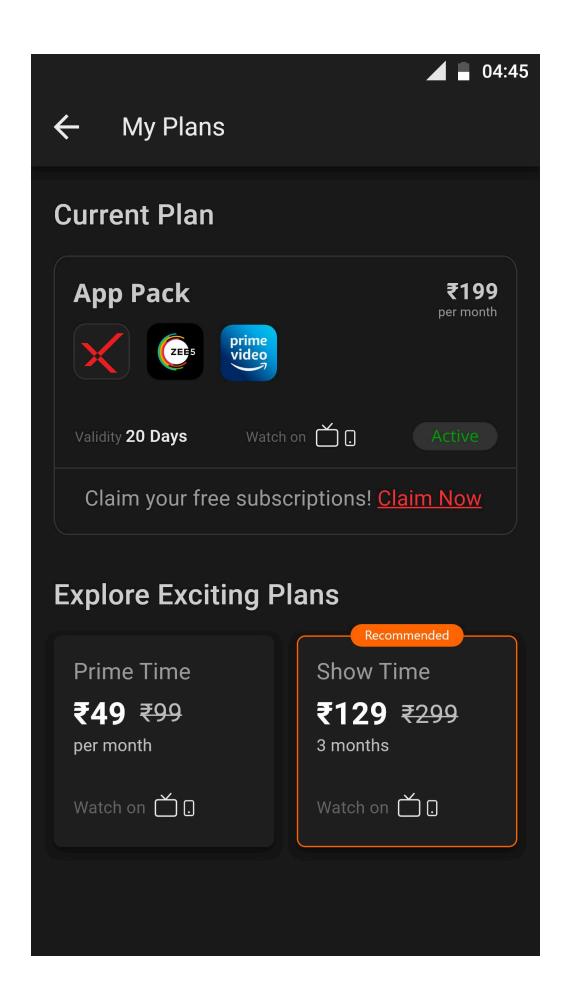
Electronic Programme Guide (EPG)

