



# Exploring Flip's UX/UI

A comprehensive app review

[Learn more](#)



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Disclaimer

## A big heads up for everyone 🖐️

Alright, buckle up! this analysis isn't about throwing shade, but to dish out some real talk about the Flip app. I'm here to sprinkle some magic dust on it, so it becomes a user favourite. No hard feelings, though! I'll aim to keep it spicy yet constructive. You've been warned. Ready or not, here we go!

I'll take the risk



# How to Entertain You

The Agenda (AKA Pretentious List of Topics)



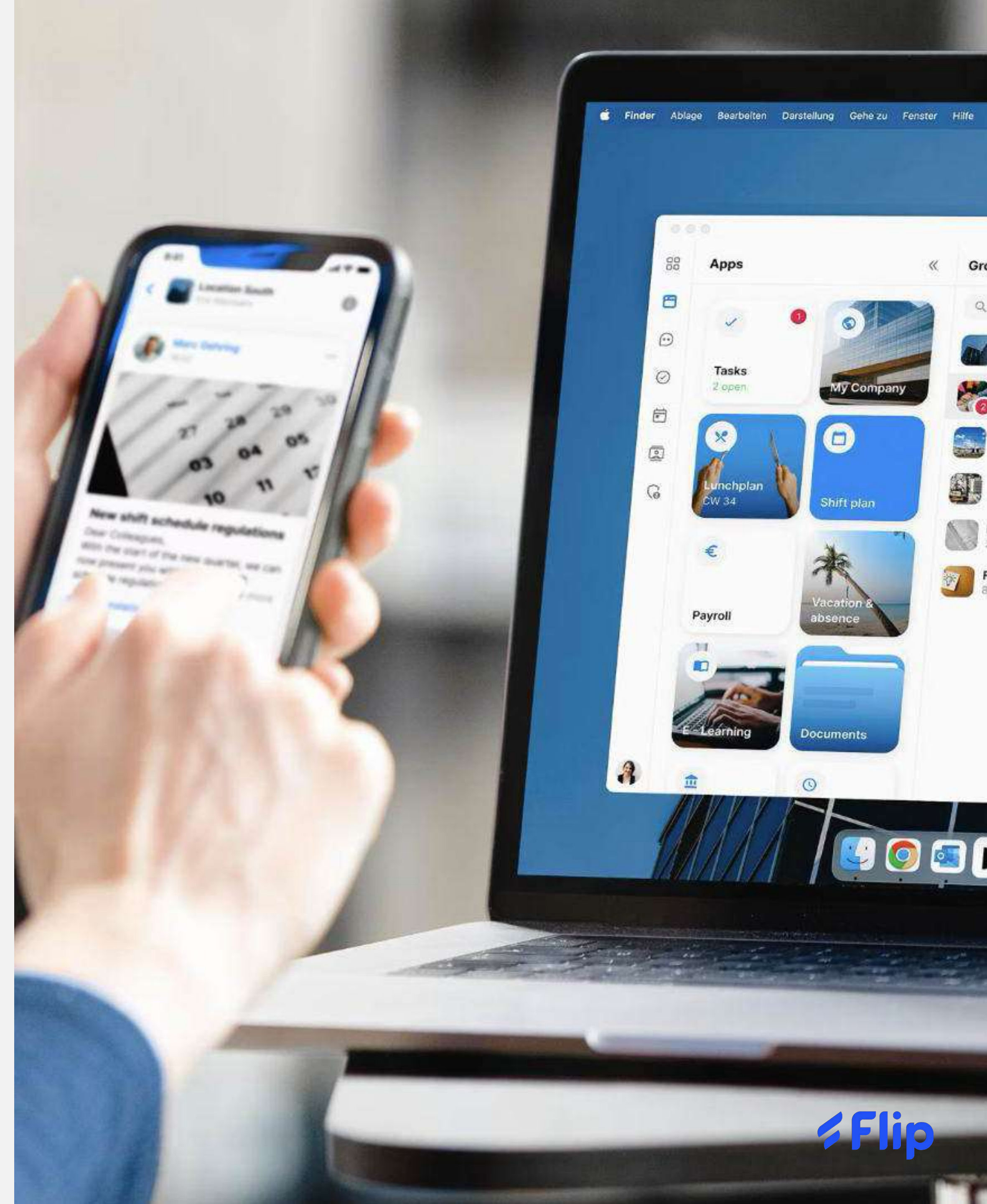
The Findings 🔍



Feedback and Engagement features 💡



Flip's future and next steps ☀️



## What's the purpose of this analysis?

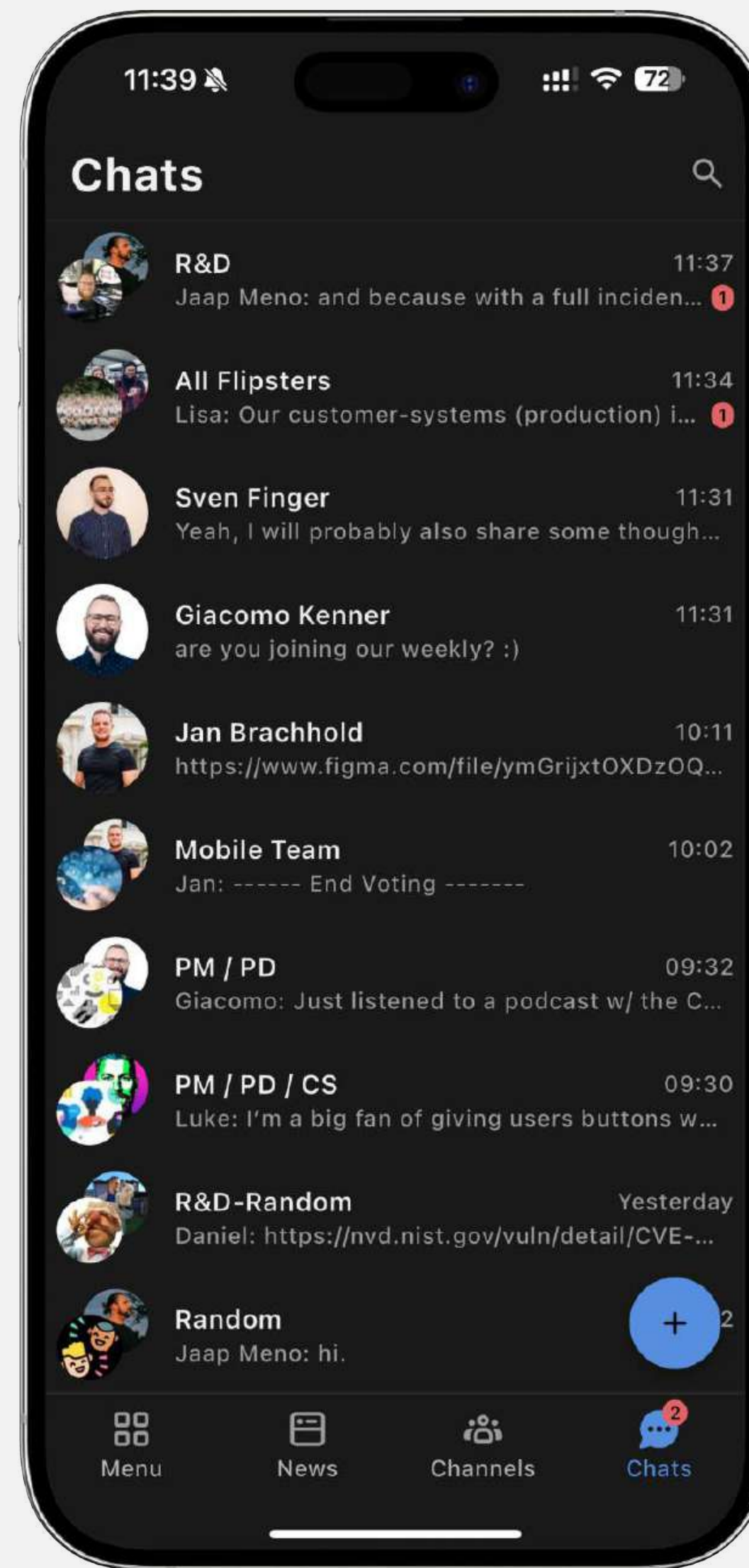
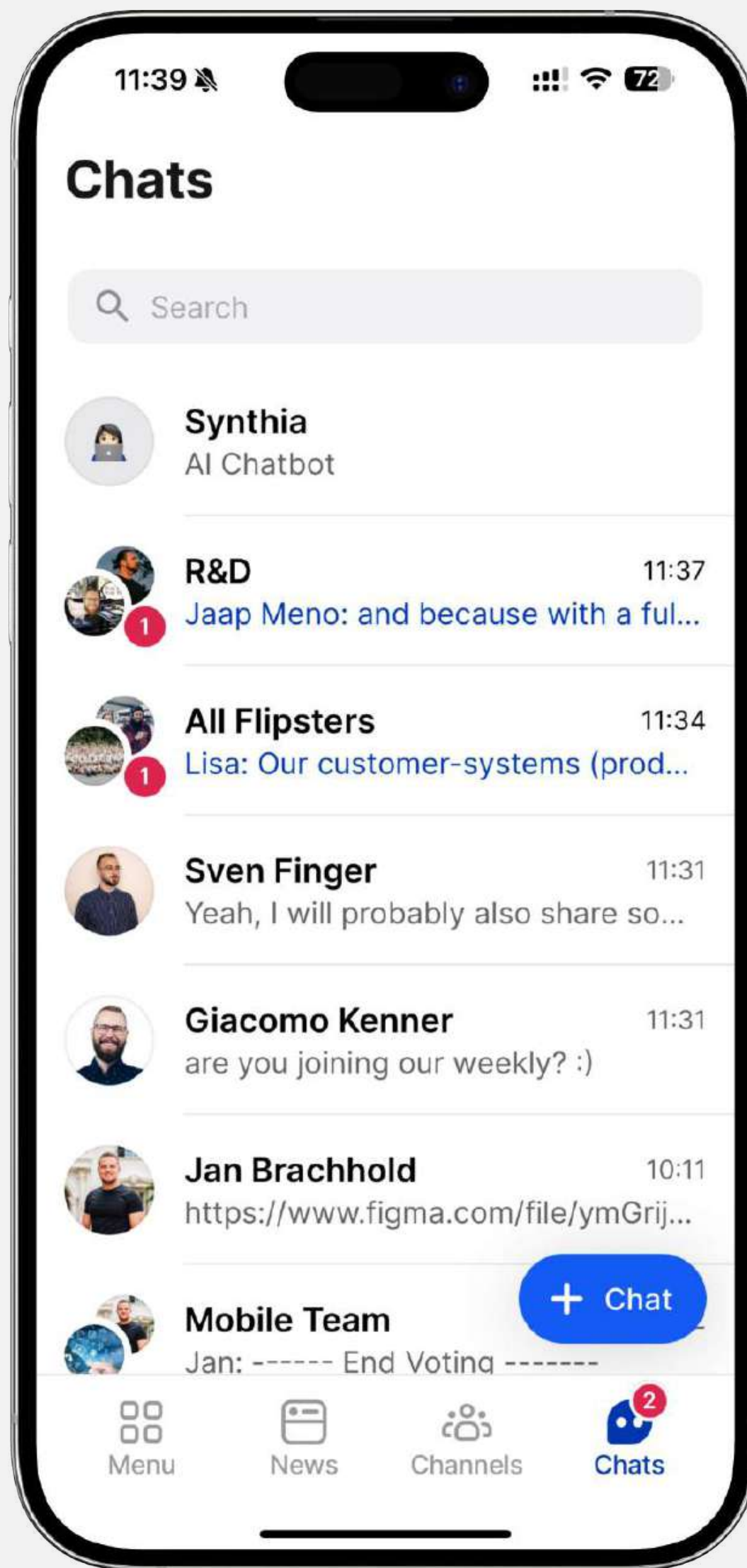
Today, I'm here to bring a fresh perspective to the Flip app. By analysing it as a **new user**, I want to identify areas for improvement. This could involve adding **new features**, tweaking existing ones, or even introducing entirely new elements to **boost user engagement**.

