

Portfolio

Ux toolkit: Etsy redesign

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Fatou Dampha

A bit about me



I am a Manchester-based multidisciplinary UX designer specialising in product design.

I have a passion for creative problem solving to devise and communicate solutions that are human-centred and aesthetically pleasing.

Fatou

Dampha

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Project

Background & scope

Etsy

(Wikipedia, 2018)

We commit to our craft.

We minimise waste.

We embrace differences.

We dig deeper.

We lead with optimism.

The Organisation

Etsy is a marketplace for creative, handmade and vintage goods from small businesses worldwide (Etsy 2024 a). It currently hosts a community of '1.9 million active sellers' with 31.7 million active customers (Etsy, 2025 a).

Etsy supports sellers at various stages of their creative careers and helps them make organic connections with their customers (Etsy, 2025 b).

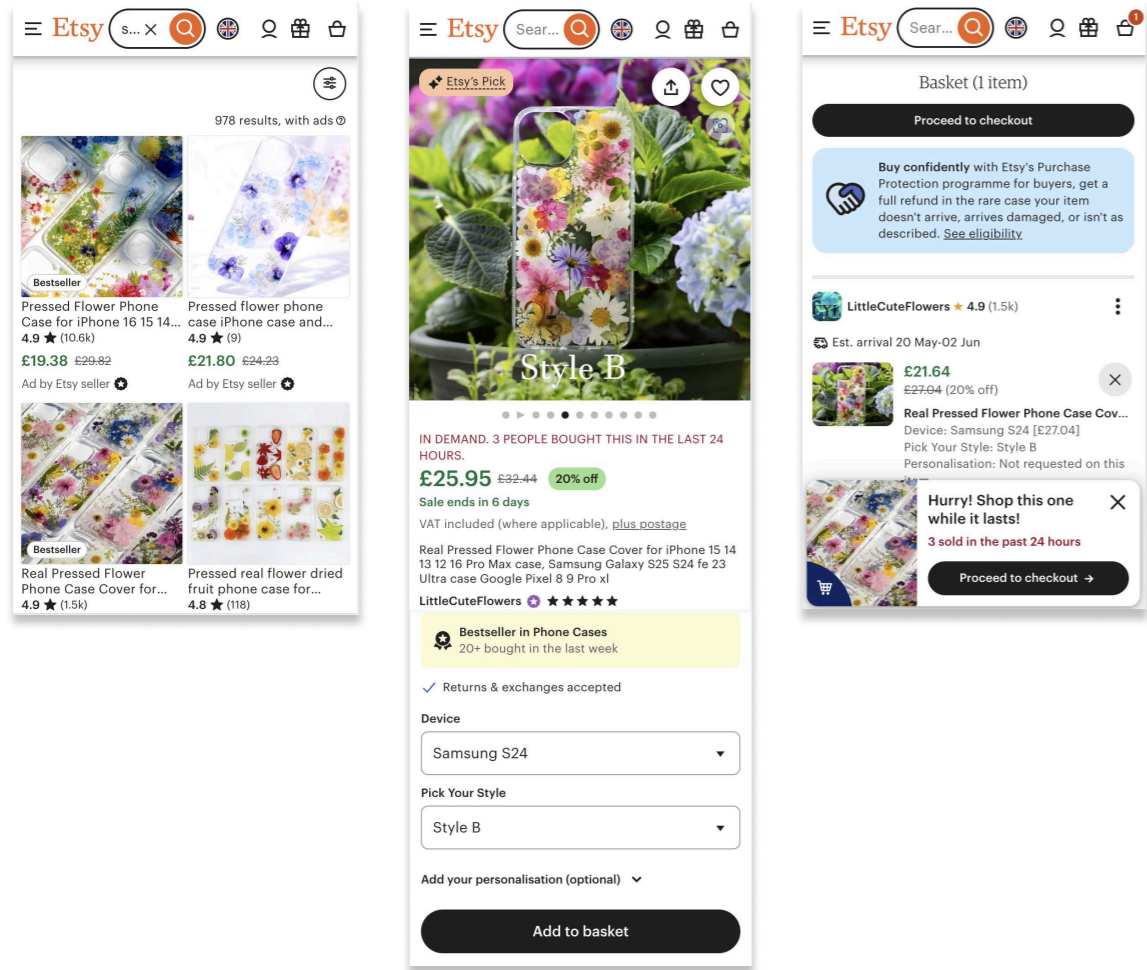


Figure 2 Etsy journey

Project scope

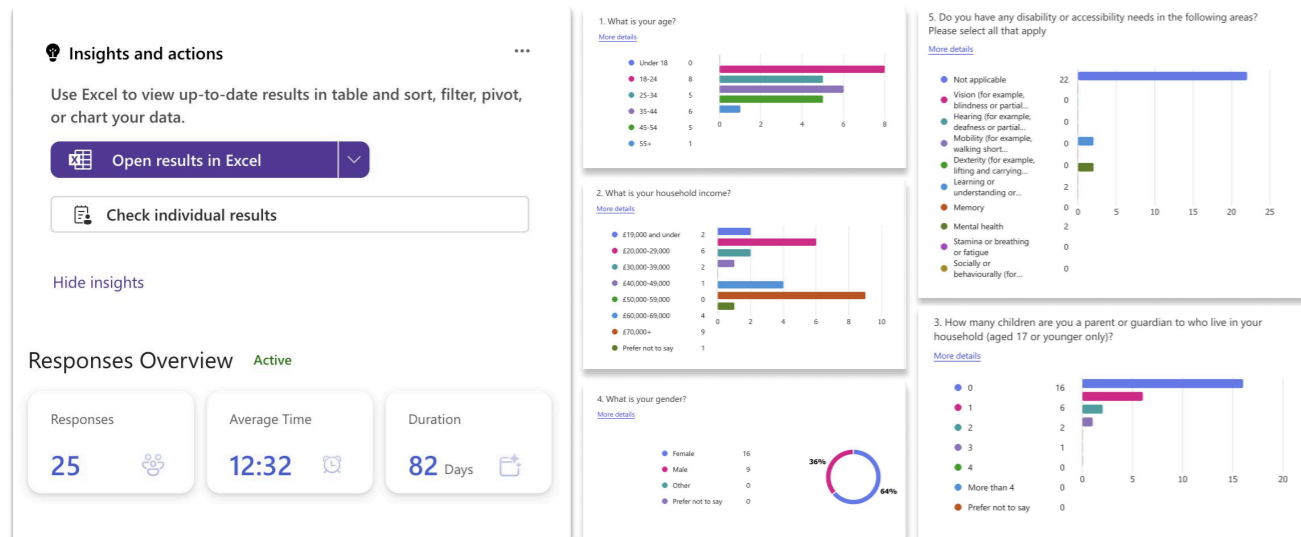


Figure 3 Sample of survey questions (Survey, 2025)

The purchasing journey consists of searching or filtering products, customising where relevant, and purchasing the items through the basket. Users can also contact the seller directly if they have any queries.

A survey was conducted to acquire primary data on the current design's user experience to identify areas of improvement.

