

# GoodUI BLUEPRINTS

## STARTER PACK

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**10** UI IDEAS TO **INSPIRE YOUR A/B TESTING** EXPERIMENTS.



# Hi! Here Is What You Should Know :)

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## HOW TO USE BLUEPRINTS

Blueprints are ideas that are ripe for testing, and we invite you to do so. Being experimental in nature, they are waiting to be tried out in the form of an a/b test. Each idea focuses to raise a given metric such as more signups or purchases and contains a hypothesis to support that. Blueprints are here for you to stir your creativity and fuel your experiments.

## SHARE THE GOODNESS

Please feel free to share, email and/or Tweet this PDF or URL ([www.goodui.org/blueprints](http://www.goodui.org/blueprints)) with anyone you wish. This starter pack is free for all to use and get inspired from.

## MORE BLUEPRINTS? GET MORE HERE

Liking what you see and want more? We're adding two new Blueprints each month for members with a Datastories subscription ([www.goodui.org/datastories](http://www.goodui.org/datastories))

## NEED EXTRA HELP?

Would you like to test some of these or other ideas in the form of an optimization project, but don't know where to start? No problem. Here at [Linowski.ca](http://Linowski.ca), we run optimization projects for a living and would be glad to help out. Reach out to me at [jakub@linowski.ca](mailto:jakub@linowski.ca) to start a conversation.

# B01 FREE-TO-LEAVE PRICING PAGE

Intent: More Purchases  
Version: 1.0

## HYPOTHESIS

IF freedom is reaffirmed and the loss of not purchasing is made clear on a pricing page, THEN purchases should increase.

**WHAT IF** one pricing option was not really a purchase focused one, but instead explained what would happen if customers chose not to buy? Loss Aversion (GoodUI 30) and Reaffirming Freedom (GoodUI 54) could be a good match in the context of a typical pricing page.

Some Pricing Page



idea 30 Loss Aversion

idea 54 Reaffirming Freedom

idea 54 Reaffirming Freedom

## WHAT TO MEASURE

1. Set the **primary metric** to **revenue** with a visit to a goal page.
2. Secondly also measure individual plan purchases, ideally with **page visits** and **clicks**.

# B02 FRIENDS WITH BENEFITS

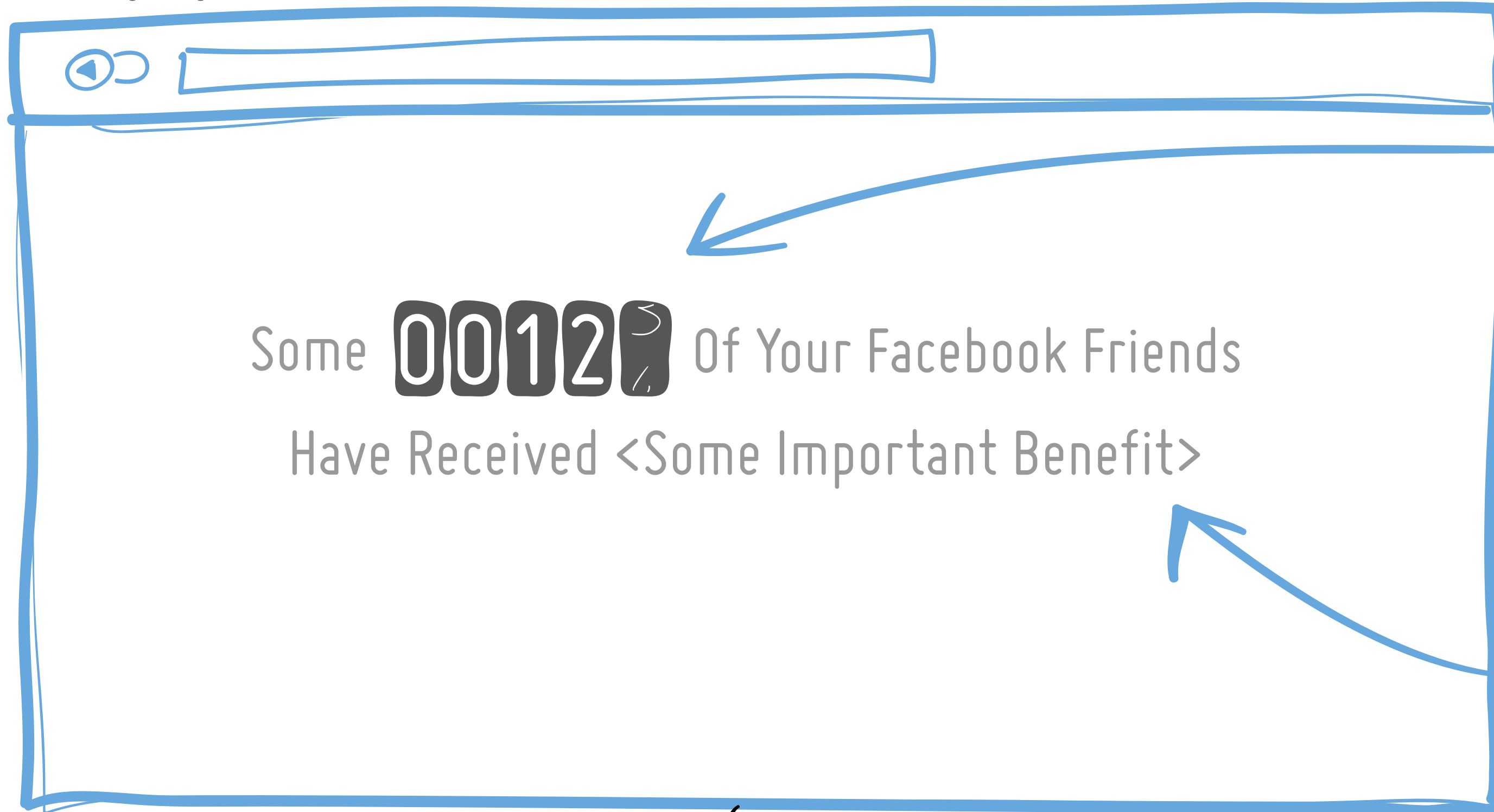
Intent: More Signups  
Version: 1.0

## HYPOTHESIS

IF social proof is combined with clear benefits on a landing page,  
THEN signups should increase.