## Ok? 🙄 and what's the benefit of it?

Our brains tend to **overlook repetitive tasks**. As a new user, I can **spot potential improvements** that might have **become invisible** to those who've been working on the app for a while.







## Current app state

Flip is getting a makeover! We're rebuilding it using **Flutter**, a modern framework that lets us create a single codebase for **multiple platforms**. This means one app that works seamlessly on both Android and iOS.

Right now, the new Flutter version is in its early stages and is only being used for internal testing. **Devs are working hard** to reach "**feature parity**" with the existing app, which means it will have all the same functionalities we're familiar with.

This analysis will specifically **focus** on the **new Flutter version**, which is expected to launch sometime between late spring and **early summer of 2024**.

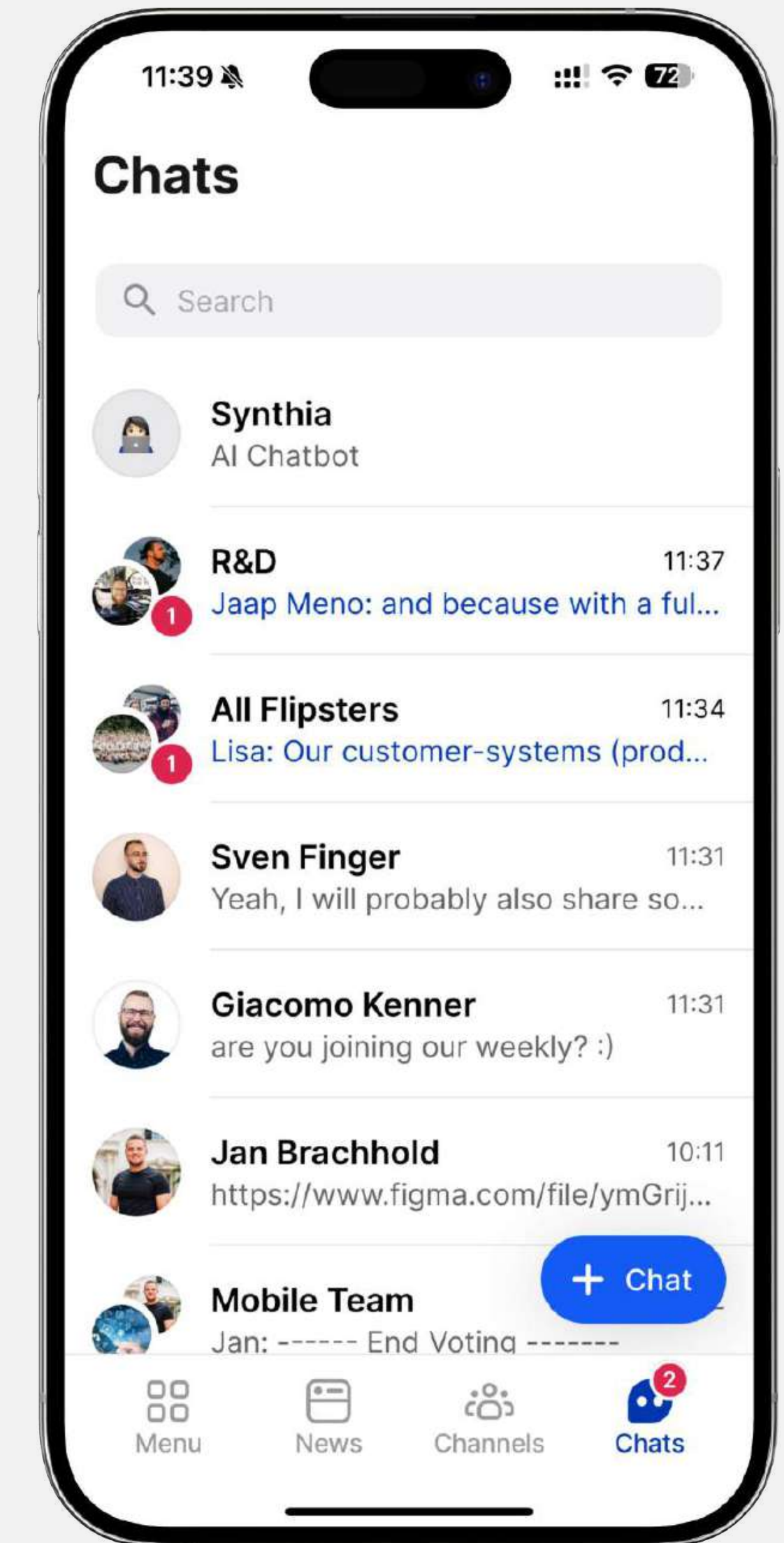
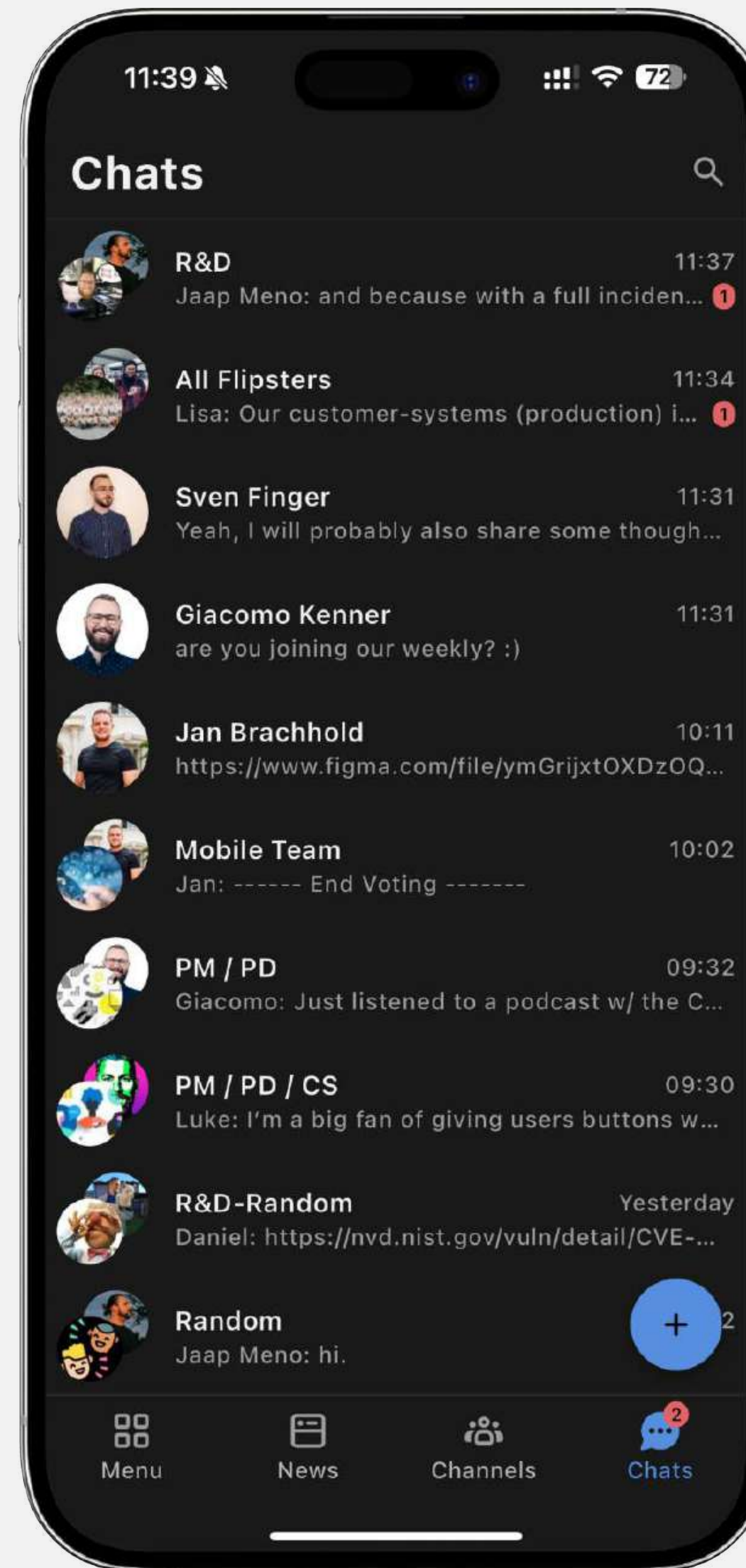