Survey responses: Transparency of cost



There was shipping charges added on afterwards so it was difficult to figure out how much something would ACTUALLY cost

Participant 10

Pricing: The pricing is sometimes different on the PLP compared to the PDP depending on size of the product etc. Can be very misleading

Participant 2

Pricing: The pricing is sometimes different on the PLP compared to the PDP depending on size of the product etc. Can be very misleading

Participant 2

...No shipping prices added on until the end when purchasing

Participant 10

Figure 4 Participant responses (Data from: Survey, 2025)

Survey responses: Cognitive overload



I do find you can see an overwhelming amount of options (depending on what you're searching for) that can be quite similar. This is why I tend to narrow it down quite a lot in the search bar i.e. adding key words

Participant 12

It could be a little more condensed with the written content, it can be a little too much of a cognitive overload and it could be more simple to use

Participant 11

Too busy, sometimes less is more... kept abandoning stuff and getting confused about my choices

Participant 16

There is sometimes too much choice... This can be overwhelming and the cognitive load for your choices is sometimes too much, the product listings aren't very clean so it can be difficult to browse

Participant 4

Figure 5 Participant responses (Data from: Survey, 2025)

Survey responses: Navigation



Better navigation less clutter with their components

Participant 3

Maybe keep information more stream lined with better categorisation

Participant 16

Maybe keep information more stream lined with better categorisation

Participant 16

Make it easier to find what I want

Participant 17

Figure 6 Participant responses (Data from: Survey, 2025)

UX Problem to solve

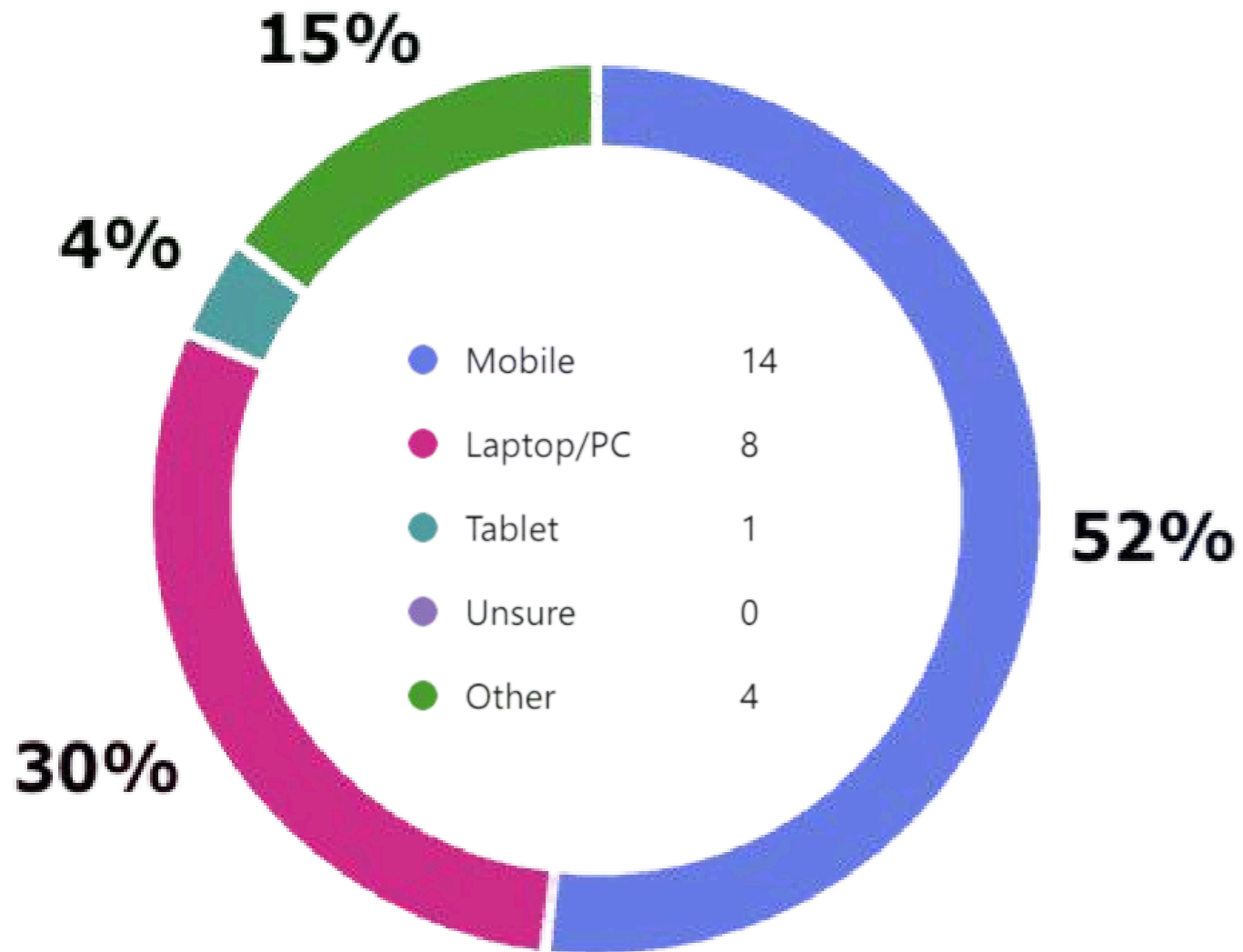


Figure 7 Survey (Adapted from: Survey, 2025)

It is crucial for Etsy's broad target audience to easily find the relevant products and businesses they want to support. Improving the navigation, filtering, and results will reduce extraneous cognitive load and allow users to find the best products. This can help increase conversions (Sweller, 2010; Cao, 2016).

Additionally, the redesign would be more accessible for users with cognitive differences such as ADHD, because they would not get distracted by the overwhelming content (Clark, 2022). These changes would enhance the usability for buyers of all abilities, whilst maintaining and expanding the customer base (Microsoft, no date; Neusesser, 2025).

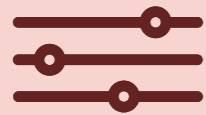
Maintaining transparency on the pricing will enhance Etsy's credibility, which can foster customer loyalty (Neusesser, 2025; Ramamohan, 2024). Overall, this will benefit both buyers in their purchasing and sellers for visibility.

The mobile web interface was redesigned because it was the main touchpoint for the majority of the users (Dampha, 2025; Salazar, 2016).

Usability

Problems

Triangulation



Combines multiple methods of user research which diversifies the types of data obtained to increase the reliability of the study (Whitenton, 2021).



Contextualises the participants' behaviours with their thoughts and feelings, allowing designers to empathise and view the user experience holistically (Moran and Brown 2021).



The relevant pain points can be accurately captured and resolved.

