

educate *plus*

New Zealand  
2018



# Tēnā koutou



network of  
advancement  
professionals



# Website Workshop

(Planning > Strategy > Design > Build > Measure & Refine)

Tuesday 4<sup>th</sup> September 2018

# Overview

- Planning
- Design
- Build
- Measure & Improve

# Planning

- Preparing a brief
- Selecting a design agency
- Evaluating content management systems

# Preparing a Brief

- Set Goals: Define objectives and prioritise
- Personas: Identify your audiences
- Define your feature ‘wish list’
  - Must have / Should have / Nice to have
- Determine a budget
  - ask within your network
  - set a preferred range

# Set Goals

Define SMART goals, which are:

- **S**pecific
- **M**easurable
- **A**ttainable
- **R**elevant
- **T**imely

# Define Audience

- Elevator pitch
- Audience profile(s)
  - Background
  - Behaviour
  - Pain Points / Needs
  - Opportunities
- User Centric Business Model

# Feature list

Which features:

- Must I have?
- Should I have?
- Are nice to have?

User Centric Business Model



# Selecting an Agency

- Who designs the websites you like best?
- Is a local supplier important to you?
- Are their values a good fit?
- Is there a good rapport? Can you talk to them openly? Do they talk to you openly?
- Talk to a couple of past clients
- What does your 'gut' say?

# Evaluating a CMS

- Talk to IT. Are there specific requirements?
- Key functionality: is it what you need?  
Can it be extended?
- What's it like to use day to day?
- Do you need to host onsite / offsite? Options?
- Upfront & Ongoing licensing fees?
- Ongoing maintenance costs?

# Design

- Project management: What you need to know
- What websites do you like?
- The design process
  - User Experience (UX)
  - Visual Design

# Project Management

What you need to know:

- Typical project timelines: 14+ weeks
- Possible 'pain' points
  - Writing content! (major roadblock for many projects)
  - Getting feedback from stakeholders (at the right time)
  - Prioritise, phase content if necessary

# 20s 'Gut Test'

- Review the homepage for 20 websites
- Spend 10-20 seconds on each page, rank from 1-5
- Collect sheets and tally up scores
- Review the top three pages for design feedback
- Review the bottom three pages for design feedback

# 20s 'Gut Test'

A: [afr.com](http://afr.com)

B: [campaignmonitor.com](http://campaignmonitor.com)

C: [mailchimp.com/](http://mailchimp.com/)

D: [nike.com/au/en\\_gb/](http://nike.com/au/en_gb/)

E: [stripe.com/au](http://stripe.com/au)

F: [newzealand.com](http://newzealand.com)

G: [australia.com/en](http://australia.com/en)

H: [ted.com/](http://ted.com/)

I: [nyu.edu/](http://nyu.edu/)

J: [tmp.com/](http://tmp.com/)

K: [edx.org/](http://edx.org/)

L: [shopify.com.au/](http://shopify.com.au/)

M: [apple.com/au/](http://apple.com/au/)

N: [digitalasset.com/](http://digitalasset.com/)

O: [atlassian.com/](http://atlassian.com/)

P: [zendesk.com/](http://zendesk.com/)

Q: [spotify.com/au/](http://spotify.com/au/)

R: [education.abc.net.au/](http://education.abc.net.au/)

S: [monsido.com/](http://monsido.com/)

T: [getprepd.com/](http://getprepd.com/)

# Design process

- What is User Experience (UX), Customer Centric Design (CCD) etc
- Creating a sitemap: What's a sitemap? Why do I need one?
- Content Strategy
- Creating content templates: What are wireframes? Do I need them?
- What is a 'design pattern'?

# Design Trends

- Mobile first
- Video (backgrounds etc)
- Micro-interactions
  - <http://www.bitlocation.com/>
  - <https://material.io/>
  - <https://www.reed.be/>
- Use of Illustration
  - <https://www.intercom.com/>
  - <https://www.epicurrence.com/>
- Geometric / Organic shapes / 'Broken' layout grid
  - <https://www.atlassian.com/partnerships/>



# Build

- Staging / Preview of the new website
- Project review / check scope of work
- Making the new website live
- Training session
- User guide

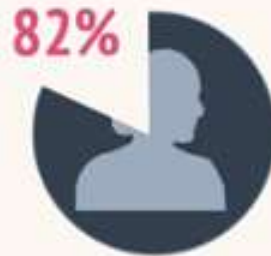
# Measure & Improve

- What to measure?
  - Defined in ‘Set Goals’
- Analytics
  - Google Analytics [analytics.google.com](https://analytics.google.com)
  - Reporting Overview
  - Google Data Studio
  - FB Pixel

# Consumers are impatient

Speed is everything to today's buyers, and patience wears out at 30 minutes.

Percentage of consumers rating an "immediate" response as important/very important when they have a marketing or sales question



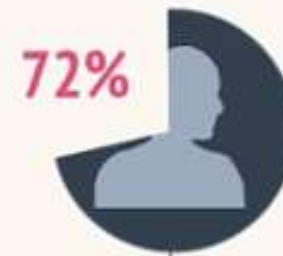
Percentage of consumers rating an "immediate" response as important/very important when they have a support question



Marketing



Sales



Support

Percentage of consumers who define "immediate" as 30 minutes or less, by customer lifecycle stage

# Thank you

For more information please visit at Booth #22  
or contact:

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