# Out of the Scope

- The current (Live) app
- Features that are being built or are in the pipeline, such as Calendar, tasks, etc
- Any improvement made but not implemented yet (Margins, kerning, etc)
- 

## Why?

- Devs didn't have a dedicated designer for a long time.
- In order to come up with the Flutter version, some decisions were made, to speed up the process.
- Lenni started as the dedicated designer, but many things haven't been implemented yet.





# The findings

While users naturally prefer a speedy journey from point A to B within the app, real-world usage involves exploration. They'll browse and tinker to understand the app's capabilities and personalize their experience. Missing features or inconsistencies in the user experience (UX) can lead to frustration and potentially deter users. This following list details some high-level findings related to the Flip app

## General Usage Enhancements

- Lack of Permission Transparency
- Spotty Search Functionality
- Limited Actions in Notification Centre
- Confusing My Account Hierarchy
- Suboptimal Spacing and Customisation
- Overall Poor Customisation of the look and feel
- Cluttered Settings Options
- Hidden Messages Remain Hidden

## Ft. Expansion and Development

- Lack of Widgets
- Real Offline mode
- Override Quiet Times for important announcements
- Limited Accessibility Features for Users with Disabilities

## Chat Functionality Improvements

- No Central Hub for Shared Files
- Inconsistent Date Formatting
- Lack of Pin Chats Feature
- No clear visual feedback for attachments
- No branding through stickers
- No Giphy Keyboard

## Usability Enhancements

- No Ability to See Only Unread Chats
- Customise type of notifications and priority
- Limited notification centre actions

# Prioritisation and severity

Certainly, not all findings are equally important when it comes to needing fixes or improvements. To address this, I've sorted each finding by how severe it is. Having clear definitions for these levels of severity is important.

**Critical:** These issues seriously affect how easy it is to use and stop users from finishing tasks. Fixing them should be a top priority.

**Major:** These issues cause a lot of frustration or confusion for users, but they don't completely stop them from finishing tasks. They should be dealt with soon.

**Minor:** These issues are small problems or annoyances that might not make a big difference to how easy it is to use. They can be sorted out later in the development process.

## Critical

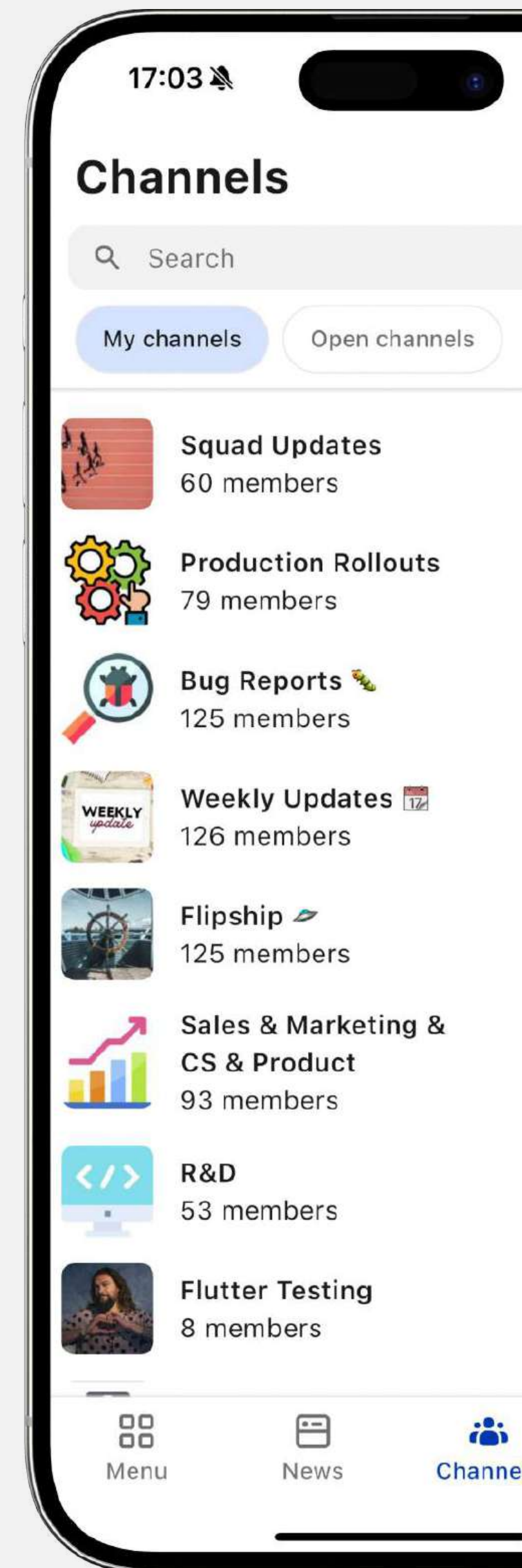
- Lack of Permission Transparency
- Spotty Search Functionality
- Limited Actions in Notification Centre
- No Central Hub for Shared Files
- Real Offline mode

## Major

- No Ability to See Only Unread Chats
- Confusing My Account Hierarchy
- Hidden Messages Remain Hidden
- Poor Customisation for identity
- Cluttered Settings Options
- Override Quiet Times for important announcements
- Limited notification centre actions

## Minor

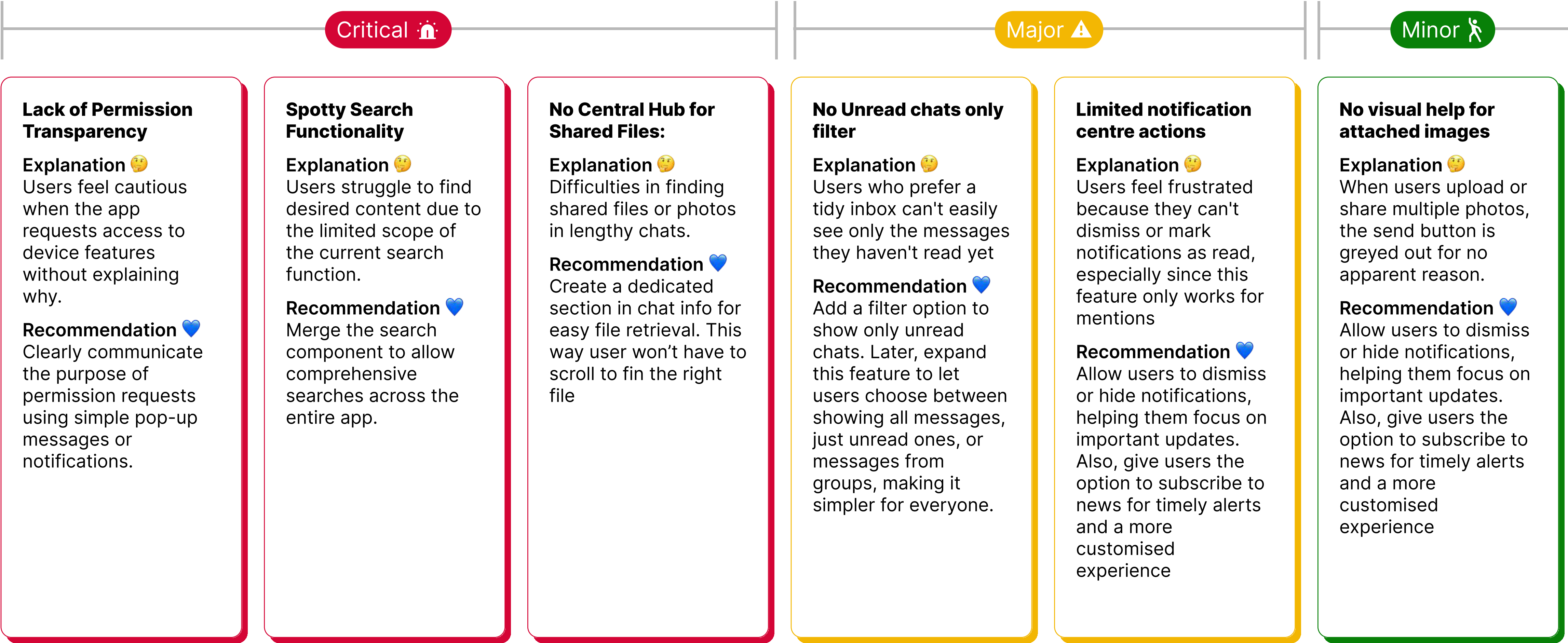
- Suboptimal Spacing
- Inconsistent Date Formatting
- Lack of Pin Chats Feature
- Lack of Widgets
- Limited Accessibility Features for Users with Disabilities
- No Giphy access or branded stickers in chat
- No clear visual feedback for attachments