Figure 8 Triangulation summary

Eye tracking

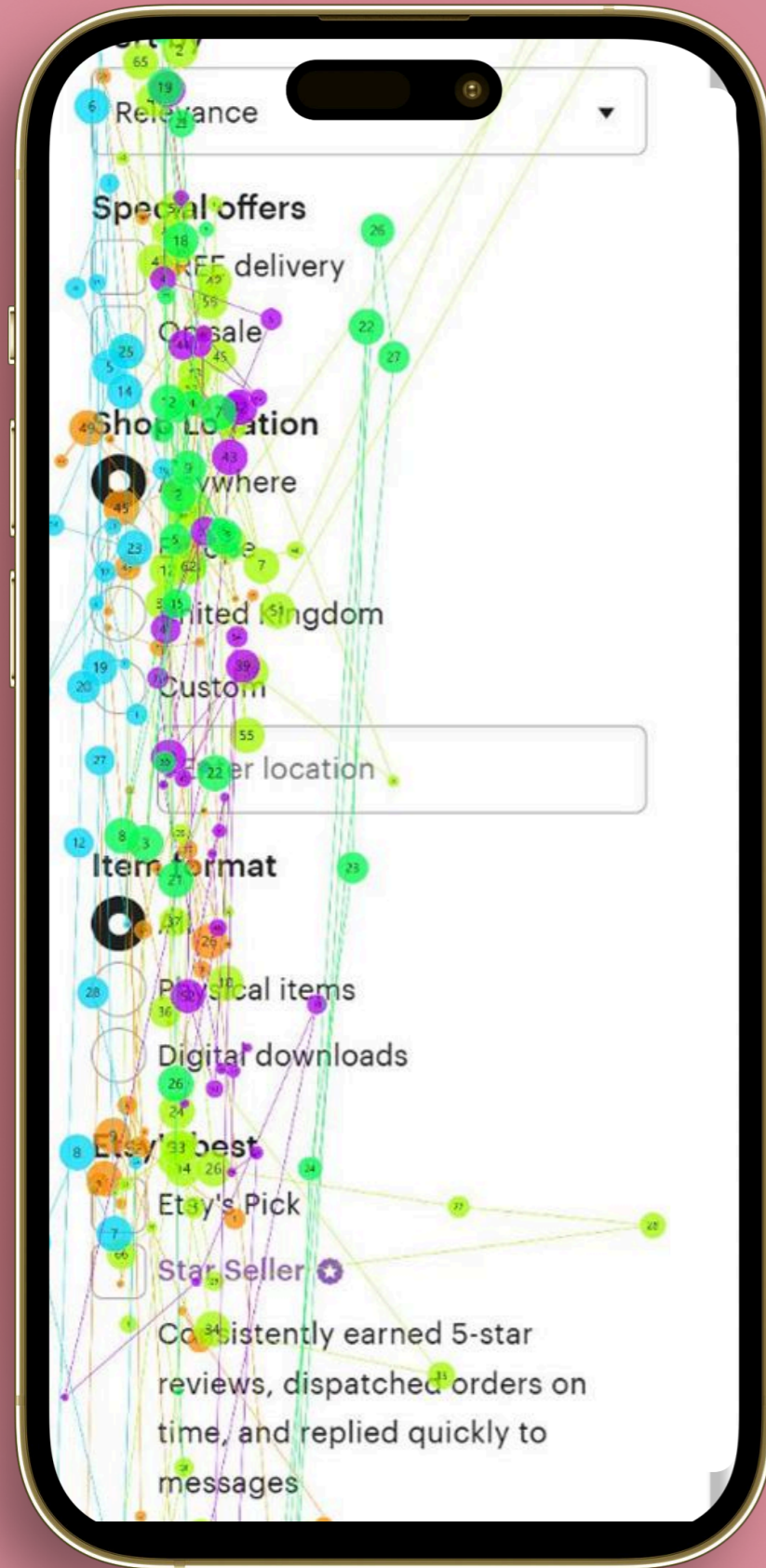


Figure 9 Eye tracking

Tobii Pro Nano eye-tracking helped to observe the user's 'visual attention' by observing their eye motion and scan paths whilst conducting the task (Carter and Luke, 2020). These highlight the participants' mental model of how the interface design and content hierarchy should look based on their prior experiences (Chan, 2024; Gordon, 2021).

The fixations connote relevant areas of focus, whilst saccades can represent reading, scanning or searching (Rayner, 2009). Because users experience cognitive load on the filtering and pricing, it will be beneficial to explore how users navigate this to redesign the interface and content hierarchy (Sweller, 2010; Dampha, 2025 x; Gordon, 2021).

Because this numerical data will not sufficiently explain the participants' motivations, thoughts and feelings towards the design, it is important to integrate qualitative methods (Soegaard, 2024).

Semi-structured interview

This explicated the participants' behaviours through open questions, allowing participants to explain their intentions and thoughts (Interaction Design Foundation, 2017). This ensured that the data is evidence-based and not merely assumptions (Interaction Design Foundation, 2017; Pernice and Rosala, 2023).

Furthermore, if the participant has not mentioned key details, this interview structure allowed for probing (Pernice and Rosala, 2023). Some participants may have given responses they deem favourable to the moderator due to the social desirability bias (Pernice and Rosala, 2023). The objective eye-tracking data counteracts this limitation.

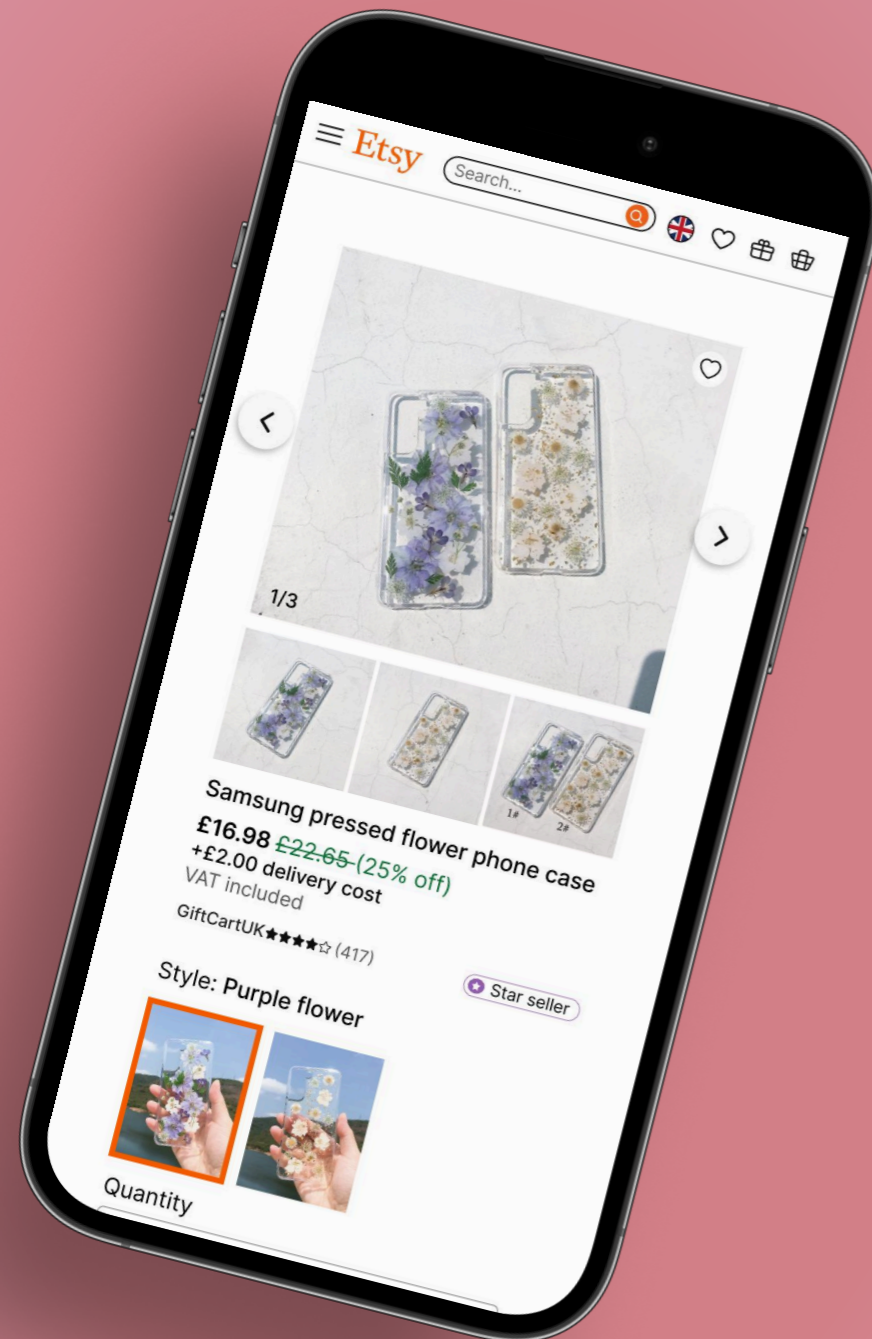


Figure 10 Etsy redesign

Single Ease Question



Figure 11 Semantic differential (Adapted from: Rosala, 2020)

This question was asked after the task to gauge the level of ease or difficulty (Design, User Experience, and Usability: Theories, Methods, and Tools for Designing the User Experience, 2014). This was an efficient and cheap method to measure the participants' satisfaction with the journey, as it was fresh in their memory (Laubheimer, 2018).

