

Product Manager

Demo project for  **PhotoRoom**

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The Goal of the Project

I set the goal of the project as to develop PhotoRoom app's usability and a product roadmap

01 Service development

Develop the current PhotoRoom mobile app to provide a better user experience and specify the detailed target user group

02 Product roadmap

Plan the process of development-release-iteration to combine with the business roadmaps and maximize the efficiency and the number of customers

Methods I used



Cognitive Walkthrough



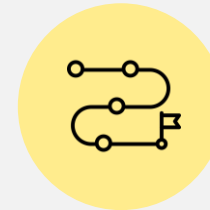
Contents navigation



Persona creation



Success metrics



Product roadmap



Business 9-block model

Cognitive Walkthrough

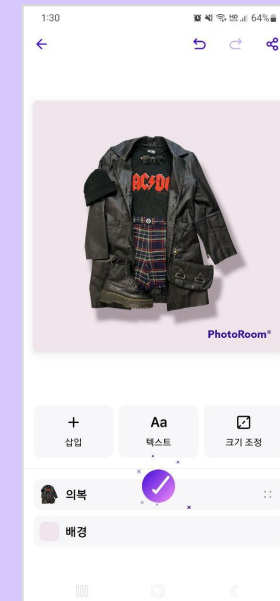
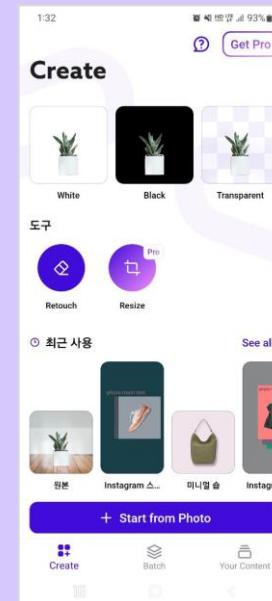
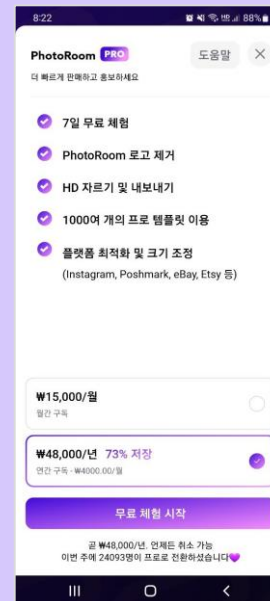
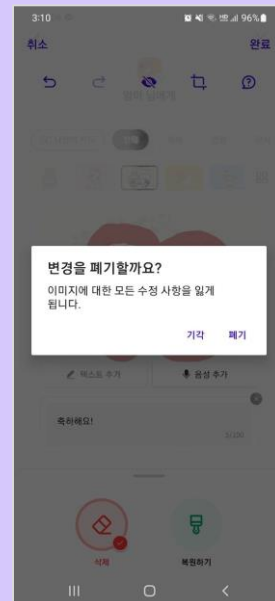
I analyzed PhotoRoom mobile app to define the problem faced by the user

Features

- Background removing
- Background image changing
- Object removing
- Retouch, rotation, cut, etc.

Basic usability

- Touch area
- Translations (Korean)
- Component arrangements
- Alert/Confirm/Toast messages and actions



Target Users

I identified the target user segment by creating personas that this update will help



Bio

Age: 43
Doing two jobs for extra income, especially because the COVID-19 pandemic decreased his salary

Marketplace

- eBay
- Coupang
- Auction

Needs/Pain Points

- Clumsy hands
- Can't afford hiring designers or CS team

Solutions

- Detailed guidelines from the first step of taking pictures
- Detailed editing functions -rotate, horizontal adjust



Age: 27
Selling European product such as cosmetics and nutritional supplements to Korean customers (B2C)

- Naver shopping
- Own website

- Customers are becoming pickier when it comes to healthcare products
- Products' pictures should be high-resolution

- Image-to-text converter
- Noise removal in images with lots of text



Age: 32
Manufacturing and selling K-Pop groups' souvenirs and recently got exclusive contract with world-famous boyband XYZ's fan club