**WHAT IF** an animating counter of someone's Facebook friends unfolded into a benefit that they are experiencing, which in turn lead to signup? Using Social Proof (GoodUI 4) and Selling Benefits (GoodUI 24) could be a good combination worth a try.

Landing Page: Default State

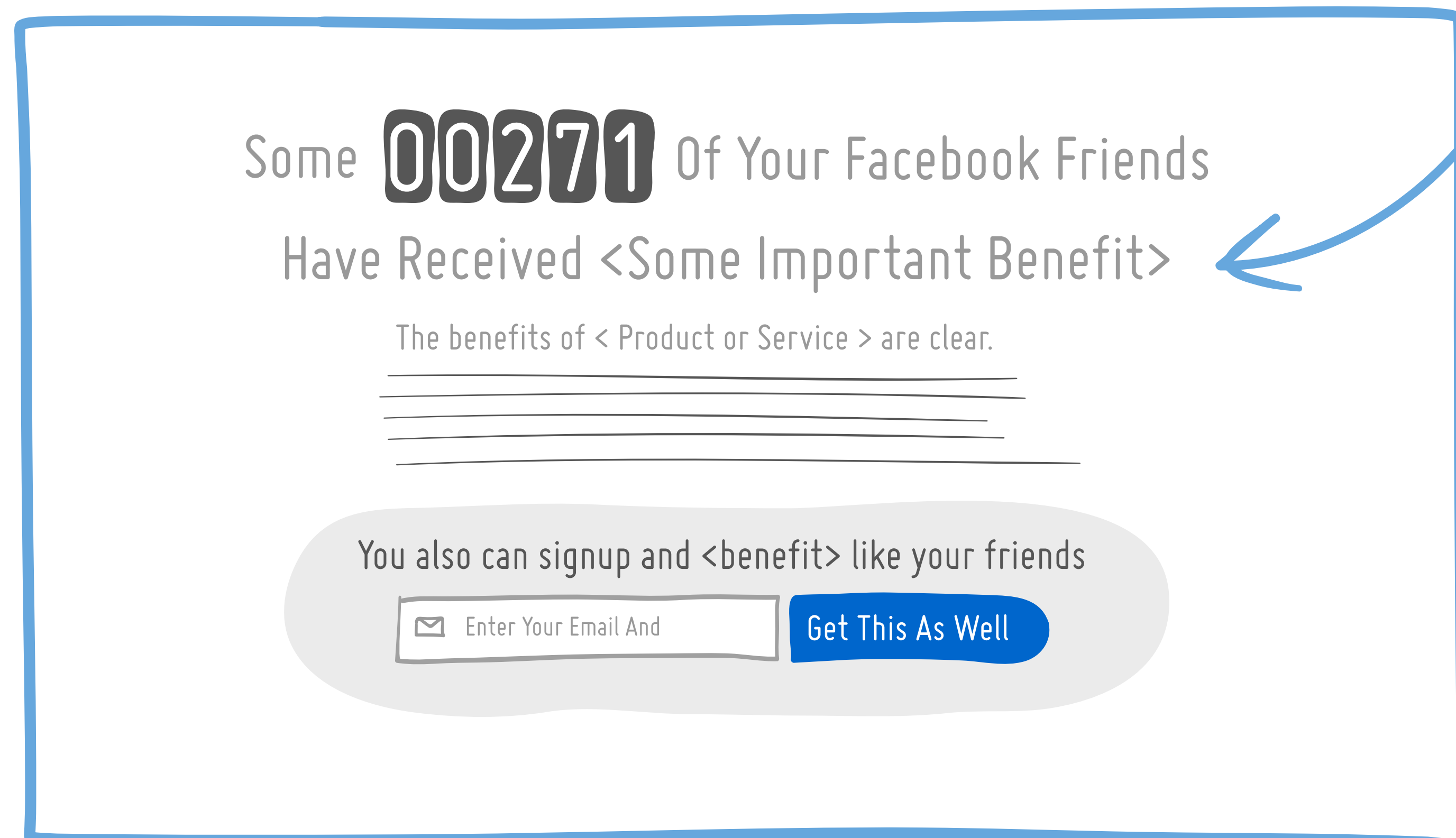


idea 4 Social Proof

idea 24 Selling Benefits

Run animation over 2 seconds.  
Then, expand the rest of the content.

Landing Page: Inline Expanded State



## WHAT TO MEASURE

1. Set the **primary metric** to **signups** with a visit to a goal page.
2. Secondly also measure **clicks on button**.

# B03 FAST-OR-GRADUAL

Intent: More Signups  
Version: 1.0

## HYPOTHESIS

IF users' time is respected by giving them the choice for a short or longer signup, THEN overall signups should increase.

**WHAT IF** we placed a super quick signup based on Fewer Form Fields (GoodUI 13) against a lengthier, yet more customized signup with Gradual Engagement (GoodUI 22)?

Some Signup or Landing Page

1024 x 768

Let's Get Started With < Something >  
We Can Go About Signing Up In Two Ways

### Ultra Fast

If you value your time above all else.

Enter Your Email

Be Done In 3 Seconds

### Slow And Steady

If you prefer a more tailored start.

How Would You Like To <Benefit>?

< Benefit 1 > < Benefit 2 >

(Not longer than 2 minutes.)

idea 13

Fewer Form Fields

idea 22

Gradual Engagement

The signup process continues with additional questions.

## WHAT TO MEASURE

1. Set the **primary metric** to **signups** with a visit to a goal page.
2. Secondly also measure **clicks on all button** separately.
3. Also measure **visits** to each step in the slow-and-steady flow.