# Expanding into details

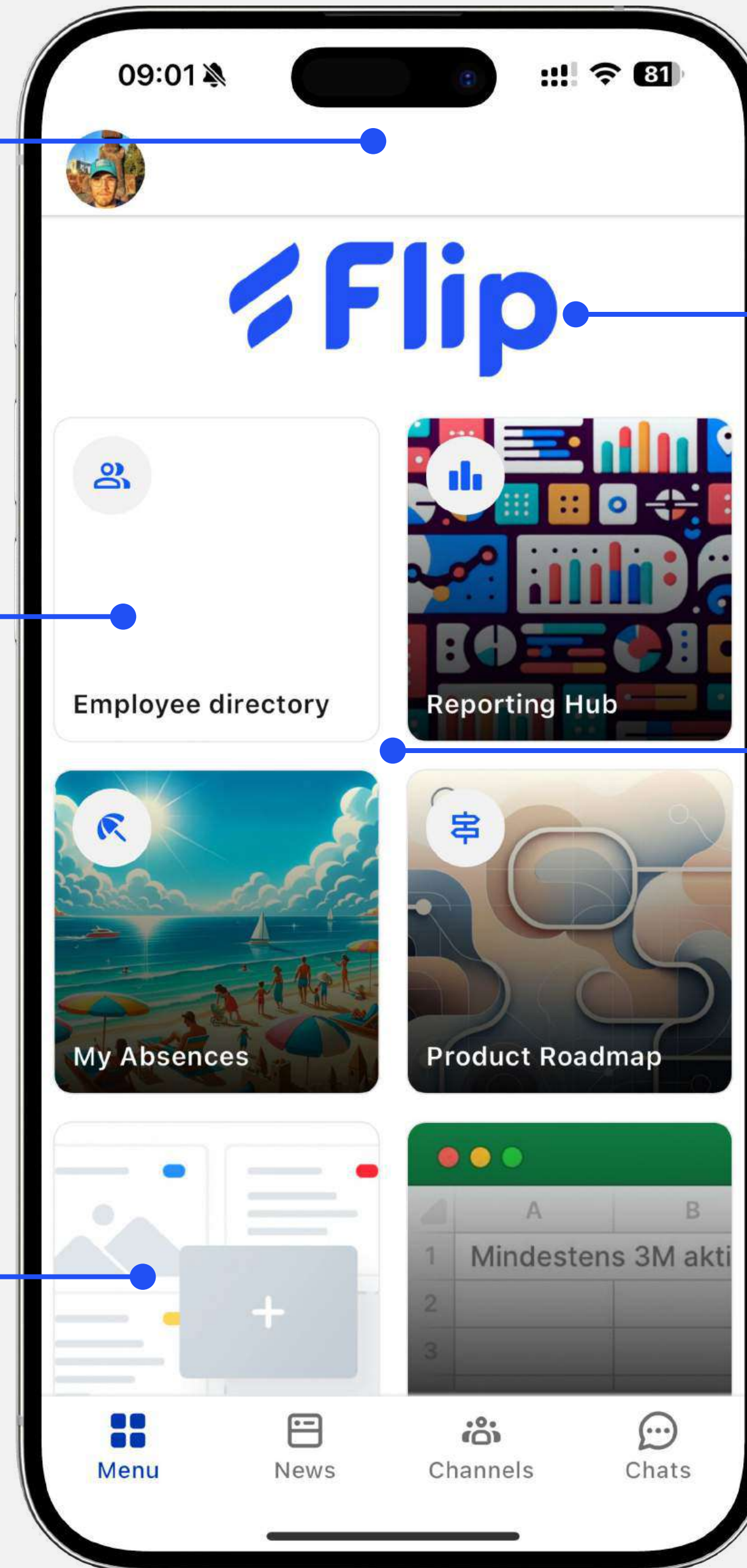
Flip is getting a makeover! We're rebuilding it using **Flutter**, a modern framework that lets us create a single codebase for **multiple platforms**. This means one app that works seamlessly on both Android and iOS.



Dead space that  
could help for branding

Lack of background  
perceived as loading error

Tiles can't be either  
rearranged or resized



Misuse of real estate

Inconsistent margins

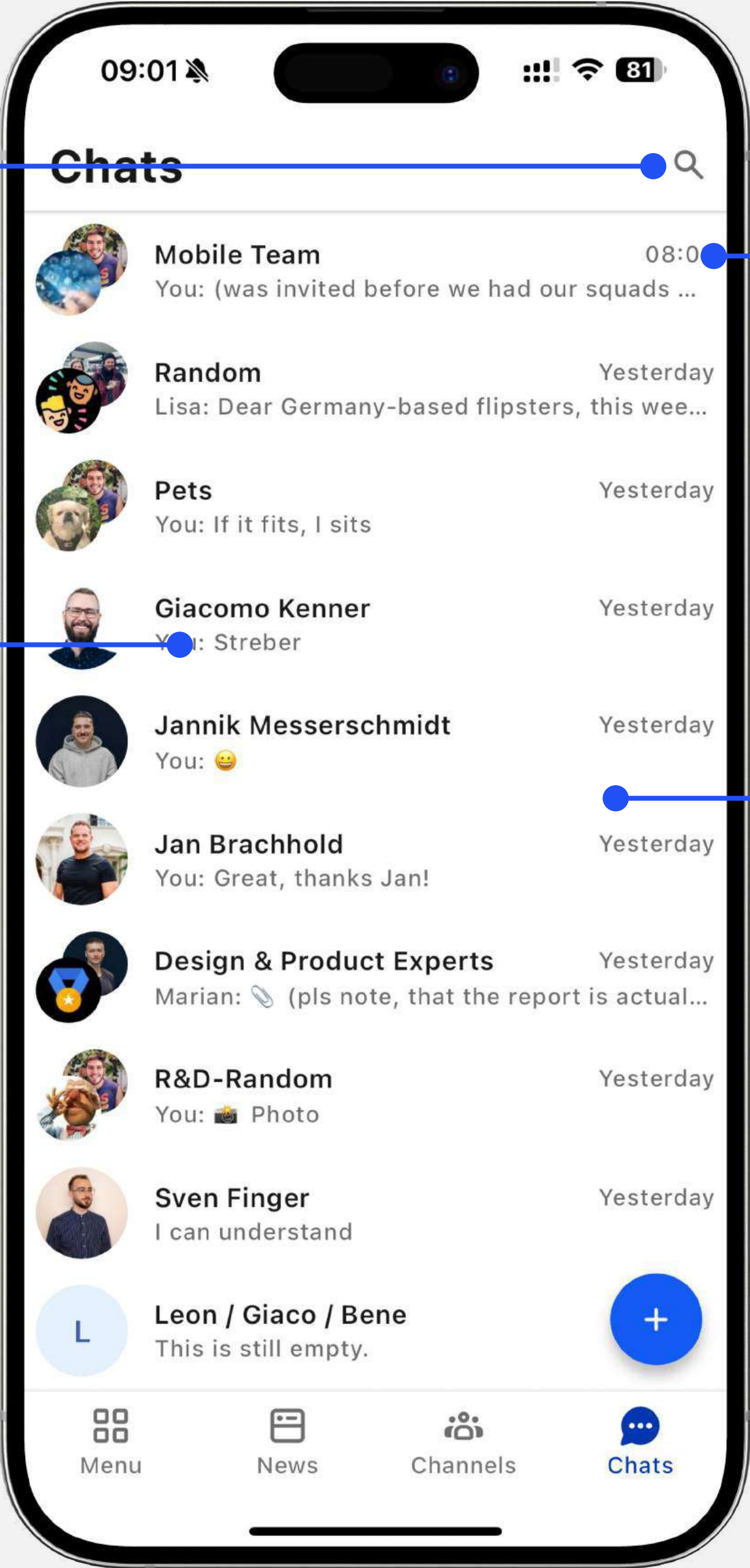


Search function is not powerful

Unnecessary wording and not optimal space usage (2 lines)