- Own website
- XYZ fan club website

- Should print out in objects such as t-shirts, mugs, banners, etc.
- Idols' faces should look great on the products

- CMYK color palette
- Face retouch feature

Summary

Based on previous research and analysis, I summarized features to develop and add

Categories

Solution

Result

01 Features

Useful features should be added to maximize user satisfaction

- Horizontal adjusting
- Image-to-text transformation
- Face retouch

02 Usability/Accuracy

Enhance usability and accuracy of details will add up completeness of the app

- Edit Korean translation
- Readjust the toast message area
- RGB-CMYK transition

03 User definition

Clarify the target user group(s) will specify the business goals

Small-sized business owners who sell products via marketplaces and their own websites



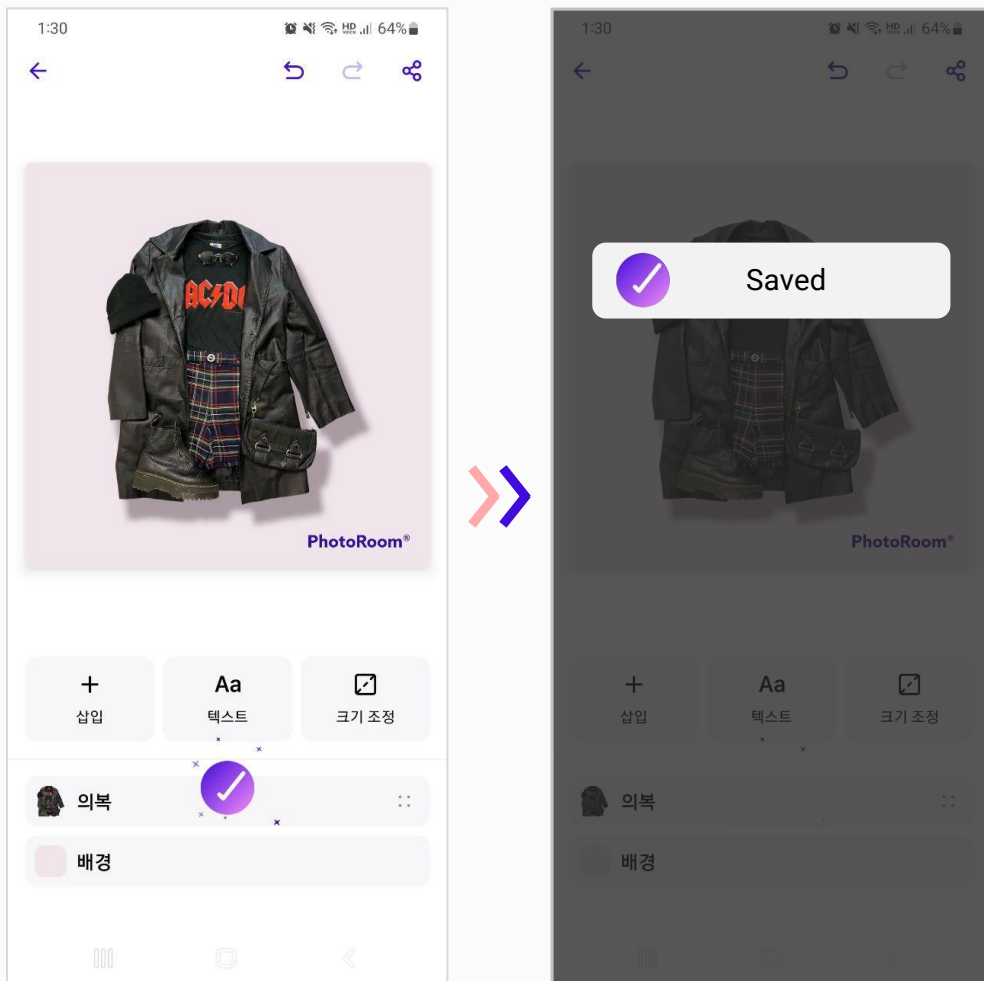
PhotoRoom

**The ideal solution for
small-sized business owners
in every business sector**

Proposed Solution- Page 1

Toast message repositioning

-Designed based on 'thumb zone' Appendix 1

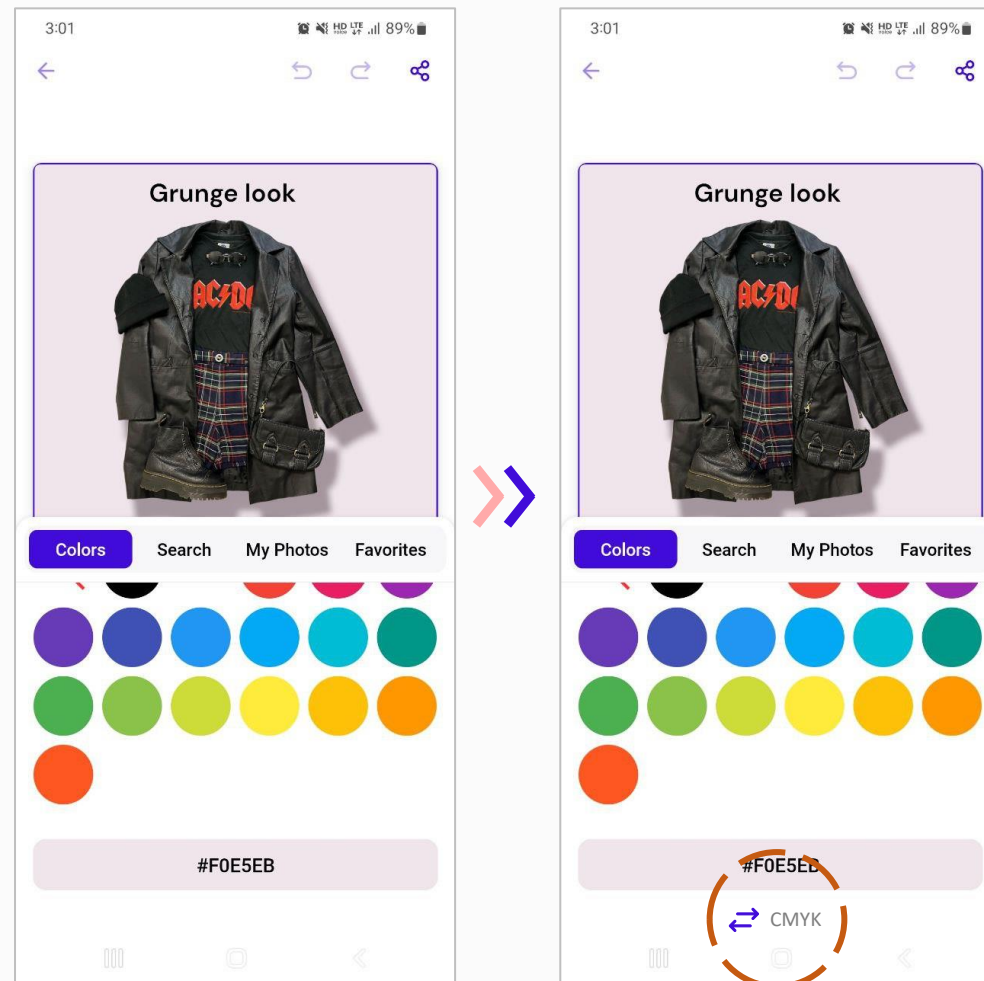


Current location

Suggestion

I created UI examples to show my proposal visually

RGB/CMYK options

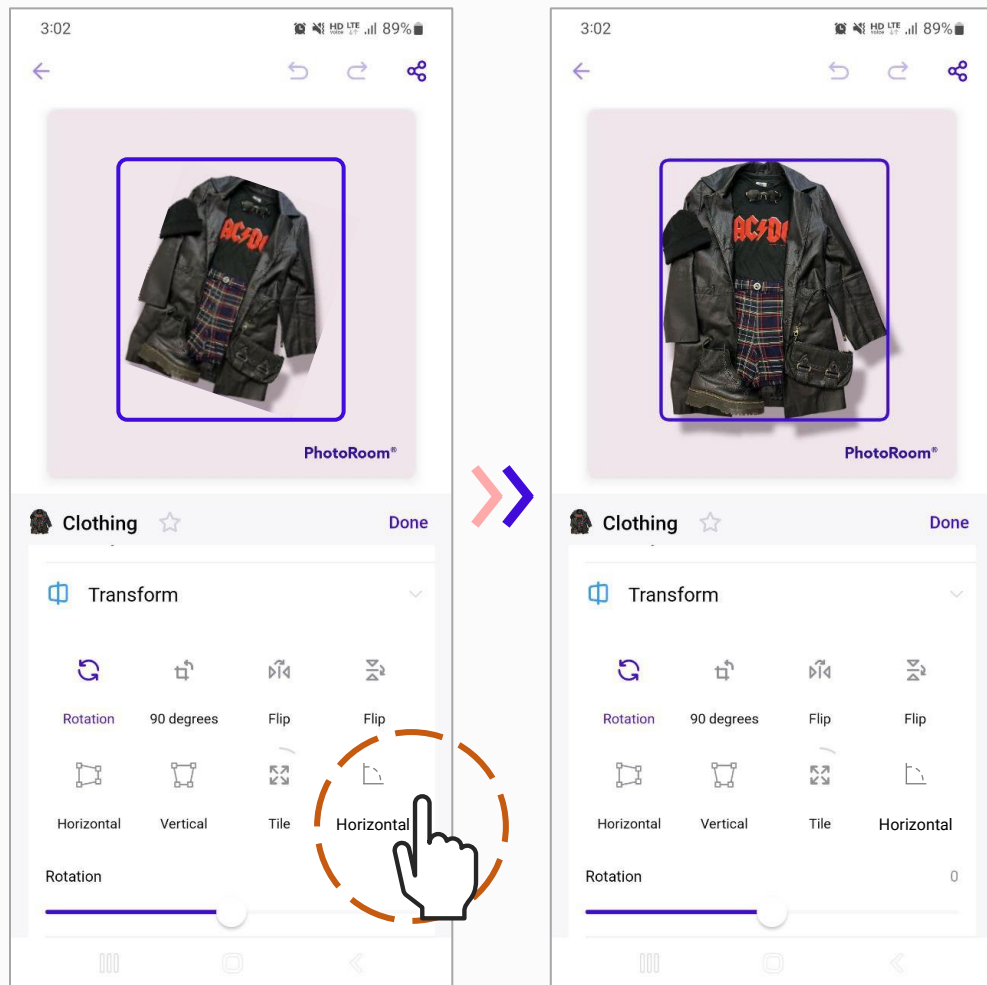


Current screen

Suggestion

Proposed Solution- Page 2

Horizontal adjusting feature

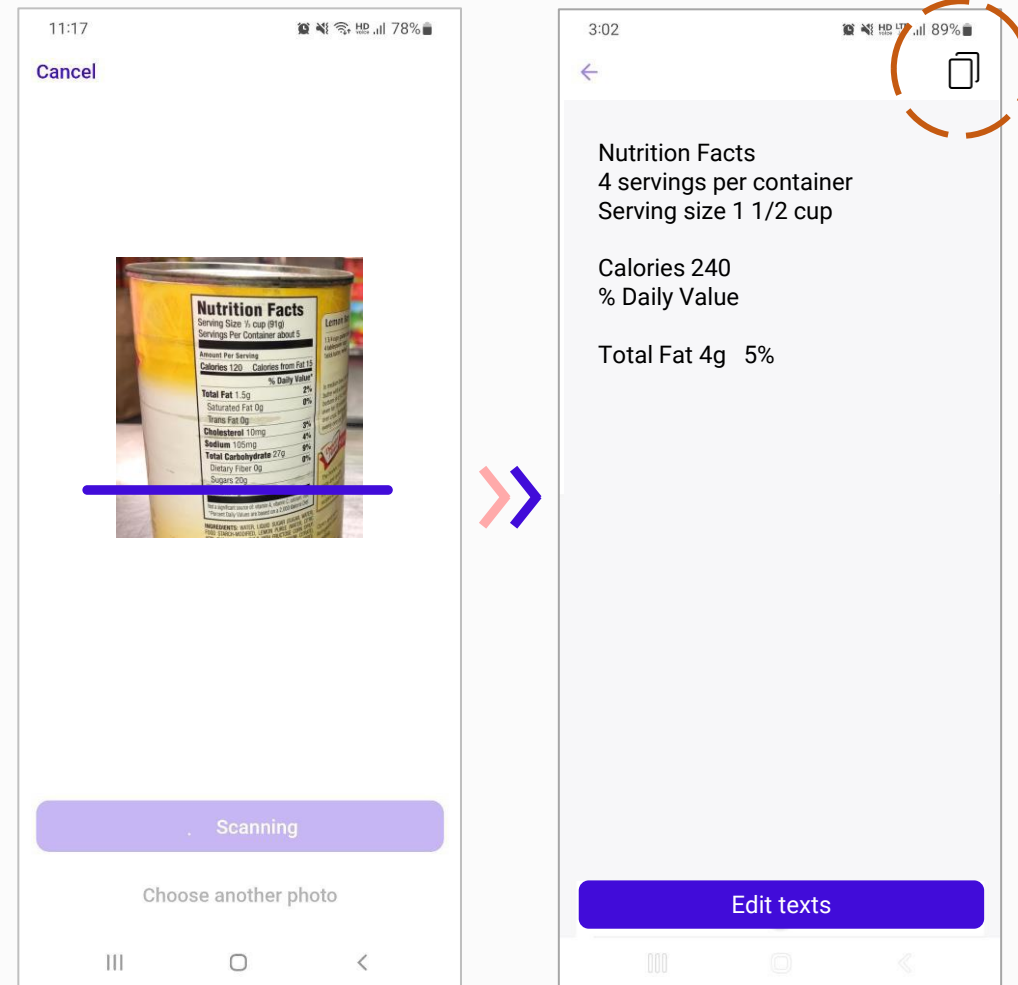


1. Select the object and touch "Horizontal"

2. The object is realigned