# B04 OPT-OUT ONE BY ONE

Intent: Higher Plan Purchases  
Version: 1.0

## HYPOTHESIS

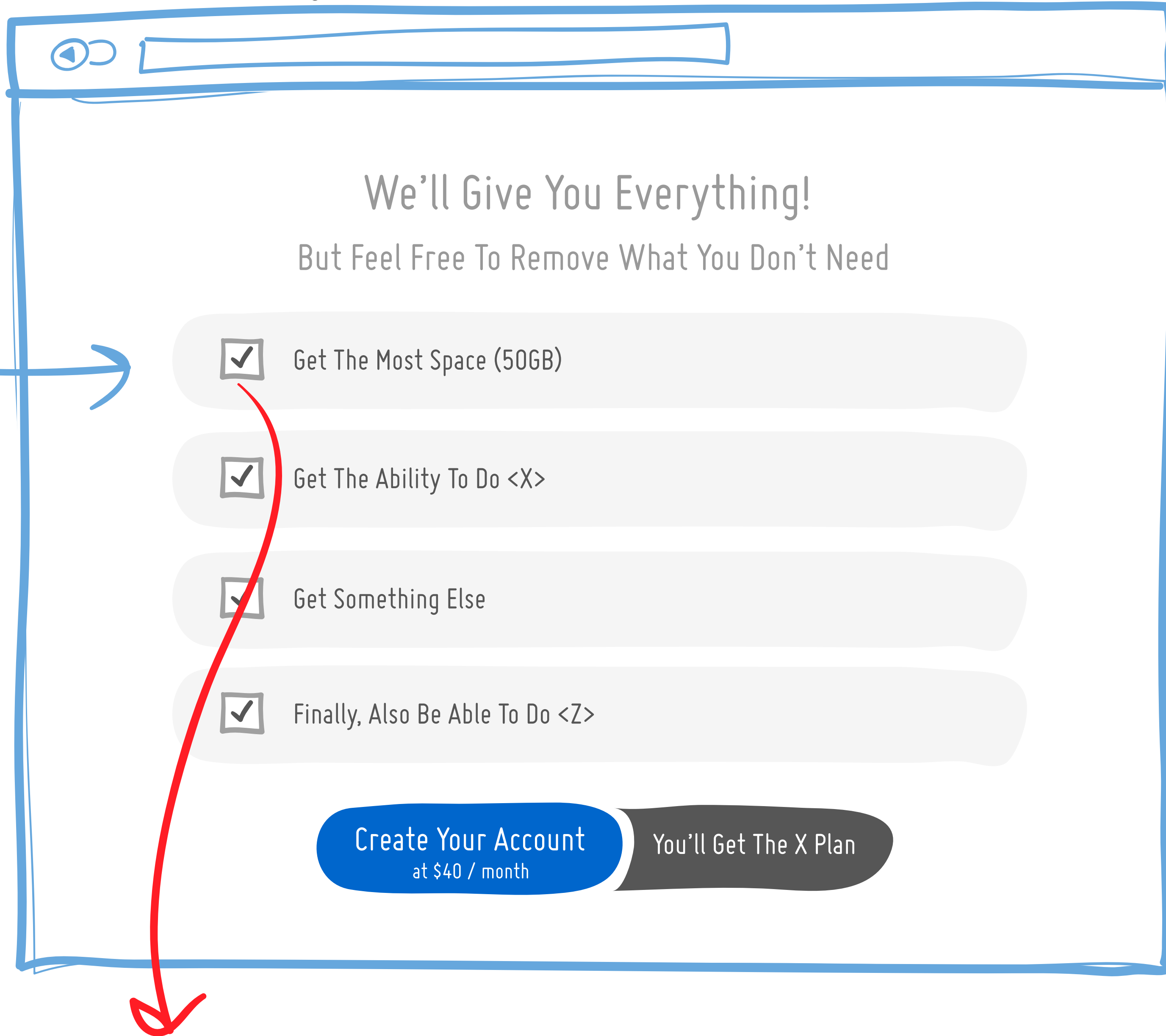
IF all plan options are enabled up front and users are forced to opt-out of them, THEN purchases of higher plans will increase.

**WHAT IF** we used the Opt-Out (GoodUI 26) approach on a plan page where users would start off with most options enabled? More so, unchecking each option would communicate that users will be receiving less – possibly making use of Loss Aversion (GoodUI 30).