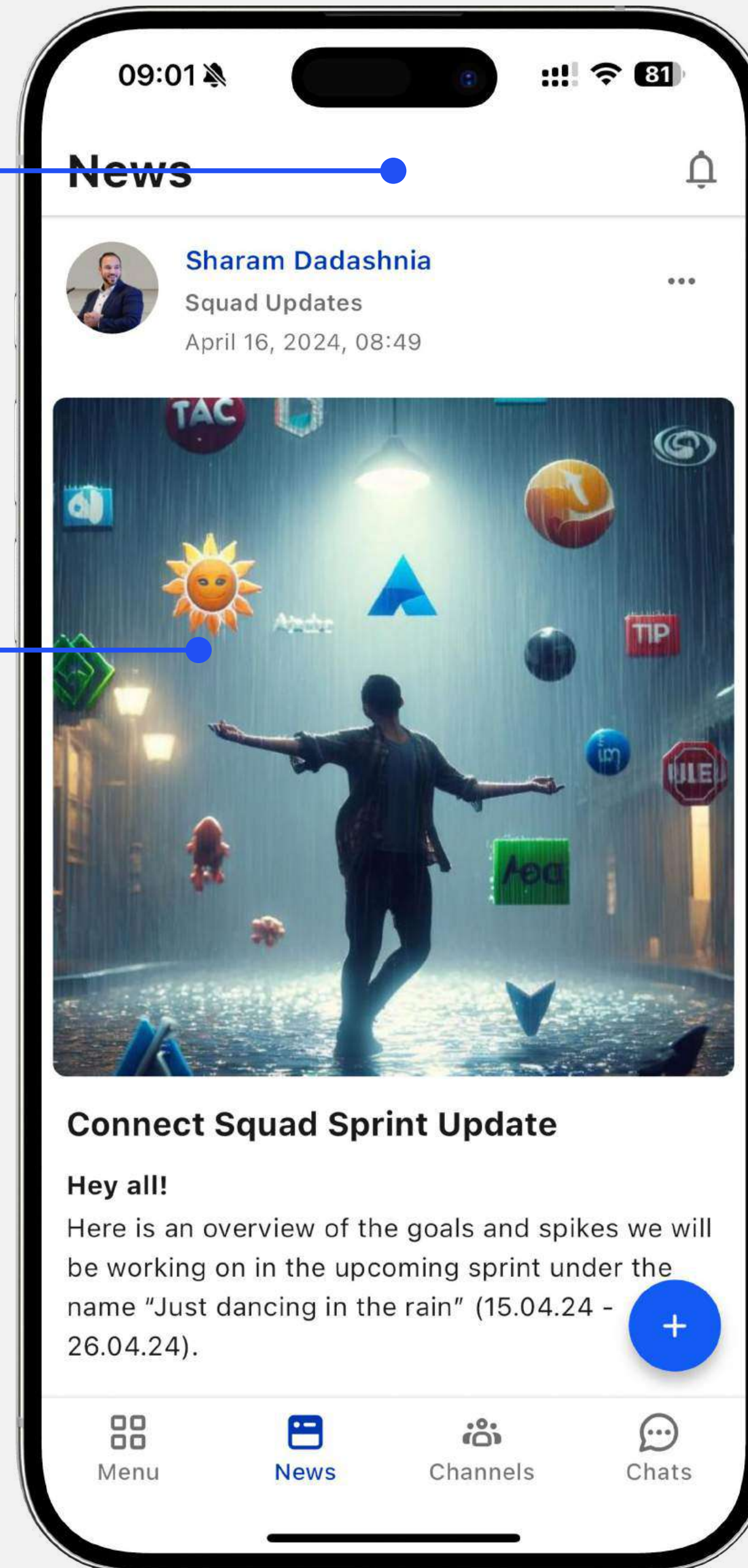
Format can be confused with date and time

Separator for visual help

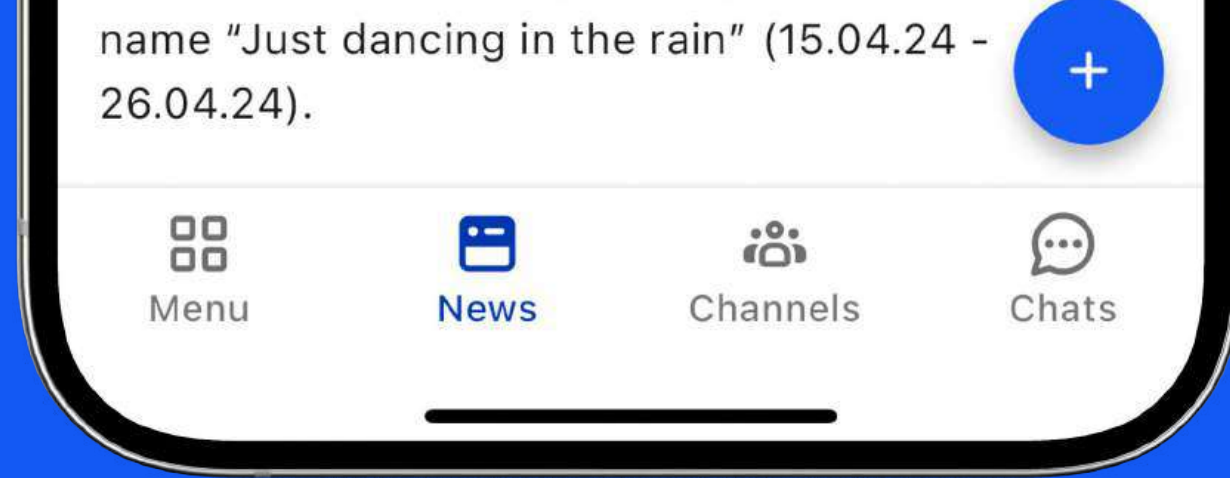


Dead space that  
could help for branding

Overall lack of 'air'







# Is all of this worth it? 🤔

## Critical Changes:

Chat Functionality Improvements:  
Introducing a central hub for shared files, consistent date formatting, and chat pinning are critical enhancements addressing usability issues. These changes significantly improve user experience by simplifying file sharing, enhancing date clarity, and organising chats efficiently.

## Major Changes:

Improved Customisation Options: Enhancing the app's customisation features to allow users to rearrange the menu and show/hide information relevant to them. This empowers users to personalise their experience, making it more tailored to their preferences and workflow.

