

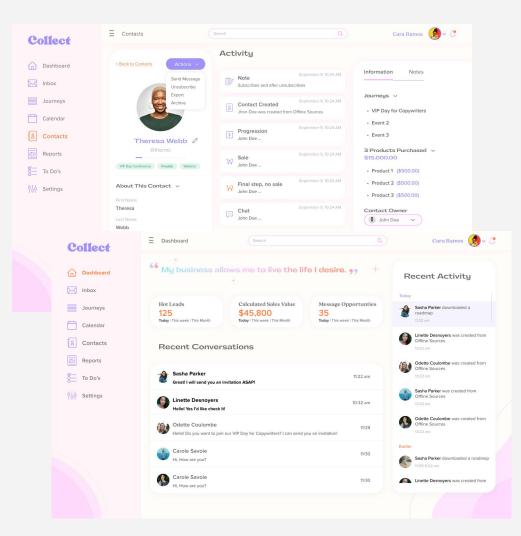
Collect CRM

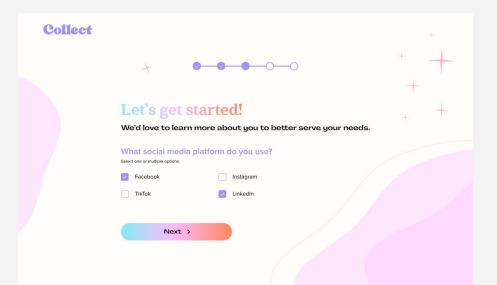
How the client got 100+ lifetime license sales without an MVP

the background

Collect is a CRM for social media content creators that provides a space to keep track of conversations and sales processes across different social media platforms.

The client approached us with the need to refine their concept before building out the web application.





the challenge

Collect CRM needed to bring users' data from multiple social platforms and organize it in a way that would make sense to the users and match their established workflows.

the process

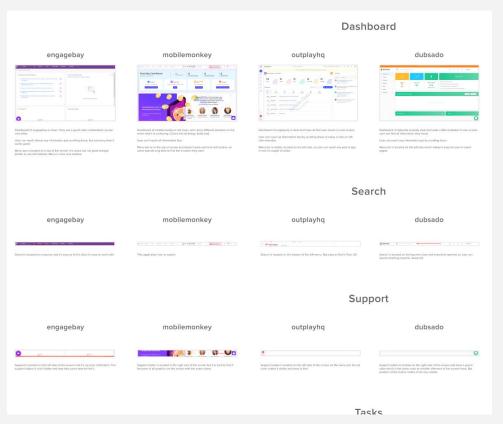
To help clients design the product that their customers loves, we followed our market-tested process:

Customer Interviews

Forcoda conducted 1-on-1 customer interviews to better understand users challenges, goals and the established processes that they used to sell on social media. We identified riskiest assumptions and verified that users have the need for product as well as desire and money to pay for it.

Competitor Research

We looked at the number of well-established sales CRMs and identified what worked well/what didn't work, and what best practices we could learn from them and apply to our design. Our goal was to keep CRM UI innovative yet familiar to the users for the maximum user adoption rate.



Characteristics	engagebay	mobilemonkey	outplayhq	dubsado	chatfuel	manycha
Easy to use	•		•	•	•	•
Menu bar	•	•	•	•	•	•
Clear Dashboard	•	•	•	•	•	•
Modern design	•	•	•	•	•	•
Good UX	•	•	•	•	•	•
Jsability	•		•	•	•	•
oed time	•	•	•	•	•	•
Mobile device support	•	•		•		•
Sharing Information	•	•	•	•	•	•
mages	•	•	•	•	•	•
Filters	•	•	•	•	•	•
Calendar			•	•		
Search	•		•	•		
Onboarding	•	•	•	•	•	•
lorney	•	•	•	•	•	•
Fasks	•		•	•	•	
Contacts	•	•	•	•	•	•
Reports	•		•	•	•	
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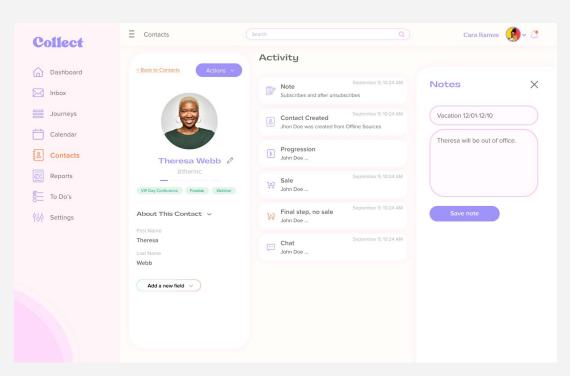
the process

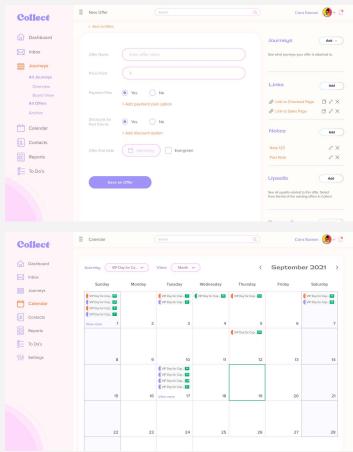
UX/UI Design

Based on customer and market research insights, we created a product roadmap, wireframes, and broke down design deliverables into two-week sprints. This allowed us to move quickly through the list of features and deliver results to the customer without delay. At the end of each sprint, we produced a high-fidelity clickable prototype of new pages and features created in Figma.

User Testing

Once the design sprint was completed, we tested newly designed features with the users to receive immediate actionable feedback and further refine the designs.





the process

Pre-Sales

Once the clickable prototype of Collect CRM was completed, client used it during their sales webinar to present a new product to their audience and sell the lifetime license to further validate the idea and solidify the concept.

Pre-sales webinar was a success! Client sold 100+ (over \$10,000) lifetime licenses and reinvest fund back into the product development.

the outcome

Collect CRM validated their product idea and got traction before their MVP was built.

The client is now finishing the work on their web application and adding the final touches before the official publish launch.