Some Plan Selection Page

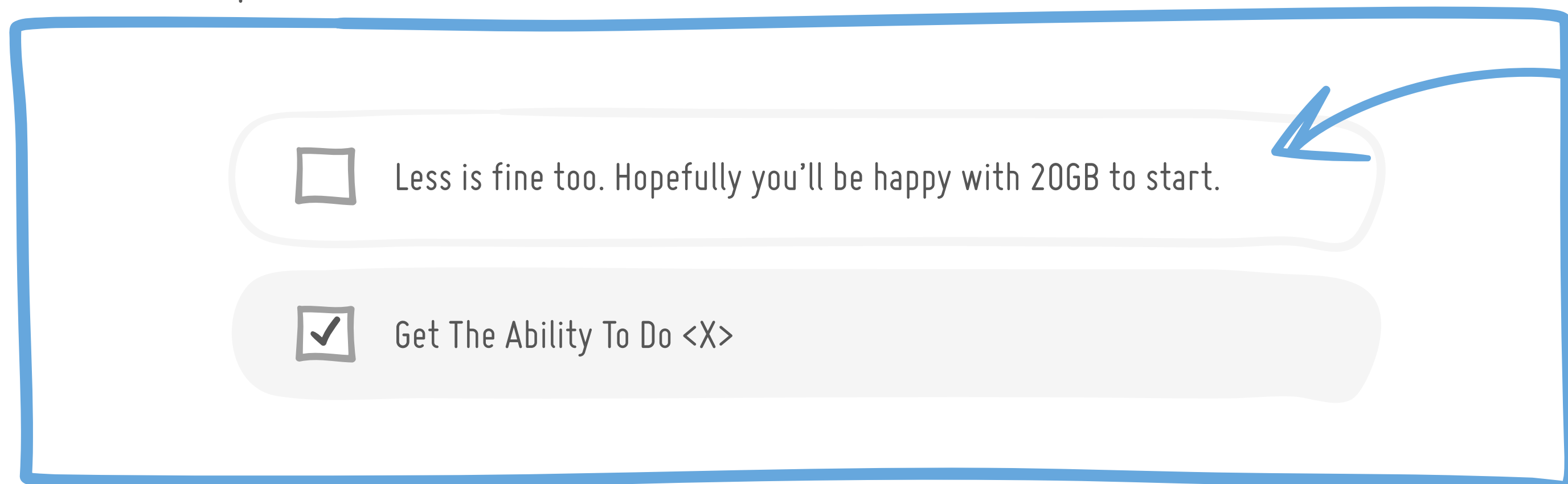
1024 x 768

idea 26 Opt-Out



Unchecked Option State

idea 30 Loss Aversion



## WHAT TO MEASURE

1. Set the **primary metric** to **purchases** with a visit to a goal page.
2. Secondly also measure the **selected plan purchase**.

# B05 BUY-OR-ASK

Intent: More Leads And Eventual Purchases

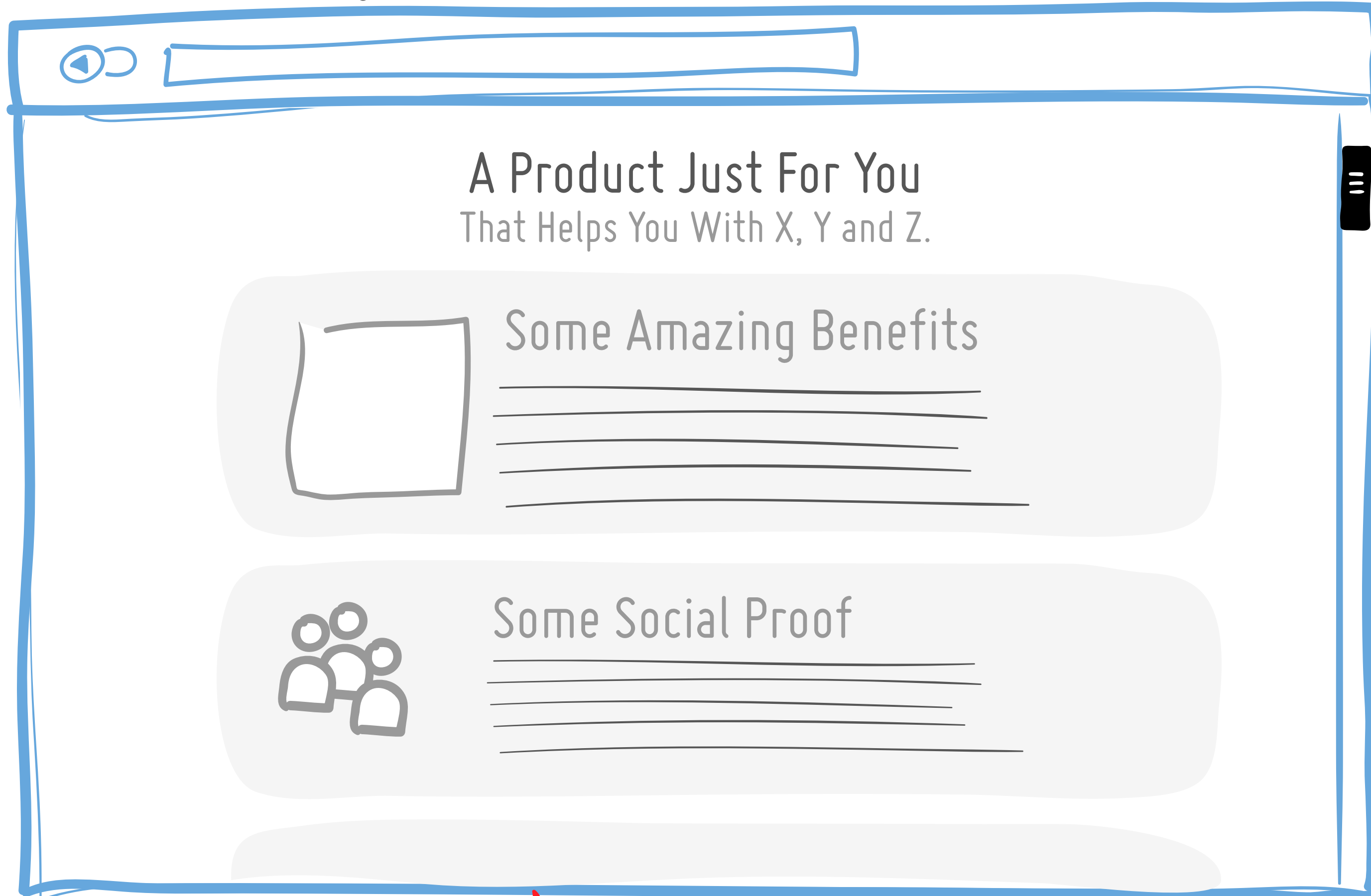
Version: 1.0

## HYPOTHESIS

IF the choice to purchase or ask a product related question is made visible, THEN eventual product purchases will increase.

**WHAT IF** an Attention Grabbing (GoodUI 56) footer was applied at the bottom of a product page that would Reaffirm Freedom (GoodUI 54) with a very clear choice. The user could either purchase the product or perform a Smaller Commitment (GoodUI 44) of asking a product related question.

### A Product Or Service Page



idea 56 Attention Grabs

idea 54 Reaffirming Freedom

User Scrolls To Bottom Of Page

### Scrolled Down State



idea 44 Smaller Commitment

Footer becomes "sticky" once page bottom is reached

### Asked State



Question is answered later by support staff

## WHAT TO MEASURE

1. Set the **primary metric** to **purchases** with a visit to a goal page.
2. Secondly also measure each **question request**.