Combining this self-reported data with eye-tracking provided a nuanced view of task success (Laubheimer, 2018).

Overall, triangulation with qualitative and quantitative data methods mitigated biases to enhance the reliability of the user research.

Research plan summary



Fatima Khaled

Bio
Fatima Khaled is a product designer who has recently changed jobs to work at a tech startup. She has also recently relocated to London to live closer to her workplace and for a change of lifestyle. Throughout this period of significant transition, Fatima enjoys staying in contact with her parents and siblings by visiting them during holidays and occasions, or sending them gifts while she is away. She strives for a healthy work-life balance and values her free-time.

Demographics

Age	35
Gender	Female
Job	Product Designer
Location	London
Social grade	B

Brands

(1000 Logos, 2025)
(Wikipedia, 2018)

Goals

- Adjust to her new lifestyle
- Maintain frequent contact with her family

Frustrations

- Time-consuming activities
- Inflexible tasks or situations that do not accommodate her preferences

Behavioural insights

- Prefers purchasing creative and personalised gifts
- Business savvy and likes to support independent businesses
- Likes to use technology for productivity purposes

“This lifestyle is fast-paced, but I value my quality time and try to make the most of it with those I love”



Participants

- Inclusion Criteria: 5 participants in total
- 20+ years old
- Users that have previously shopped online on websites

Figure 12 Research plan (Data from: Survey 2025)

Research plan summary

See Appendix 1 for details

Scope:

Evaluating the user experience (efficiency and ease of use etc.) of the Etsy product purchase journey



Tasks

- Semi-structured rapport interview
- Eye-tracking
- Semi-structured task interview
- SEQ rating



Schedule

- Each research session should not take more than 45 minutes
- Interviews are conducted before and after the user testing



Agenda

- Introduction Questions: 5 minutes
- Initial questions before research: 5 minutes
- Timed moderated usability task: 15 minutes
- End questions: 5 minutes

User experience

Evaluation

Eyetracking summary

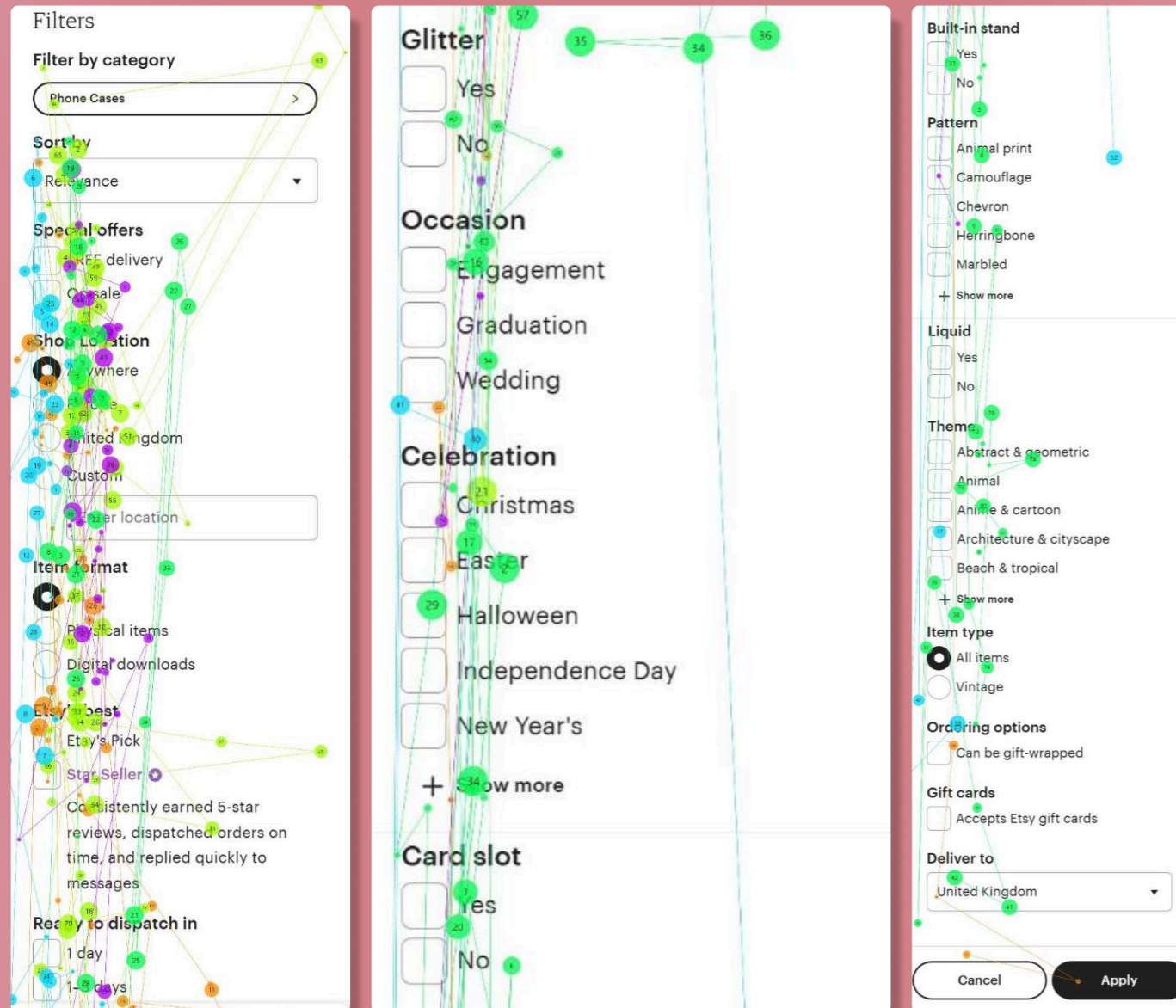


Figure 14 Eyetracking

4/5 participants had fixations on the filtering categories:
Relevance, Special offers, Shopping location, item format, Etsy's best, Price, Colour

The other 12 categories were sparsely populated, signifying a lack of relevance despite their depth and granularity. This is partly because participants initially used specific search terms:

- P1
- P2
- P3
- P4
- P5

Figure 10- Participant searches Source: (Survey, 2025 x)

Eyetracking summary

The saccades between the item price and breakdown of the total price confirmed the initial survey results about the importance of pricing (Survey, 2025)

5/5 participants had a similar sequence of eye movements- comparing the original and final price. This highlights their realisation of the hidden costs, mirroring the pain point expressed in the survey (Survey, 2025).