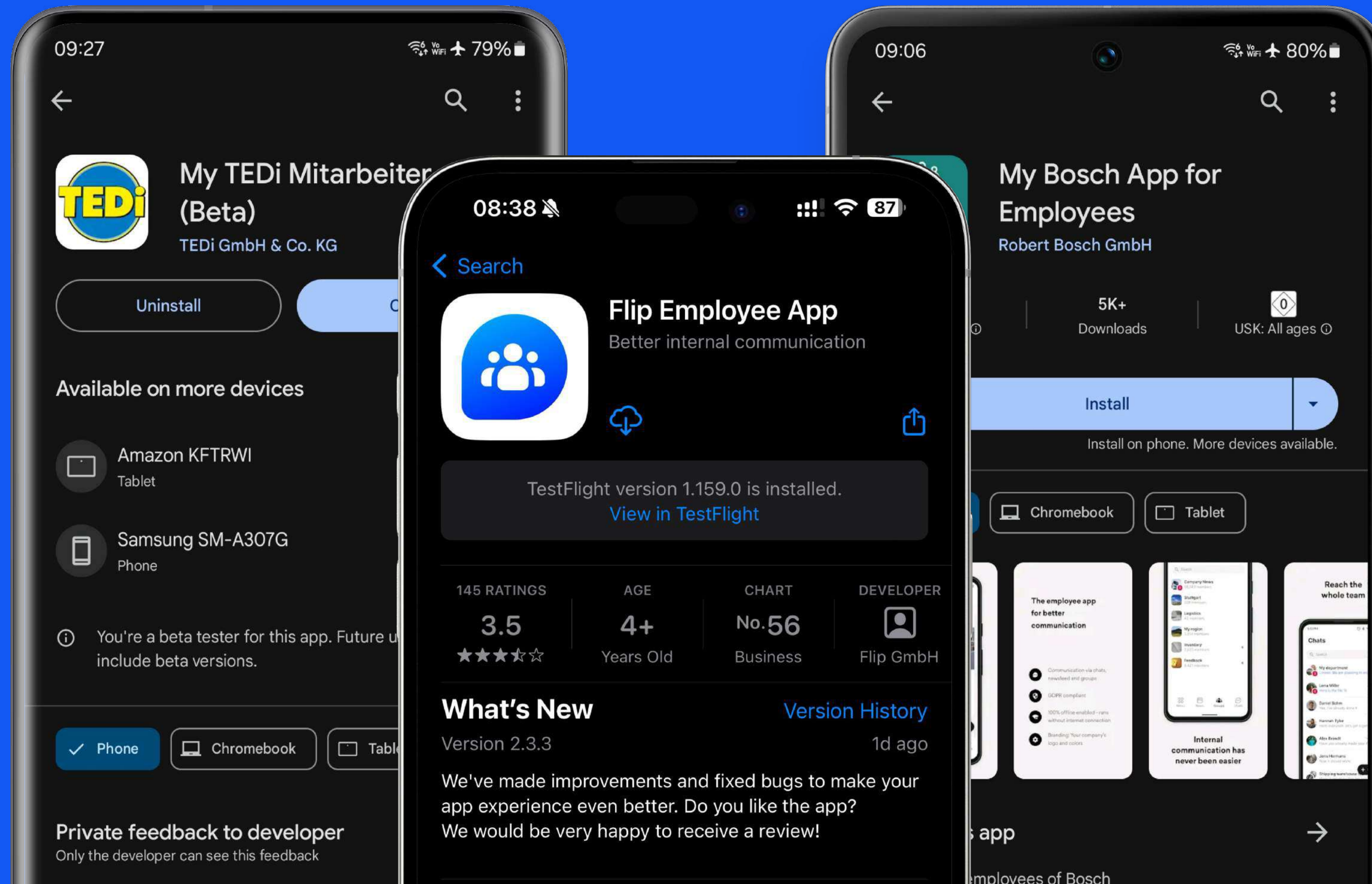
# It's a triple win for all parties 🏆

Solving these problems benefits both sides, as improving the app or adding new features benefits everyone involved. In the long term, this could also help in attracting new customers.

Competitive Advantage	Resource Utilisation	Operational Costs
<b>For users</b> 🧑		
Access to advanced functionality and tools elevates productivity and collaboration, giving them an edge over competitors.	Enjoy a smoother experience with fewer disruptions, allowing support personnel to focus on other tasks.	Benefit from a more efficient platform, reducing indirect expenses such as lost productivity and opportunity costs
<b>For Flip</b> 🌀		
By providing innovative solutions, we differentiate ourselves in the market, attracting and retaining customers.	Addressing usability issues and technical problems reduces the frequency and severity of support tickets, optimising resource utilisation.	Each support ticket costs resources and affects customer satisfaction. Enhancing usability and functionality cuts down on tickets, lowering operational costs.
<b>For Customers</b> 🏢		
Offering advanced functionality and customisation may attract more interest and attention from both potential and former users.	Companies could benefit from this by achieving more with existing resources, maximising productivity and output	Simplifying its use could help avoid spending on training workshops or materials for user distribution

# App-solutely Impactful

Unpacking the App Store reviews effect





# Ok ok, what's the deal with the app store reviews?

App Store reviews are crucial for companies offering SaaS products for on-the-go use. Listening to users is vital, as their feedback can provide valuable insights for app improvement or new ideas. However, this process isn't always straightforward and often deviates from reality.

In many cases, users who leave feedback or reviews are unhappy customers who encountered issues with the app, didn't like it, or faced other challenges beyond the company's control. This typically results in negative feedback, indirectly impacting the product's perception.

## 3 key groups

New Users 🧑

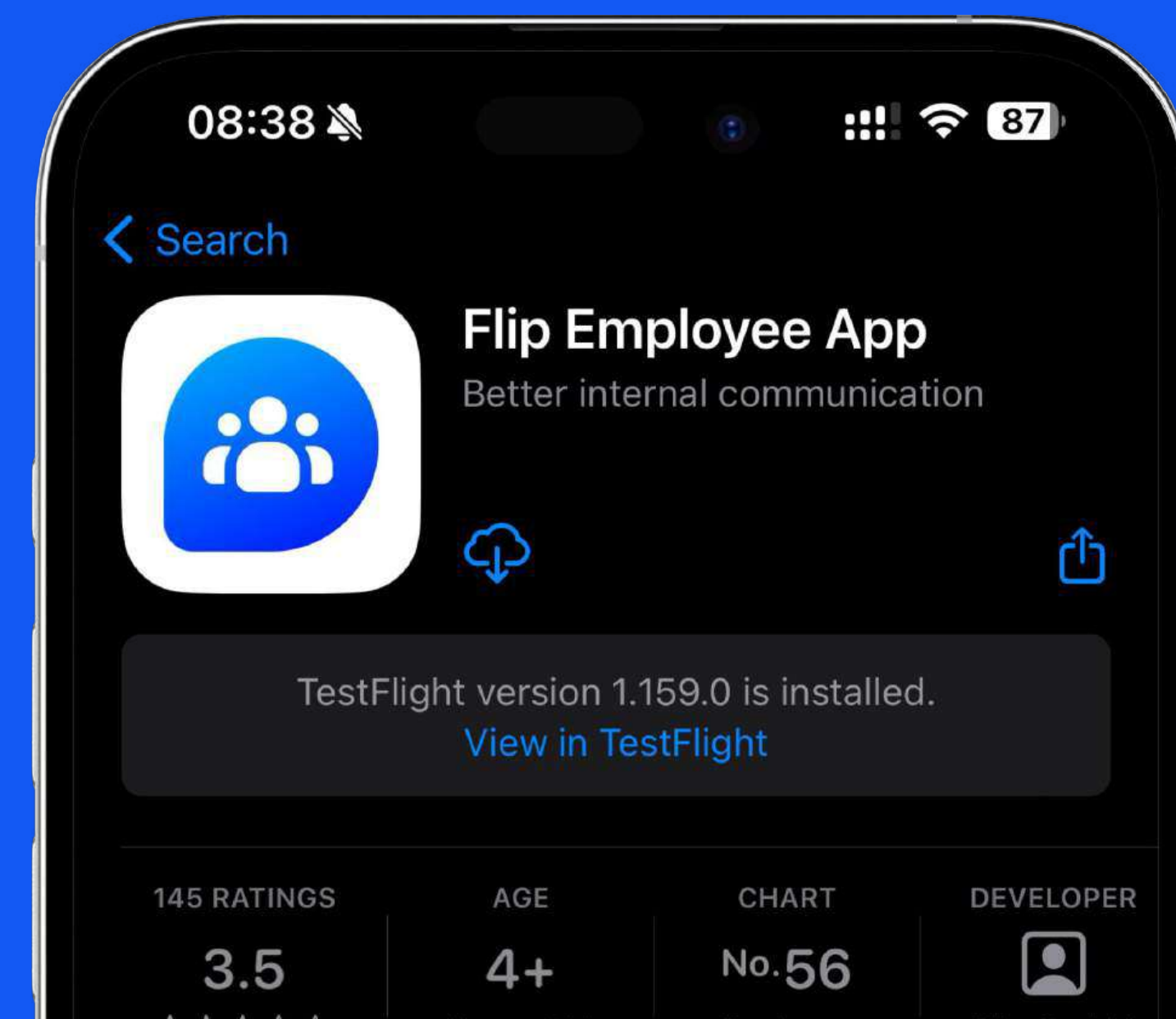
Potential users may hesitate to download Flip if they see low ratings and negative reviews. They might question the app's quality, performance, or necessity, especially if Flip is optional rather than mandatory for their use.

Flip as a brand 🌀

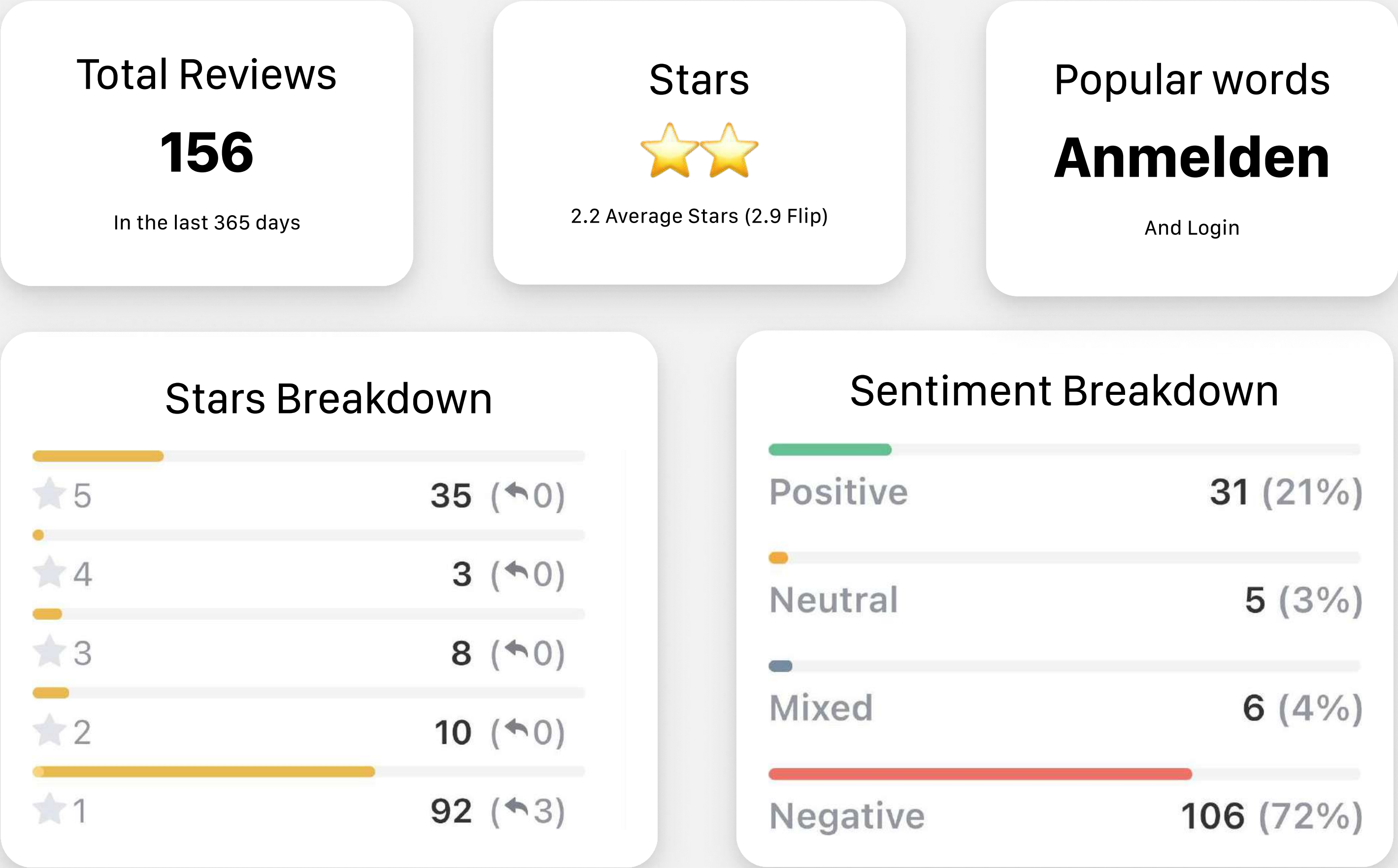
Negative reviews can portray Flip's brand as negligent and uninterested in resolving user issues. Lack of engagement with user feedback may suggest a lack of commitment to product improvement, even when issues aren't directly related to the app