# B06 SUPER SMART DEFAULTS

Intent: More Signups  
Version: 1.0

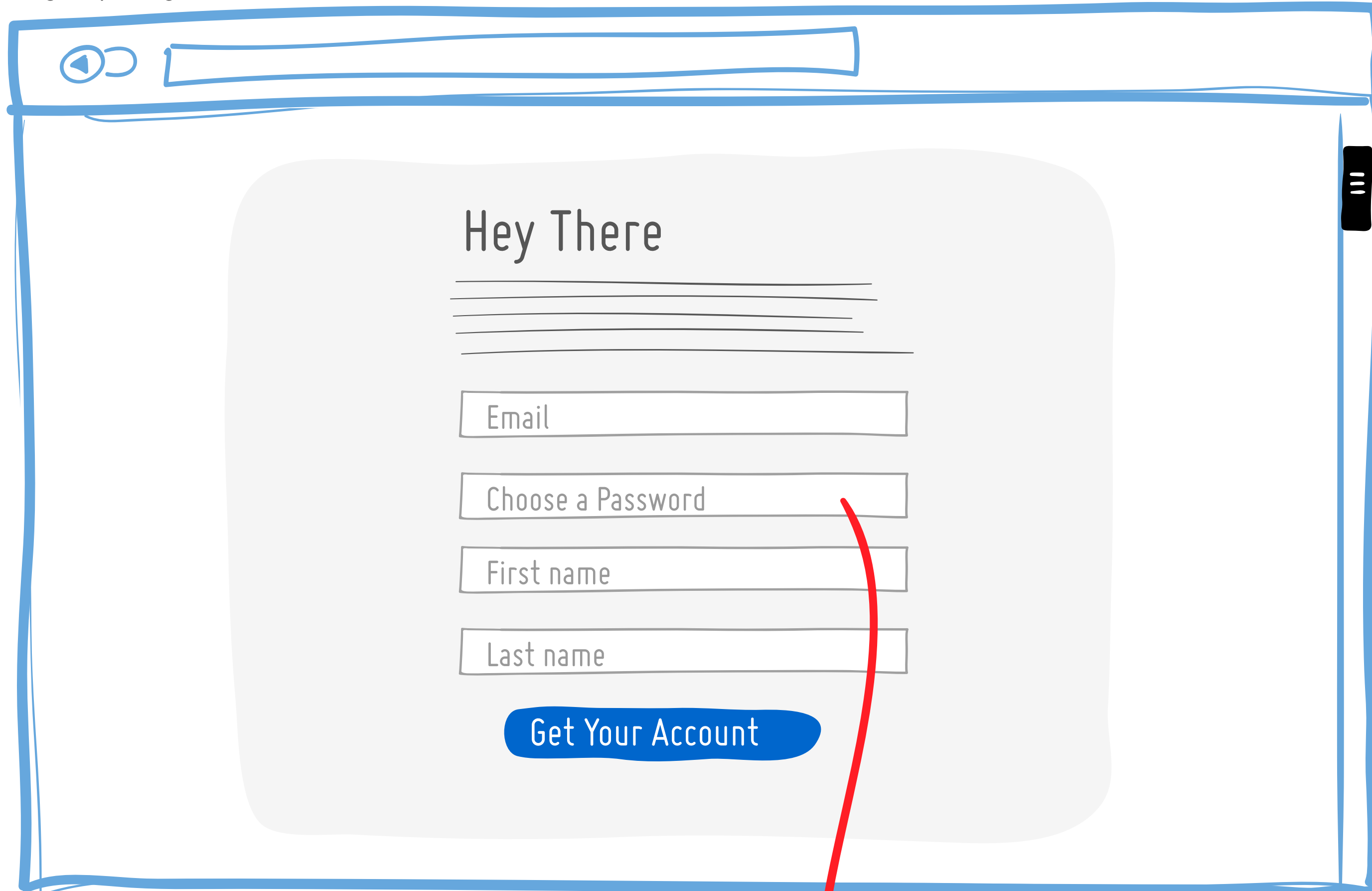
THANKS FOR STOPPING TO: Guido García Bernardo  
Inspired by www.svbtile.com/signup

## HYPOTHESIS

IF additional fields (ex: first & last name) are prefilled based on an entered email, THEN the number of signups will increase.

**WHAT IF** following fields were filled out automatically based on the provided information from some preceding fields higher up. This would be making use of Smart Defaults (GoodUI 28) and Upfront Progress (GoodUI 42). As an example: a user first enters their email address, from which their full name and description are automatically prefilled.