I created UI examples to show my proposal visually

Image-to-text converter



1. Scan a image with texts

2. Copy the scanned texts or edit the texts

Success Metrics

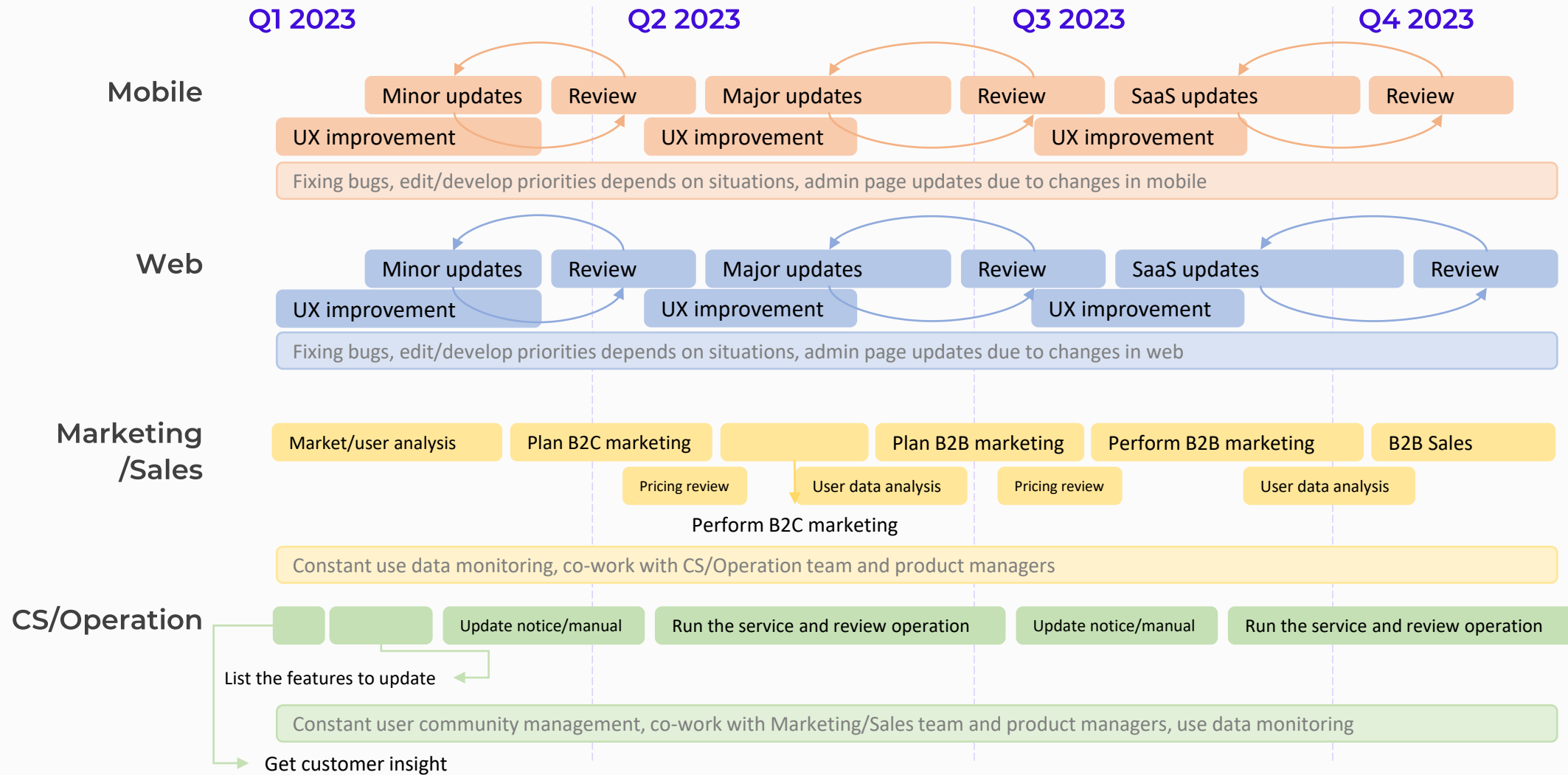
I used H.E.A.R.T. metrics to show the indicators to track the success of the development I suggested

Appendix 2

	Goals	Signals	Metrics
Happiness	<ul style="list-style-type: none"> Maximize user satisfaction with features of PhotoRoom 	<ul style="list-style-type: none"> App store rating User comments NPS survey scores 	<ul style="list-style-type: none"> App store rating change, month over month Comments/reviews > scores NPS scores measurement