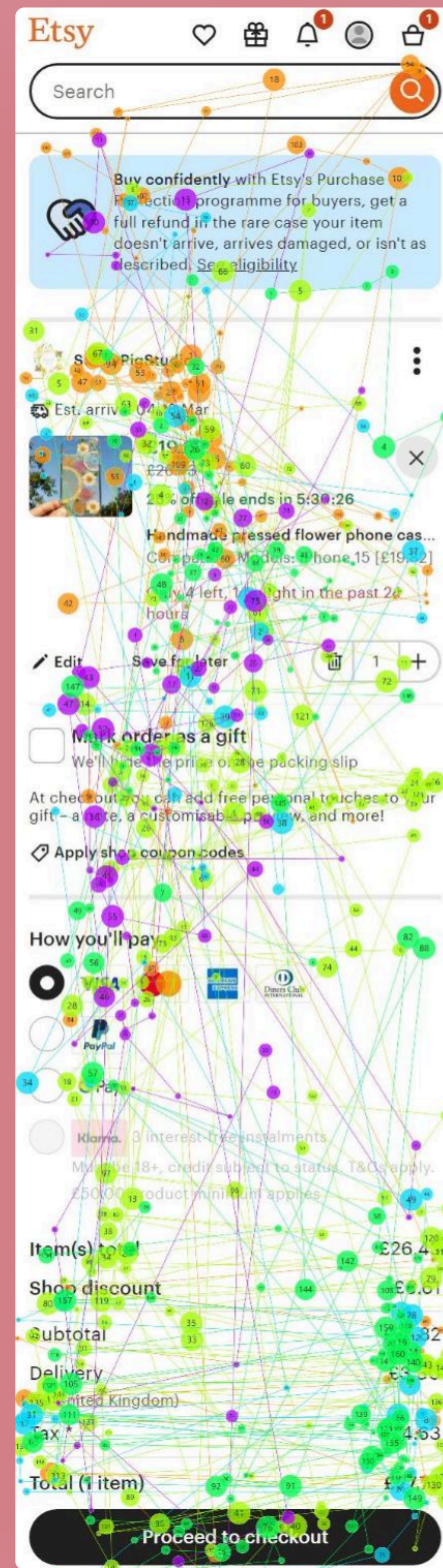
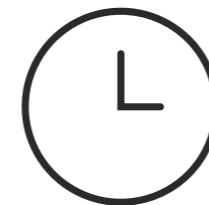


Figure 15 Eye tracking

Participant	Minutes
1	4:47
2	9:36
3	3:52
4	5:49
5	4:40

Metrics: Time on task



2/5 participants had to backtrack from the basket to the product listing page to find the product within the price range, which increased their task completion time.

Figure 16 Time on task summary table

Metrics: Success rate

 **3/5** participants failed the task

Participant	Pass/Fail	Reason
1	Fail	Product price out of range
2	Fail	Product price out of range
3	Fail	Incorrect product brand
4	Pass*	N/A
5	Pass	N/A

*Participant 4- Initially selected a product that was outside the price range, then eventually found the correct product

The majority of the participants expressed that this was a standard journey that met their expectations, echoing the earlier survey results (Dampha, 2025). However, it is clear from the metrics that the effectiveness, efficiency, and ease of use require improvement (Frøkjær, Hertzum, and Hornbæk; 2000).

Figure 17 Time on task summary

Metrics: Single ease question

Participant	SEQ
1	6/7
2	6/7
3	5/7
4	5/7
5	5/7

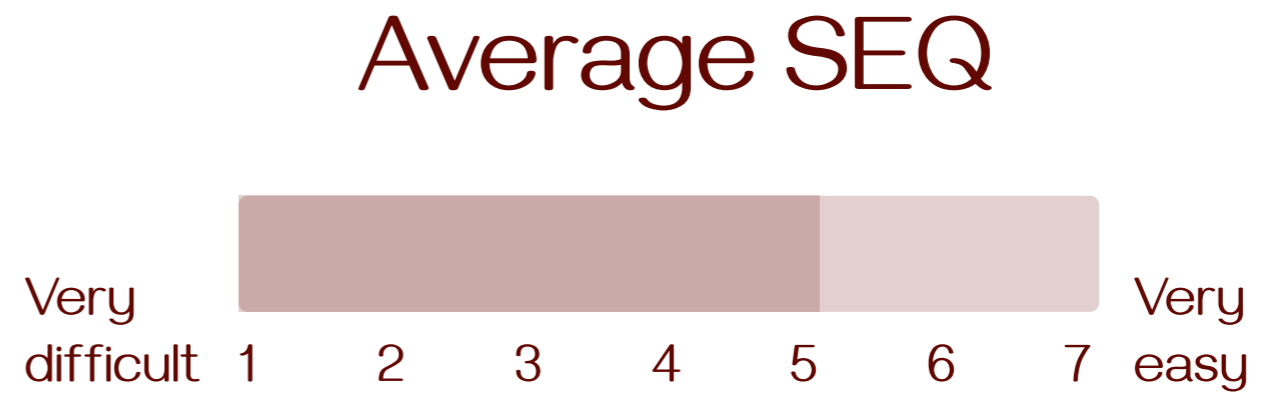


Figure 18 SEQ summary

Metrics: Single ease question



the only bit that was difficult was I expected the delivery filter to be underneath the shop location... tax and postage added at the end took it over my budget...

Participant 1



"Had a little bit of trouble with some filters..."

Participant 3



"It wasn't terrible... kept adding stuff to the basket and then getting to the end realising it's out of my budget... annoying... wish here was a 'repeat previous search' option.

Participant 2



Some filters were very straightforward... I struggled a bit to find a specific filter... didn't find it too easy but also didn't struggle too much... pretty standard."

Participant 5



Easy to find the phone case... the filters were a bit much, but manageable... at checkout, realized tax wasn't included, so it was out of my budget... fair enough

Participant 4

Figure 18 Participant responses

Qualitative data

5/5 participants used the search bar to find the product, as opposed to the menu



5/5 participants wanted clarity with the pricing and expressed frustration on the lack of transparency



3/5 participants expressed that the filters were confusing, excessive, or unintuitive



2/5 participants wanted clear labelling for the tags and curated products



Overall, the qualitative interview data generally confirmed the views expressed in the survey (Survey, 2025).

Figure 19 Summary of interview results

Product

Redesign



Must have (Essential)

- Display the final product pricing upfront and earlier in the journey
- Provide relevant and concise filtering categories
- Simplify the user interface

Should have (Important)

- Display most relevant search results
- Indicate verified/ legitimate sellers

Could have (Extra)

- Filtering the product by brand
- Less tags on the products

Will not have (Unnecessary)

- Reduced menu categories

Design requirements

These are the design requirements based on the initial survey results and triangulation (Survey, 2025). Whilst menu navigation was a key pain point from the survey, the search journey was prioritised for iteration. This is because all participants took the search journey during eye-tracking.