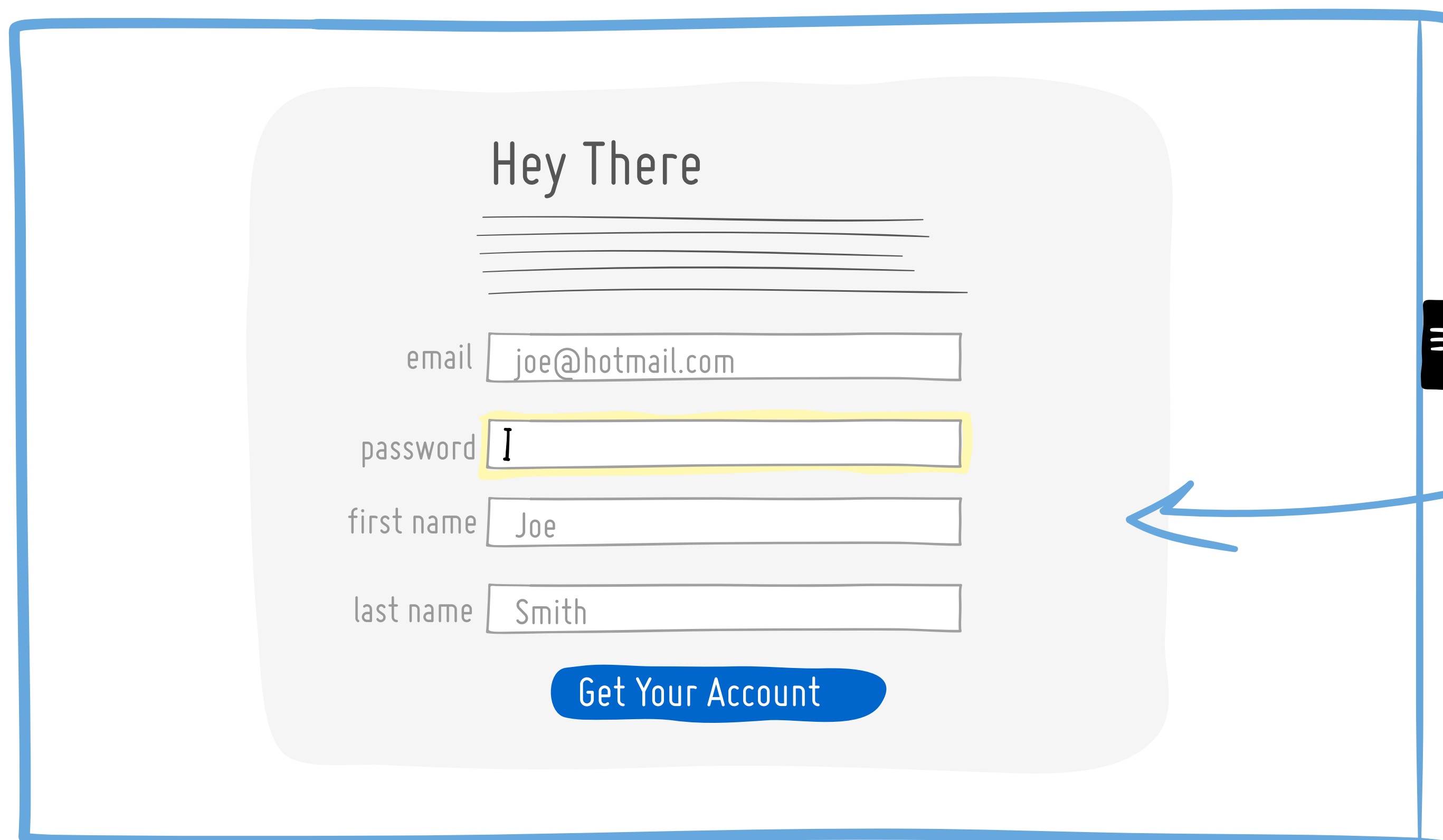
## Signup Page



User Fills Out Email Address  
And Focuses On Password

idea 28 Smart Defaults

## First Field Filled Out State



idea 42 Upfront Progress

Additional fields are prefilled

## WHAT TO MEASURE

1. Set the **primary metric** to **signups** with a visit to a goal page.
2. Secondly also measure **clicks on the call to action**.



# B07 TARGETED BENEFITS

Intent: More Signups Or Purchases  
Version: 1.0

THANKS FOR STOPPING TO: Aaron Davis  
www.aarondavdesign.com

## HYPOTHESIS

IF users identify themselves with a group which then tailors content based on their choice, THEN conversions will increase.

**WHAT IF** users were made to choose a segment or target audience label when they first landed on a page. Making use of Telling Who It's For (GoodUI 9) combined with Transitions (GoodUI 21) the content below could then organize based on the selection.

### Product Page

1024 x 768

idea 9  
Telling Who It's For



User Selects Target Audience

### Reorganized Content State



idea 21  
Transitions

## WHAT TO MEASURE

1. Set the **primary metric** to **signups or purchases** with a visit to a goal page.
2. Secondly also measure **clicks on each of the target audience options**.

# B08 CURIOSITY PRICING

Intent: More Signups Or Purchases  
Version: 1.0

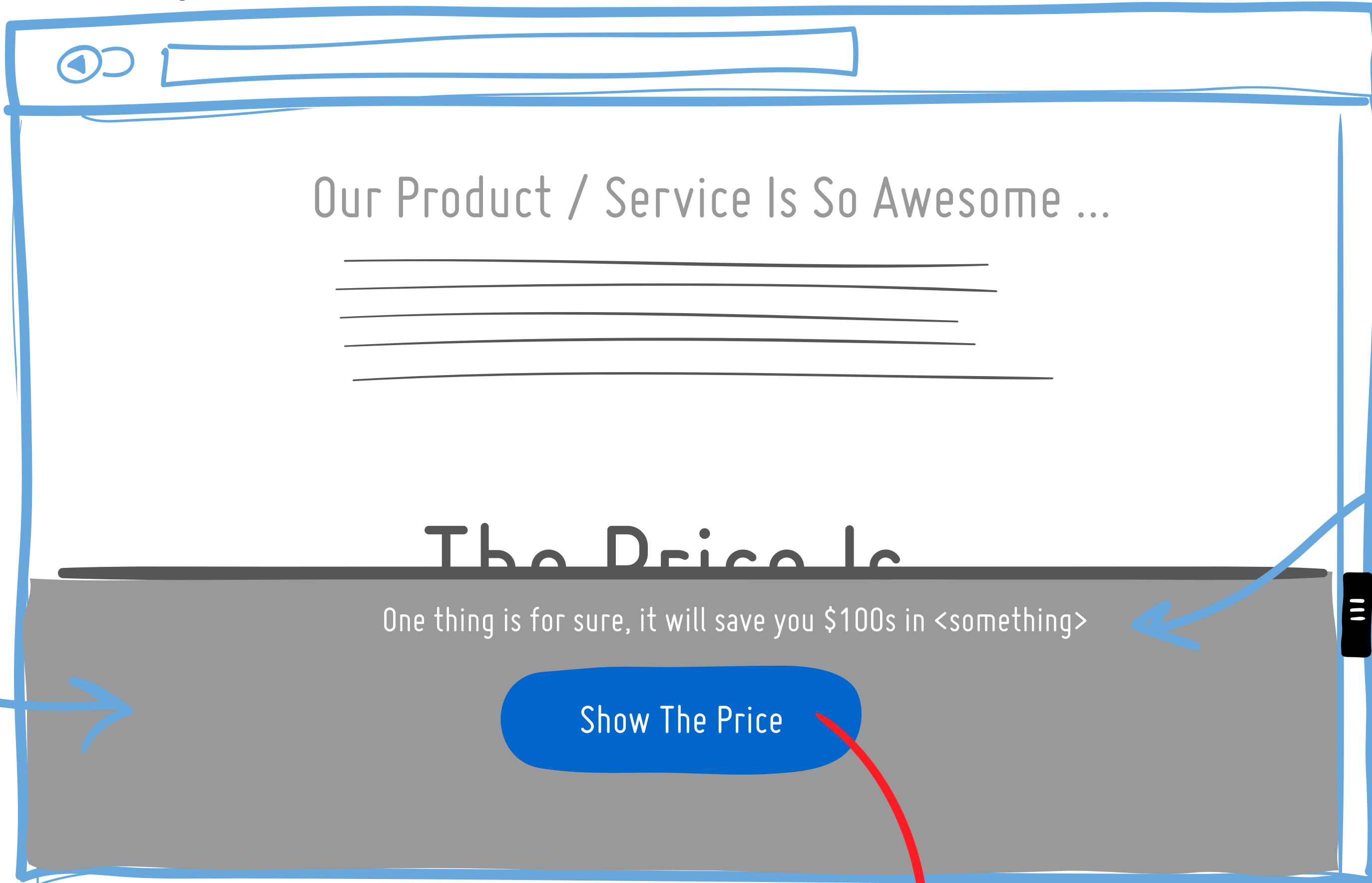
THANKS FOR SHARING TO: Francisco Jofré Núñez  
www.twitter.com/fcojofre