Potential customers 🏢

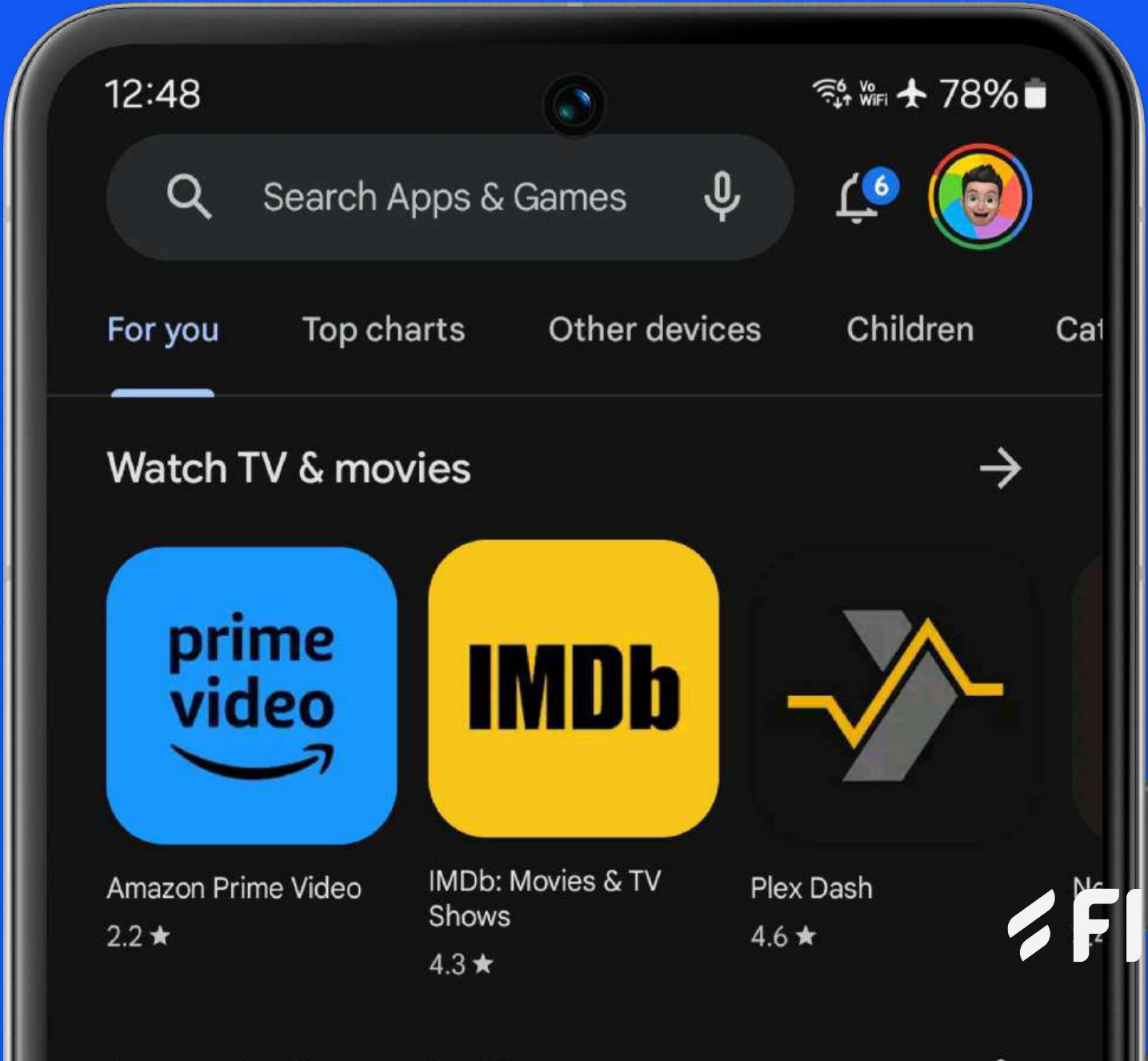
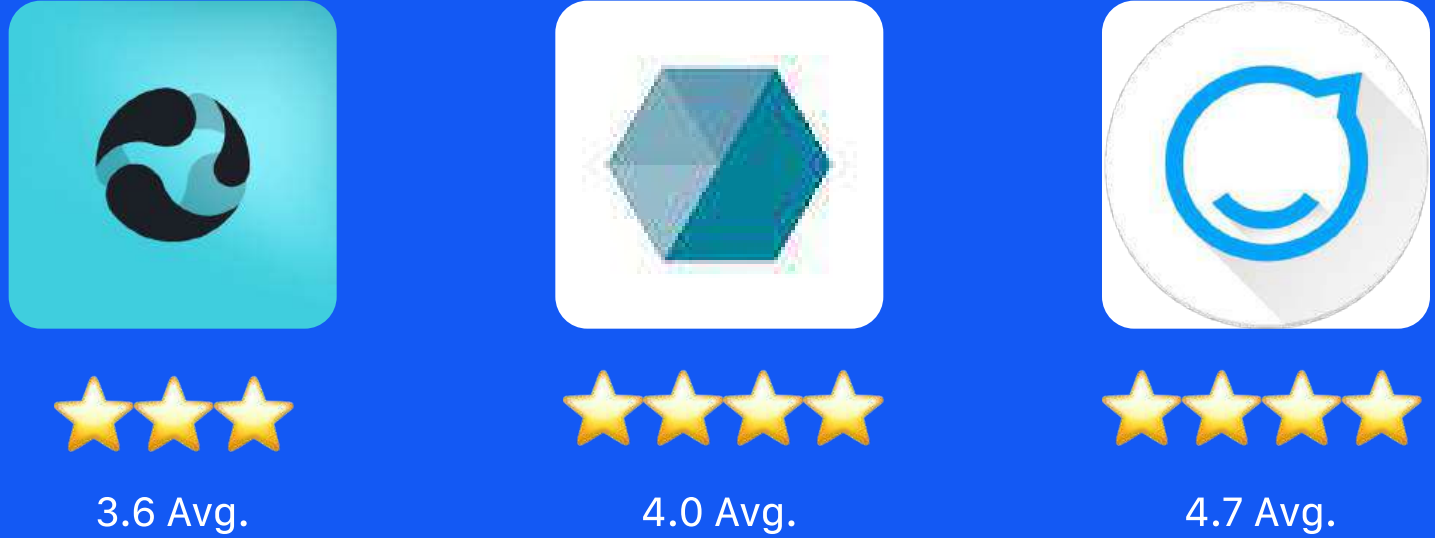
For those researching internal communication apps, encountering low ratings on Flip in the app store could dissuade them from considering it further. Despite Flip's functionality, poor ratings may create the impression that it's inadequate for their needs, leading potential customers to overlook it without exploring further.