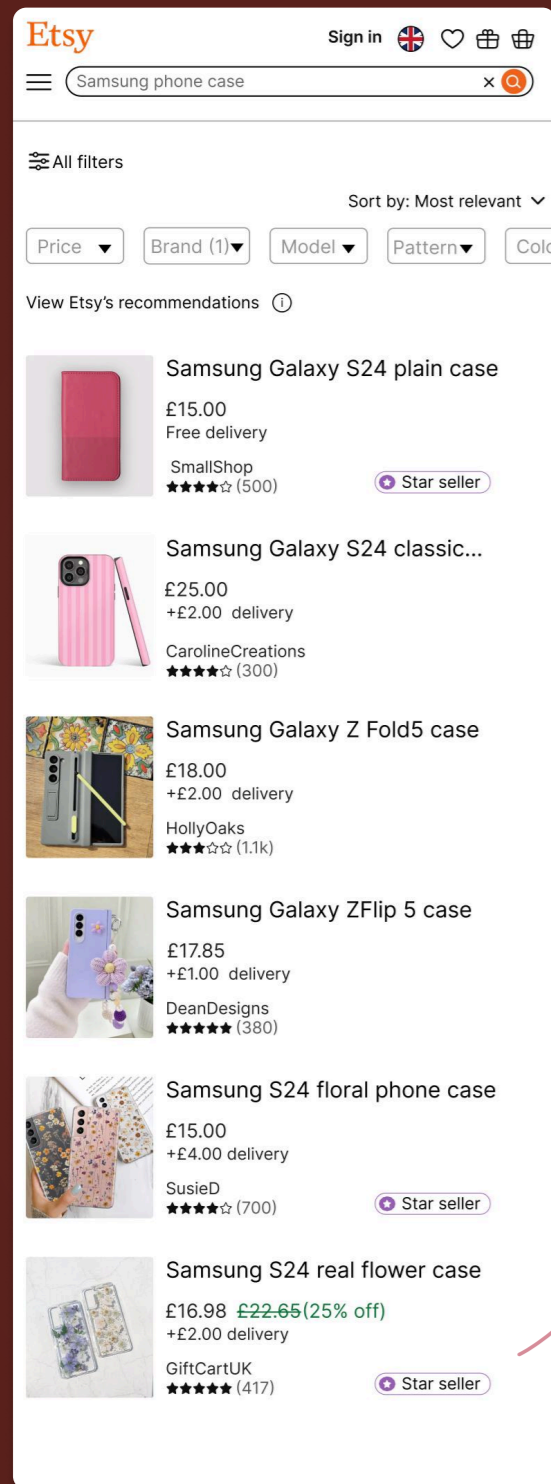
Additionally, the menu journey would have been outside the remit of the time constraints. Consequently, future iterations would focus on this area of the redesign.

Figure 20 Summary of interview results

Redesign: wireframes and sketches



Figure 21 Sketches and wireframes



£16.98 ~~£22.65~~ (25% off)
+£2.00 delivery

Redesign: Prototype

Visibility of system status (Nielsen, 2024)

Users are informed about additional costs earlier in the journey. This makes it easier and more efficient to browse and filter for products within budget because they know the total price (Harley, 2018). Consequently, this transparency empowers users to purchase the most suitable products, increase conversions, and enhance Etsy's credibility by removing the dark pattern of hidden costs (Nielsen, 2013; Interaction Design Foundation, 2016; Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, 2018).

Furthermore, this can reduce the likelihood of users abandoning their purchase due to frustration because they struggle to find the most suitable product (Interaction Design Foundation, 2016). Overall, implementing visibility is more intuitive and ethical.

Figure 22 Sketches and wireframes

Redesign: Prototype

Chunking (Moran, 2016)

The filtering categories are simplified and segmented into appropriate groups. This enhances the discoverability of the filters and the appropriate products (UXPin, 2023). Furthermore, the content hierarchy fulfils the user needs expressed in the survey and interview (Survey, 2025). Displaying these filters and subcategories through progressive disclosure reduces the extraneous cognitive load, as users have more control over how many options they are exposed to (Babich, 2018; Sweller, 2010). Overall, users can filter more accurately and efficiently.

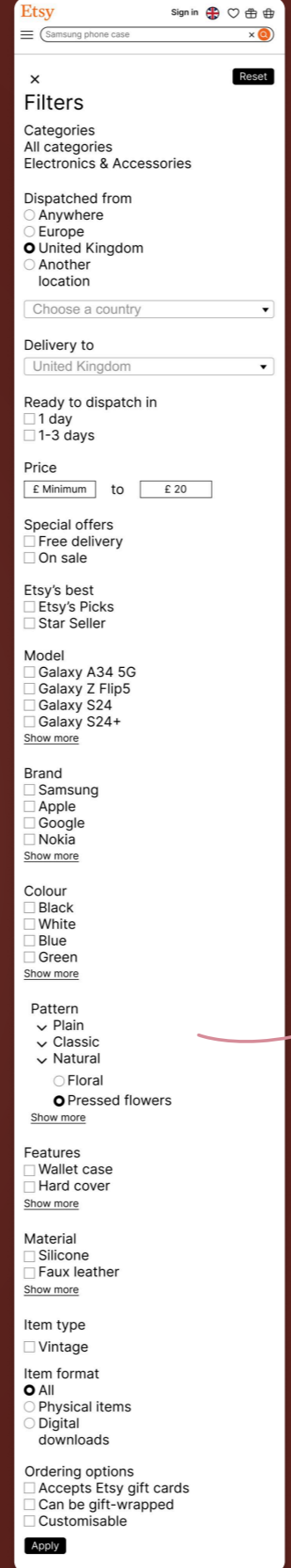
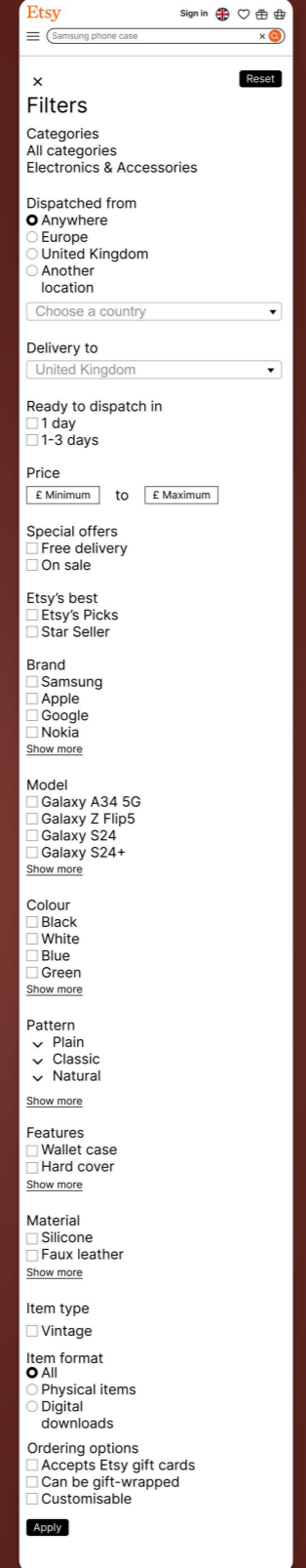
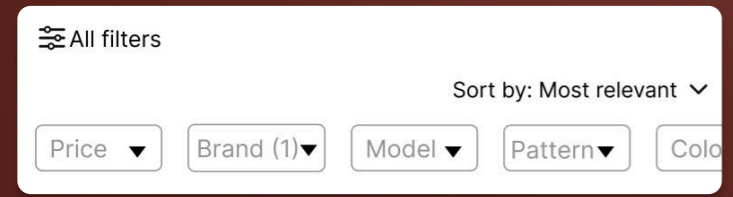
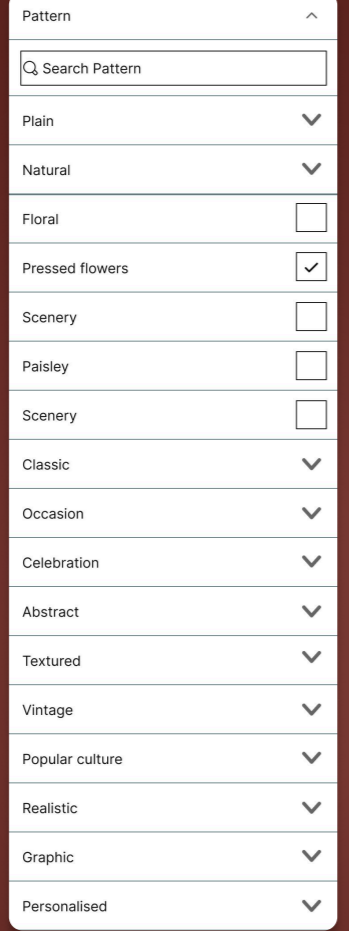
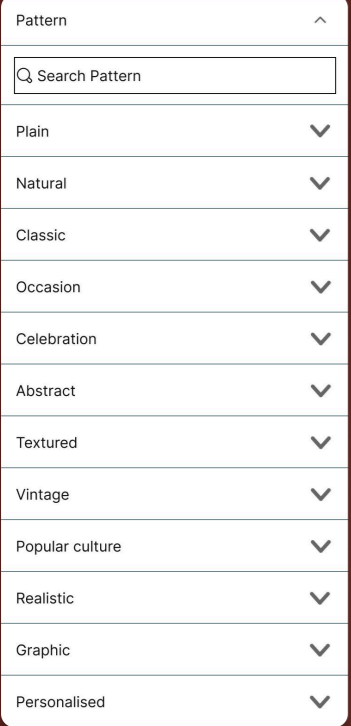
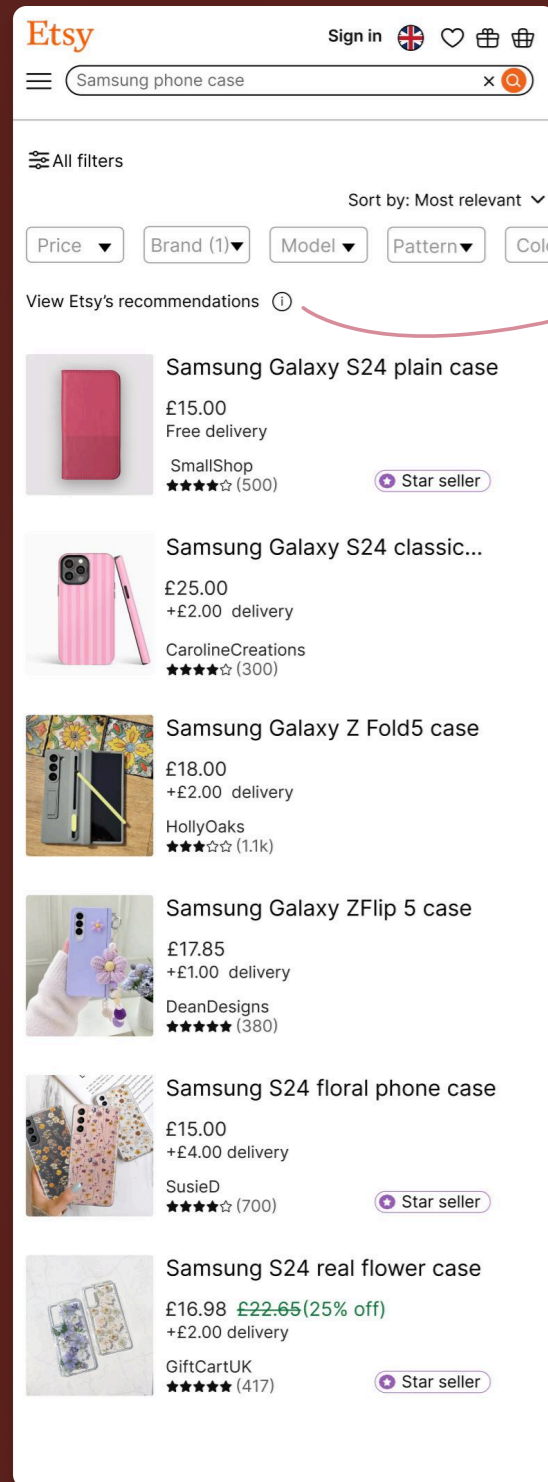