## HYPOTHESIS

IF pricing is hidden and only shown in in the context of its value at the end, THEN purchases will increase.

**WHAT IF** pricing information with hidden from view and only teased at the bottom of the page with some Curiosity (GoodUI 49). When the time is right, the user could unveil the pricing information along with with proper framing of the value (GoodUI 51) and Anchoring (GoodUI 41).

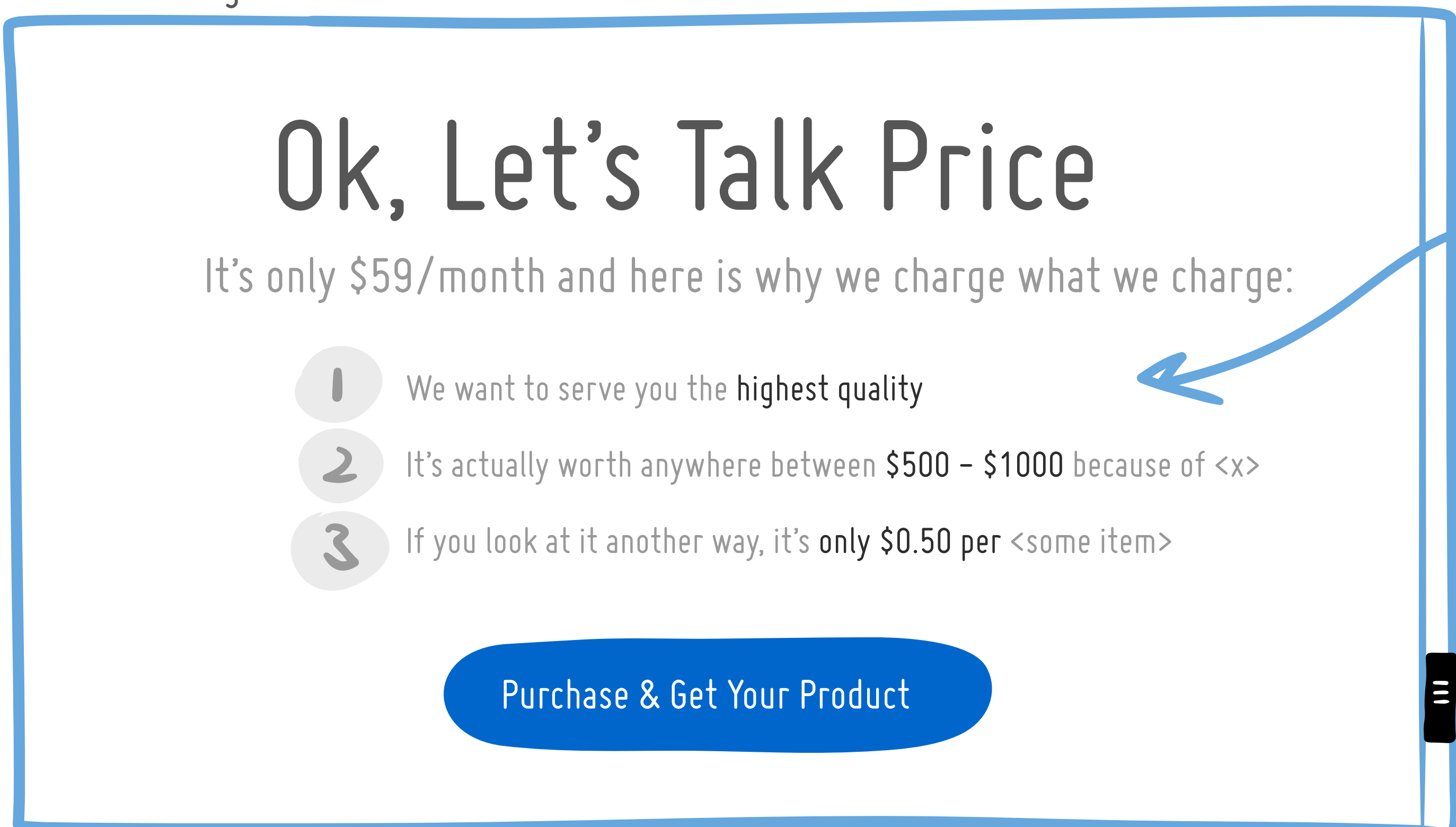
### Product Page



idea 49 Curiosity

idea 41 Anchoring

### Shown Pricing State



idea 51 Price Illusions

## WHAT TO MEASURE

1. Set the **primary metric** to **purchases** with a visit to a goal page.
2. Secondly also measure **clicks on "Show The Price"** button.
3. Also measure **how many people reached the bottom** of the screen.

