CASE STUDY · 2026

Berkhamsted Lawn Tennis & Squash Racquets Club: rethinking the prospective member journey.

How a freshly-redesigned club website will move prospective members at the moment of commitment. And what a user test approach reveals.

Role	Timeline
UX Design & Research	2 Weeks - April 2026
Figma	Research + Redesign

01 — THE PROJECT

Why I chose this project

BLTSRC is a multi-court members club in Berkhamsted, Hertfordshire, offering tennis, squash, racketball, fitness and social facilities. I am a member. The club has recently completed a year-long website redesign and the timing is still there.

This case study focuses on one journey: how a prospective member arrives at the site, decides the club is right for them, and takes the next step toward joining.

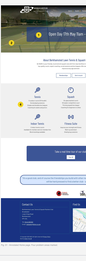
I chose BLTSRC for two reasons. First, I am closer to the problem. I use the site as a member and have a sense of where it falls short. Second, the club is small enough that I can test just-been redesigned. The audience is an effort. It is universal. The previous redesign did not start with user needs. This one does.

02 — THE PROBLEM

The website presents information but does not guide a decision.

Six facility cards compete at the same visual volume. Pricing is fragmented across multiple sections with overlapping categories. The most prominent element on the homepage does nothing when clicked.

Outbound links to third-party systems break trust at the moment of commitment. The result is a site that performs well for casual browsing, and falters every time someone tries to act.



1. Open Day banner is the most prominent element. It does nothing when clicked.
2. Navigation splits into two areas. Spring has a hardware UFO. The CTAs sit below the fold.
3. Description spills into two areas with duplicate information. Leads to third-party systems (Court Booking, Member Login)
4. Sports and facilities are fragmented with a single visual weight

01 Current Homepage 02 Current Navigation

03 — WHO I DESIGNED FOR

The person in the middle of life, deciding where their time, money and family should go.

My primary user is a prospective member in their 30s to 50s, living in or near Berkhamsted, evaluating the club for themselves or their family.

The club's existing membership ranges from schoolchildren to people in their 70s, but those established members have typically formed through schools or family ties. The website's job is to win the person in the middle of life deciding where their time, money and family should go.

They want to understand what the club offers, see what membership costs, and take the next step.

04 — METHOD

Two tasks, three users, four follow-up questions.

I ran moderated usability testing with three participants matching the primary profile. Sessions ran 15 to 30 minutes, recorded and cross-reviewed. Each participant completed two tasks. Four follow-up questions formed through analysis.

Task 01	Task 02
Comprehension	Conversion
Find what the club offers, what it costs, and whether it suits you.	Take the next step toward joining.

05 — WHAT I FOUND

Four pain points emerged across the three sessions.

Comprehension	Comprehension	Comprehension
Find what the club offers, what it costs, and whether it suits you.	Find what the club offers, what it costs, and whether it suits you.	Find what the club offers, what it costs, and whether it suits you.

0/3

ONLINE CONVERSIONS. THE SITE WORKS FOR DISCOVERY AND FAILS FOR CONVERSION.

01 — Pricing and membership categories do not match how users see themselves.

Name of the three each compares the cost of joining. Each has to work out which of the six categories to start one. Even the category and family process it.

> "I missed the U18 joining fee entirely."
>
> "still thinking that out in my head."
>
> "I am not a senior. I am not a junior."

02 — Third-party fragmentation breaks trust at commitment.

All three hit a Sovereign Net Match registration and believe they could not. One frequent, mostly and misleading. Not an academic question.

> "That I have published a fee it is not surrendered."
>
> "I need a phone. I'm the club and I simply take my phone, and I cannot find one."

03 — Information overload delays the decision.

Each participant had to work options that they could possibly fit, joining a fee of the club and the club. Each participant had to work out what they are looking for joining.

> [The technology] as [scheduling] you with the [Parent] options."

04 — Visual hierarchy and wider confusion.

P3 had to click the Open Day banner four times. It is most prominent element on the page and one of the. P3 said the homepage video "is going too to understand."