Figure 23 Sketches and wireframes

Redesign: Prototype



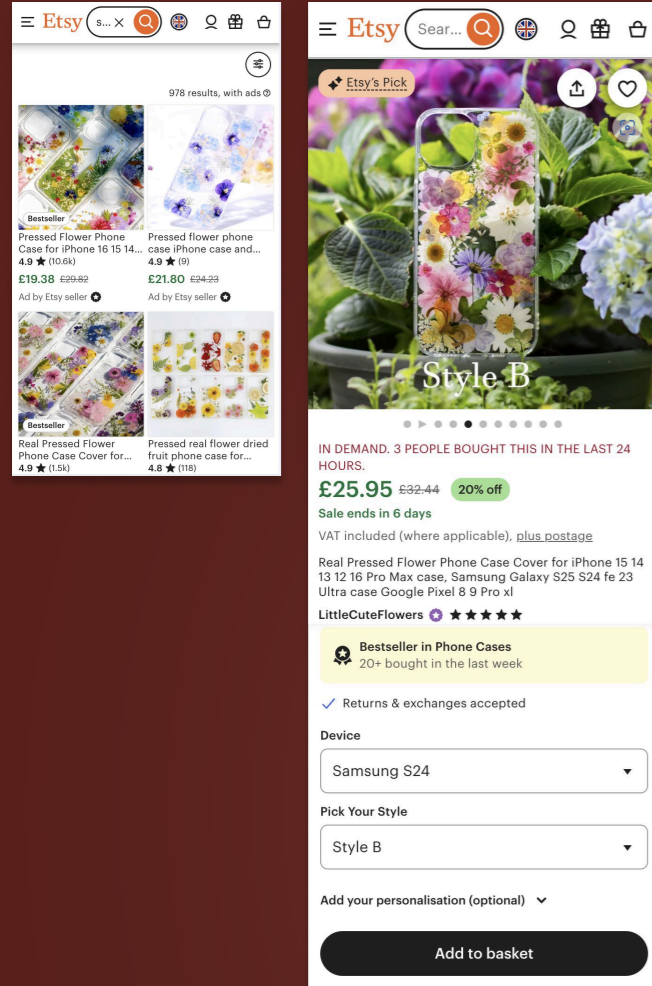
Etsy's Picks are hand selected by our style experts to highlight items from shops that have shown quality, reliability and style.

Recognition rather than recall (Nielsen, 2024)