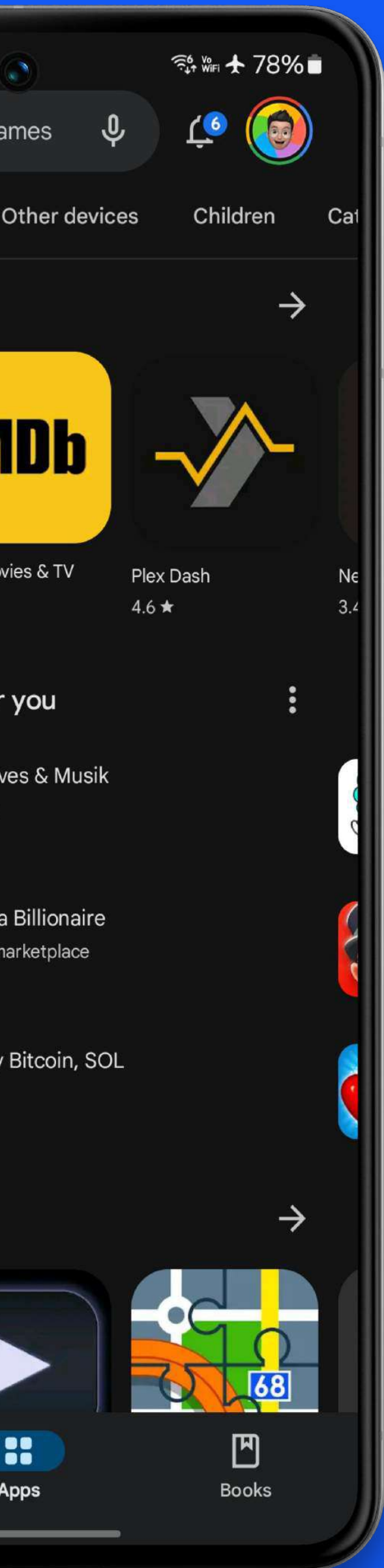
# Let's take a look at where Flip stands right now



# Ok, and what about competitors?

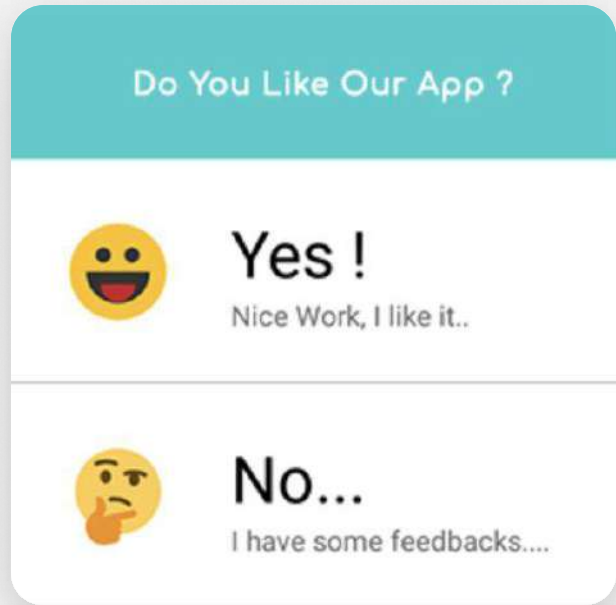






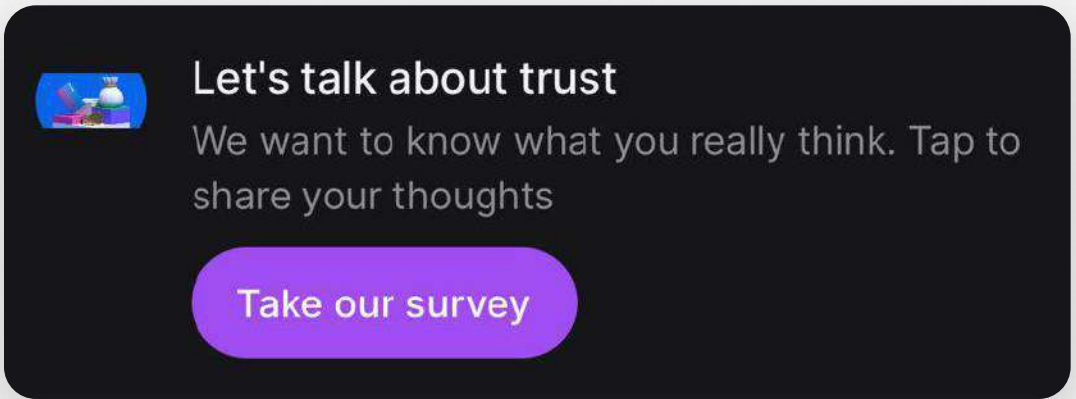
# Recommendations and alternatives

## In-App Feedback Prompt



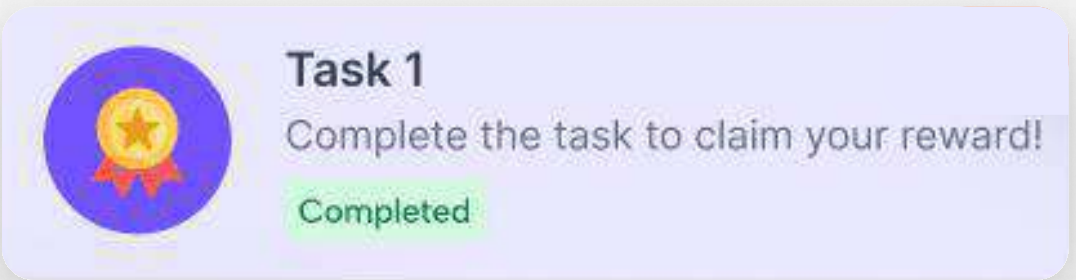
Implement a non-intrusive feedback prompt within the app, asking users to rate their experience or provide feedback. This can be triggered after users complete a task or session, making it easy for them to share their thoughts directly within the app interface.

## Feedback Surveys



Periodically send out in-app surveys to gather detailed feedback from users about specific features, usability issues, or areas for improvement. Offer incentives such as discounts or rewards for completing surveys to encourage participation.

## Gamified Incentivised Reviews



Implement a gamified system where users are rewarded with exclusive content or virtual rewards for leaving positive reviews on the app store or providing valuable feedback within the app. This gamification encourages user engagement and participation in providing feedback, while also incentivising positive reviews that can improve the app's rating.

# Metrics & Mayhem

Calculating success, confronting chaos



# Are We Even Making a Difference?

## Measurement and Evaluation

Lack of Permission Transparency	Spotty Search Functionality	No Central Hub for Shared Files	User Feedback Collection
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### Initiative 🌟

Clearly communicate the purpose of permission requests using simple pop-up messages or notifications.	Merge the search component to allow comprehensive searches across the entire app	Create a dedicated section in chat info for easy file retrieval. This way users won't have to scroll to find the right file.	Introduce diverse feedback channels like in-app prompts, surveys, and a gamified system to gather user input for enhancing the app and increase the app store ratings
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### Revelant KPI's 📈

<ul style="list-style-type: none"><li>• Average time taken by users to grant permissions after receiving explanations.</li><li>• Percentage of users who grant permissions within a certain time frame after receiving clear explanations.</li><li>• User satisfaction score with permission request notifications over time.</li></ul>	<ul style="list-style-type: none"><li>• Average time spent on the search feature per session.</li><li>• User satisfaction score with the search function over time.</li><li>• Daily, weekly, and monthly active users</li></ul>	<ul style="list-style-type: none"><li>• Average time taken by users to retrieve a shared file after accessing the dedicated section.</li><li>• Percentage of users who utilize the dedicated section for file retrieval within a certain time frame.</li><li>• User satisfaction score with the file retrieval process over time.</li></ul>	<ul style="list-style-type: none"><li>• Number of users who provide feedback through in-app prompts or surveys.</li><li>• Average rating or sentiment score of in-app feedback.</li><li>• Incorporation of actionable feedback into app improvements and updates.</li></ul>
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# Living on the Edge

## Surviving the Odds with Risk Assessment

Lack of Permission Transparency	Spotty Search Functionality	No Central Hub for Shared Files	User Feedback Collection
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Risk 🚫

Users may still feel hesitant to grant permissions even with clear explanations, leading to lower engagement or adoption rates	Technical difficulties or limitations in merging the search component could result in a degraded search experience or unintended consequences.	Users may still struggle to locate shared files even with a dedicated section, particularly if the organization or categorization of files is unclear.	Feedback collection may result in an increase in negative app store reviews if user suggestions are not addressed or if improvements are not perceived
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Mitigation 🧑🏻💡

Conduct user testing to ensure that the explanations provided are truly clear and address users' concerns. Continuously monitor user feedback to identify any lingering issues with permission requests	Carefully test the merged search functionality across different devices and scenarios to identify and address any technical issues before deployment. Provide adequate user support a to address any user concerns or complaints post-implementation	Design the dedicated section with intuitive organisation and navigation features (Files, docs, videos, etc) Provide clear guidance on how to effectively use the new file retrieval system through tutorials or tooltips within the app	Ensure transparent communication about feedback utilisation, prioritise addressing critical issues, and provide alternative channels for urgent concerns
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# Beyond the Horizon

Mapping Out the App's  
Future Journey



# Product Evolution

## User-Centric Design Evolution

Flip needs to evolve based on user feedback and research, ensuring a seamless and intuitive experience for all. Iterative improvements driven by user needs should be a must.

## Enhanced User Experience:

We should aim to deliver A world-class app experience that keeps users engaged

## Empowering Users

We're committed to setting new standards in app functionality.

## Data-Driven Decision Making

Data provided by MixPanel should fuel our decisions for a better user experience.

# User Empowerment

## Scalability and Adaptability

We should aim for scalability to support future needs and adaptability to fit diverse user workflows.

## Innovation in Features and Functionality

Customisation is key. We should put users in control with customisable settings and personalised features. Your app experience, your way.