Engagement	<ul style="list-style-type: none"> Maximize the # of pro plan users Maximize the # of B2B partners 	<ul style="list-style-type: none"> The % of pro plan users from the total # of users The # of B2B partners and its growth monthly/annually 	<ul style="list-style-type: none"> Average payment in euros per month The # of new B2B partners gained in that month and existing partners The % of B2B partner growth
Adoption	<ul style="list-style-type: none"> Maximize the % of users that turns to pro plan from free mode for the first time 	<ul style="list-style-type: none"> The statistics of # of pro plan users in that year 	<ul style="list-style-type: none"> The % of free plan users > pro plan users transition
Retention	<ul style="list-style-type: none"> Maximize the % of pro plan users who renew their plan Make left users to come back 	<ul style="list-style-type: none"> The statistics of pro plan users -changes in the # and the % Accounts created with same ID or in a same device 	<ul style="list-style-type: none"> The % of users keep their pro plan The # and the % of returning users
Task success	<ul style="list-style-type: none"> Minimize the # of users stop paying for pro plan Maximize the # of users using pro plan in the day downloaded 	<ul style="list-style-type: none"> Decrease of pro plan users and income Payment statistics 	<ul style="list-style-type: none"> The # and % of users stop paying for the pro plan The % and # of users paying for the pro plan in the day downloaded