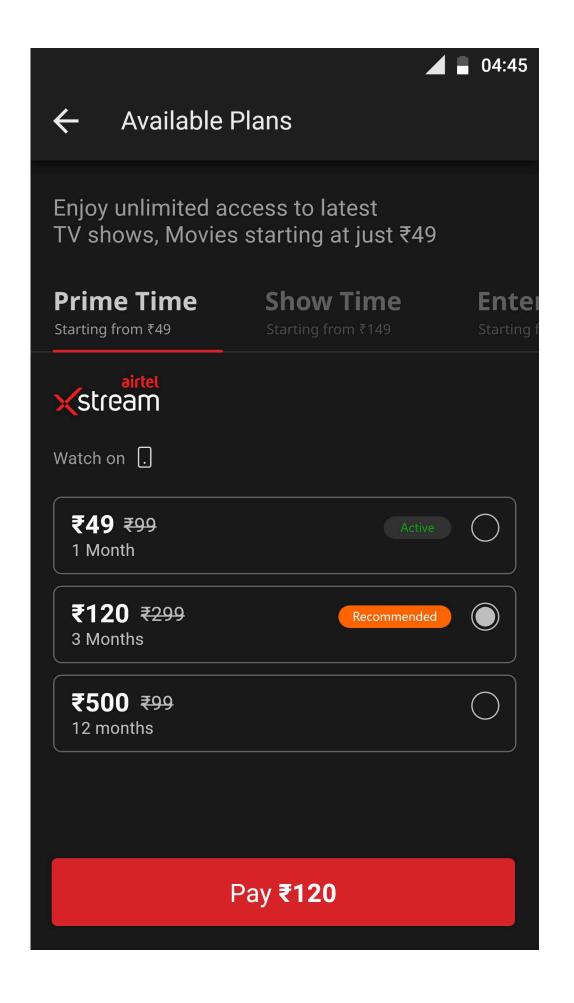




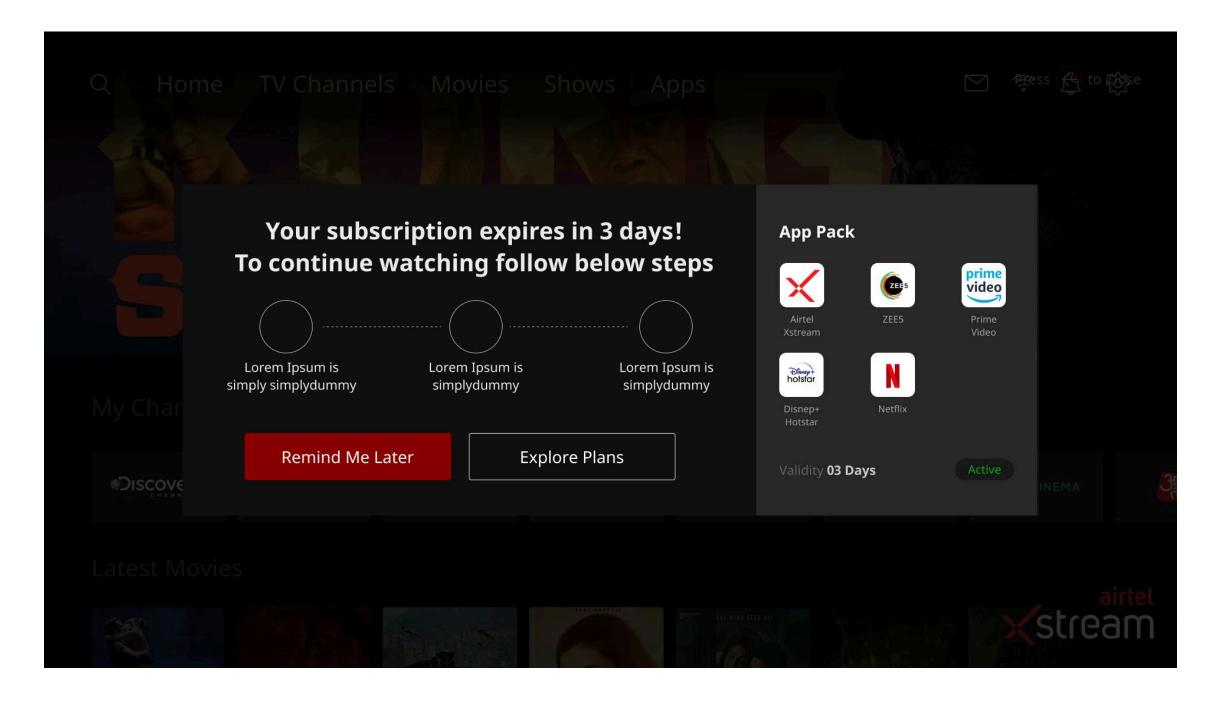
Buying a plan (mobile experience)

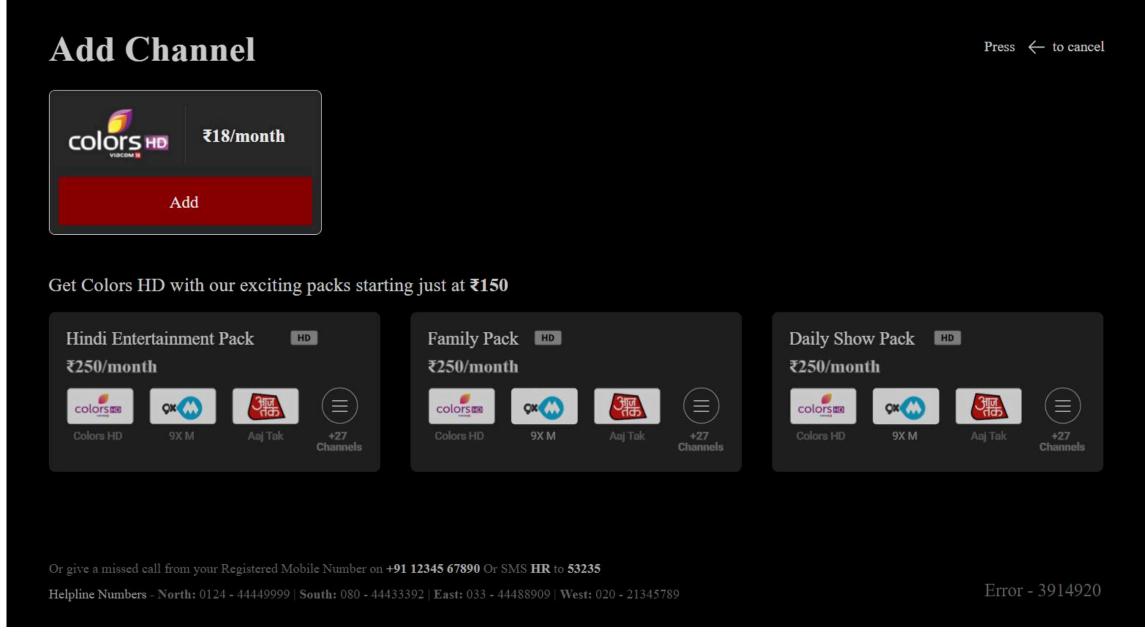






Buying a plan (TV experience)





Buying a plan (TV experience)