# B09 I KNOW YOU ADDED TO CART

Intent: More Purchases

Version: 1.0

THANKS FOR STOPPING TO: Jonathan Horowitz  
www.twitter.com/UXJAH

## HYPOTHESIS

IF customers are provided with random rewards and offers after leaving with items in their carts, THEN purchases will increase.

**WHAT IF** return customers were teased with Variable Rewards (GoodUI 55) after leaving a site with an unpurchased item in their carts. Could Scarcity (GoodUI 36) based offers sent out with some randomization help to close the sale?

A return customer adds X item(s) into their cart, who is already recognized through past purchases, but then leaves to come back another day (possibly with an email reminder).

Return Visit

1024 x 768

idea 55  
Variable Rewards



idea 36  
Scarcity

## WHAT TO MEASURE

1. Set the **primary metric** to **purchases** with a visit to a goal page.
2. Secondly also measure return **visits to the site**.

# B10 PLAN YOUR PURCHASE

Intent: More Purchases

Version: 1.0

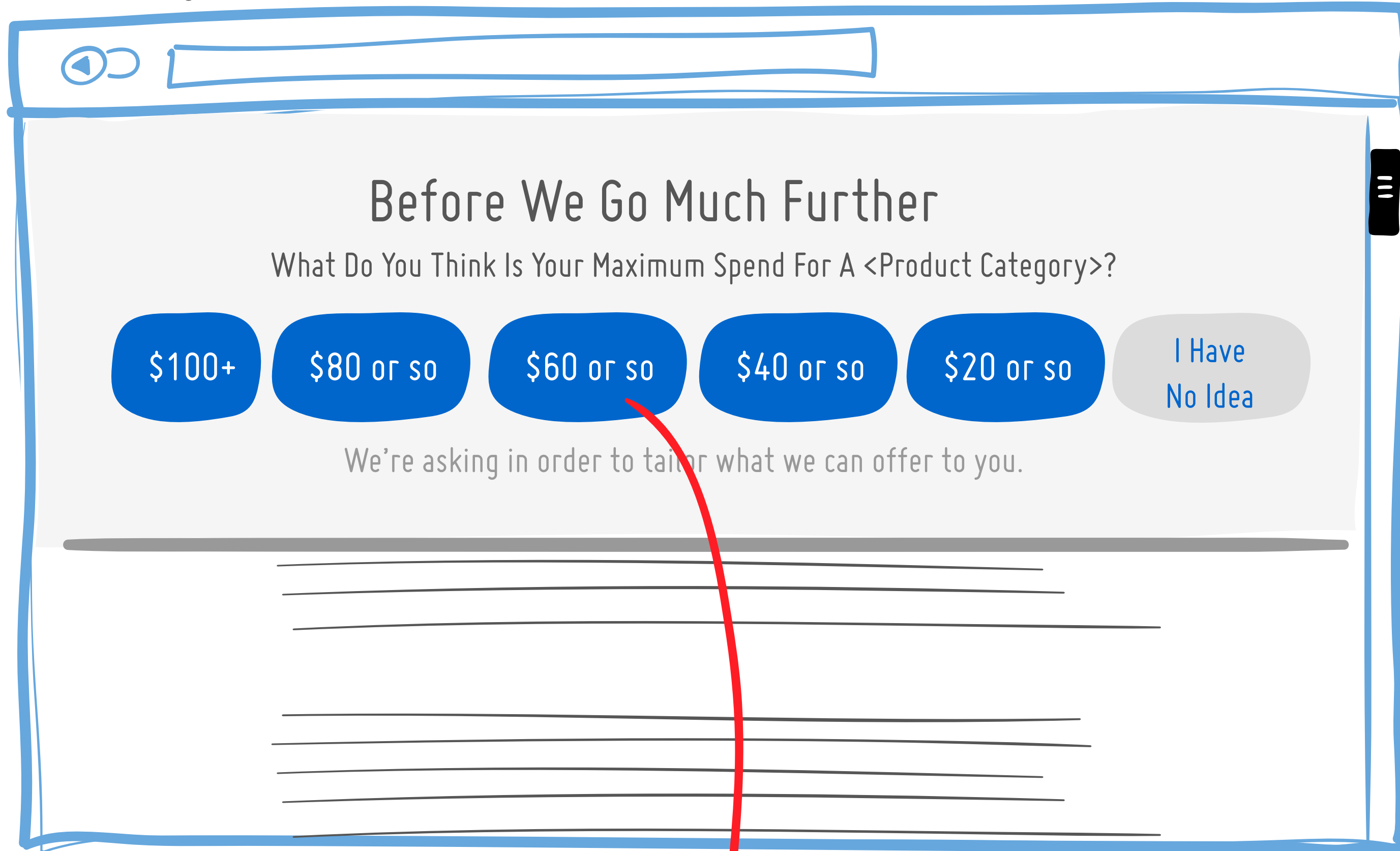
THANKS FOR SHARING TO: Darragh McCarthy  
www.twitter.com/draah

## HYPOTHESIS

IF users express their maximum budget for a site which could be used as a personal reference point, THEN purchases will increase.

**WHAT IF** the content on a site was organized based on a user expressed budget. The high budget number could then be used as an Anchor (GoodUI 41) by first showing suggestions which fall in below that provided amount.

## Product Page



## Selected Budget State



idea 41 Anchoring

## WHAT TO MEASURE

1. Set the **primary metric** to **purchases** with a visit to a goal page.
2. Secondly also measure **clicks on each of the budget options**.

# Thanks

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## HOPING YOU WERE INSPIRED

Also a big thanks to all the GoodUI readers who contributed with their amazing ideas (I still haven't managed to sketch out all of the submitted ideas - but will be adding additional ones and crediting more people in the future).