> "the content says directly touch club, the design and roadmap members and."

Fig. 04 · Affinity Diagram · 23-28 April 2026

06 — WHAT I CHANGED

Pattern recognition across three sessions.

Quotes from each session were transcribed onto sticky notes and clustered by theme. Yellow notes are P1 (graphic designer), pink P2 (parent buyer), blue P3 (active member). Four patterns emerged. Each pattern appeared in at least two of the three sessions. In a moment, the pattern was shared across participants, not specific to one.

07 — WHAT I'M CHANGING

Four targeted redesigns, mapped one-to-one with the pain points.

01 — PRICING & MEMBERSHIP UX DESIGNER

01 — Pricing

Show pricing per sport for adults and let a calculator absorb the category question.

Each sport and family has its own page. The calculator answers the joining "household composition rather than forcing the user to select the "bonus." Replace every "I am not" with a single answered statement.

Fig. 05 · Live Pricing Matrix · Joining

02 — JOIN FLOW UX DESIGNER

Fig. 06 · Interactive Join Flow

02 — Join Flow

Bring the join flow back on-site.

Fast the moderated join flows via the BLTSRC's own pages. Defer Access No Match registration to the point of payment. Each step is a single question with a clear next action. Consecutive warning, but a dispute and individual page. A small acknowledgement.

Fig. 07 · Interactive Join Flow · Payment

03 — HOMEPAGE UX DESIGNER

Fig. 08 · Interactive Homepage Prototype

03 — Homepage

Reduce information density at the discovery step.

Strip the homepage back to a clear value summary and a single primary action. Move the Open Day banner to the footer. Remove duplicate information. Move all the process screening form to a contact.

Fig. 09 · Interactive Homepage Prototype

04 — FITNESS UX DESIGNER

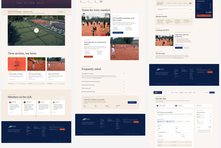


Fig. 10 · Interactive Fitness Prototype

04 — Fitness

Match the design to what the content claims.

The Open Day banner has the most prominent CTA on a landscape page. The expensive industry video moves out of the hero, banished lower on the page, where few members will ever see it. Replace it with the 6 week Club Summer Day Schedule. Human faces replace the empty hero.

Fig. 11 · Interactive Fitness Prototype

07 — REFLECTION

The metric a club website most needs to move.

Three interviews is a small sample, but the desired connection pattern appeared in all three. The redesign's biggest structural argument was not what users could not find. It was where they decided to give up online and go offline. That is the metric a club website most needs to move.

With more time I would rebuild the proposed flows and recruit at least 7 research participants. I would also run a broader range to see how the design affects a more diverse range of participants.

08 — AI-ASSISTED MOCKUP

Using AI tools to preview the design

Modern design tools now include AI-assisted prototyping that can take a lo-fi wireframe and render it as fi-fidelity with a stated design system applied. I used this for each of the four join-point redesigns, feeding the wireframes and the BLTSRC design system in and getting back a coloured, typeset preview.

The exercise was experimental. The lo-fi wireframe, the user research and the case study reasoning are mine. The fi-fi previews are not finished designs. What they gave me was the chance to see whether the wireframe held its shape when type, photography and brand colour were applied, before committing to a full fi-fi build.

Used this way, AI is a preview surface. It provides designers with a quick way to experiment and test designs without spending a lot of time or budget on premature fidelity.

AUTHORITY

Author — Jonathan Louden-Nicholas
Product Designer & Front-Stage
Nielsen Norman Group
Interaction Design Foundation

Software — Figma
UX Fidelity Technical Lift Analysis Stage
Nielsen Norman Group
Interaction Design Foundation

Hardware — Office
2020 Intel
Laptop with 16 GB Memory

Typography — Inter
JetBrains Mono
Laptop with 16 GB Memory

Thanks for reading.

jonathanlouden@gmail.com
www.linkedin.com/in/jonathan-louden-nicholas-ux-ui-designer