Product Roadmap

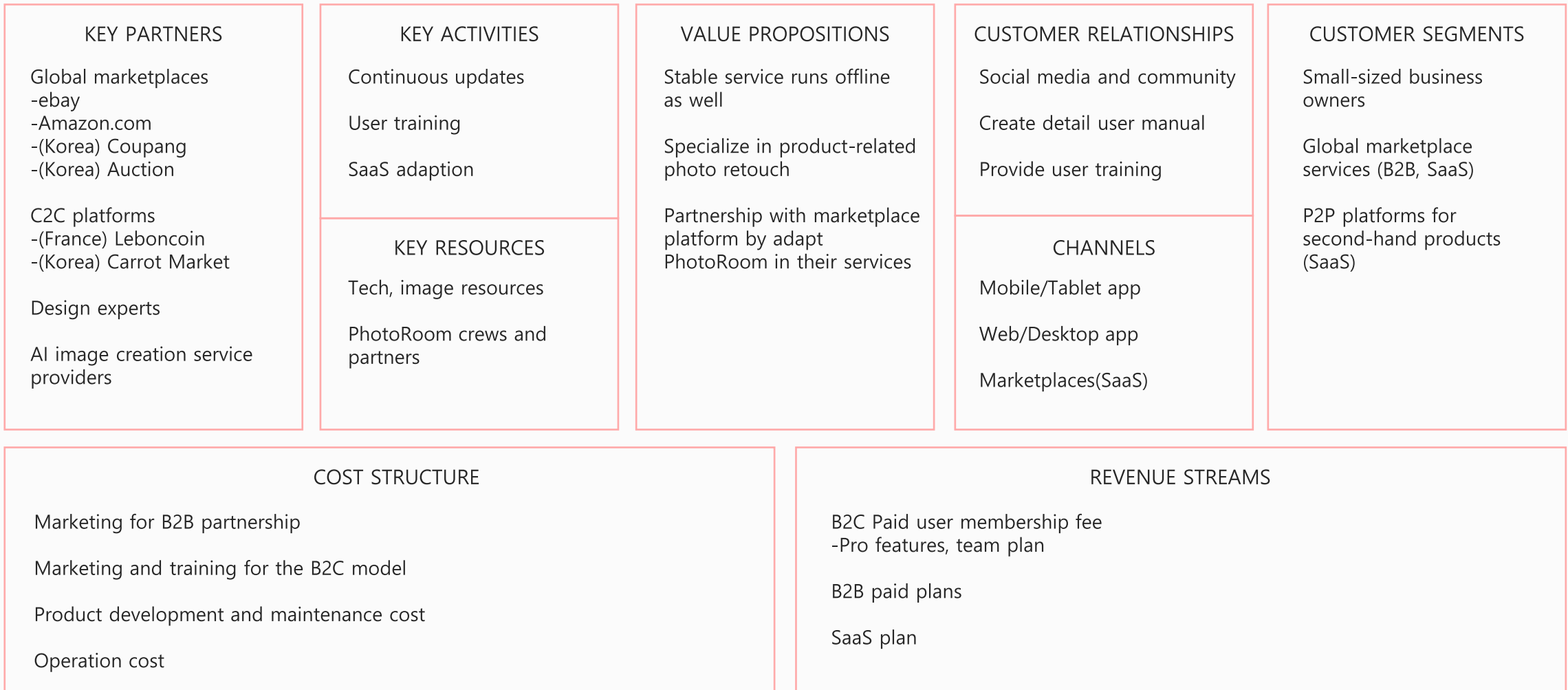
I planned the brief product roadmap based on plan-development-iterate process



Business 9-block Model

I defined the rationale of how PhotoRoom creates, delivers, and captures values

Appendix 3



Appendix

Here are appendix that I applied in this project

1. Thumb zone
<https://bootcamp.uxdesign.cc/utilizing-the-thumb-zone-for-dropdowns-e579f0f9185a>
2. H.E,A,R.T Metrics
<https://www.interaction-design.org/literature/article/google-s-heart-framework-for-measuring-ux>
3. Business 9-block model
<https://www.linkedin.com/pulse/9-building-blocks-craft-businesses-akbar-baig/>

The end of the document