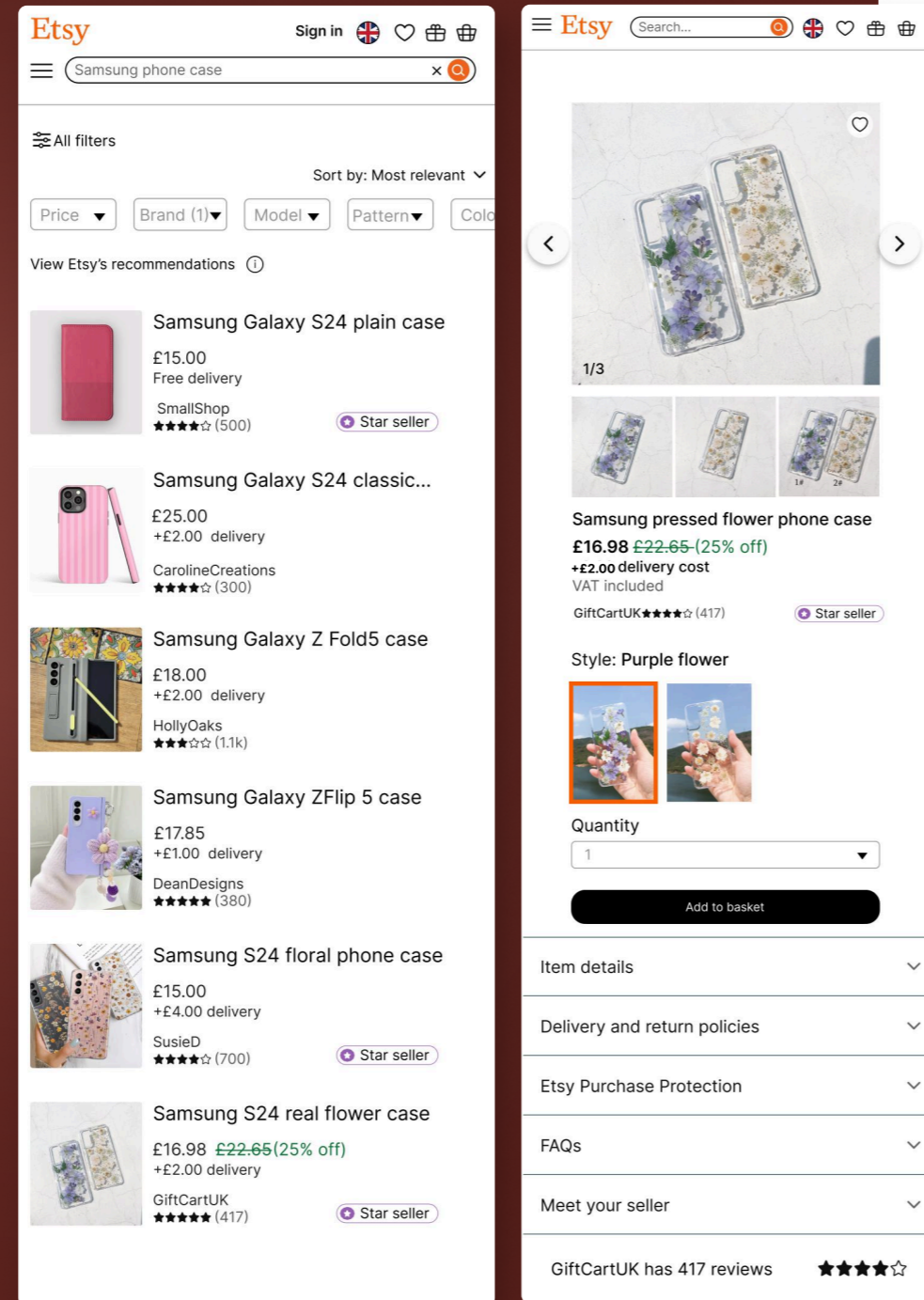
I made explanations of Etsy's tagging more prominent using an icon and a modal. These subtle components help users learn more without obstructing their purchase journey (UXPin, 2020). This reduces extraneous cognitive load, as users do not need to memorise new jargon and can choose what information to view (Sweller, 2010). Overall, the website is easier to use, especially for new customers.

Figure 24 Sketches and wireframes

Before



After



Redesign: Prototype

Hick's law

Decision-making takes longer as the complexity of the task increases (Yablonski, no date). This redesign reduces the complexity of the original journey and content, so users can find and purchase their desired product easily.

Figure 25 Sketches and wireframes

Redesign: Mockups



[Link to prototype](#)

Figure 26 Prototype

Methods

The eye-tracking research should be repeated alongside the interview to draw a direct comparison with the data for the original design. This tracks improvements in how users interact with the content and measure any changes in metrics (Moran, 2020).

A shorter task completion time and higher success rate can determine an increased efficiency and effectiveness of the redesign, whilst the SEQ score gives a subjective measure of the satisfaction score (Babich, 2025; Nielsen and Budiu, 2021; Frøkjær, Hertzum and Hornbæk, 2000).

Overall, iterating these behavioural and attitudinal metrics enables a detailed understanding of the redesign's success compared to the original.



Attitudinal:
User's thoughts



Behavioural:
User interactions



Time on task



Success rate



Single ease question

Figure 27 Sketches and wireframes

Methods

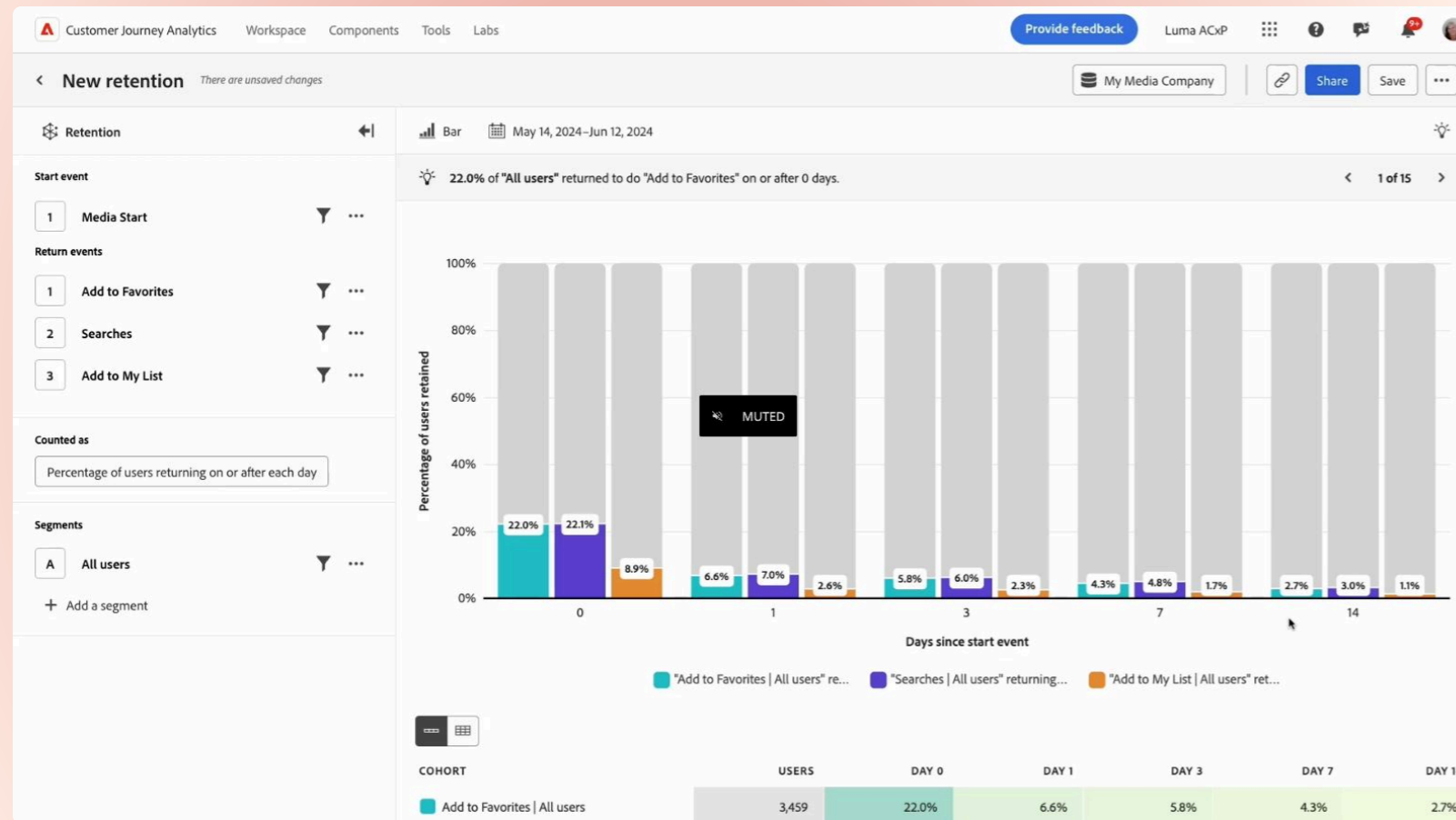


Figure 28 Analytics example (Experience League, 2024)

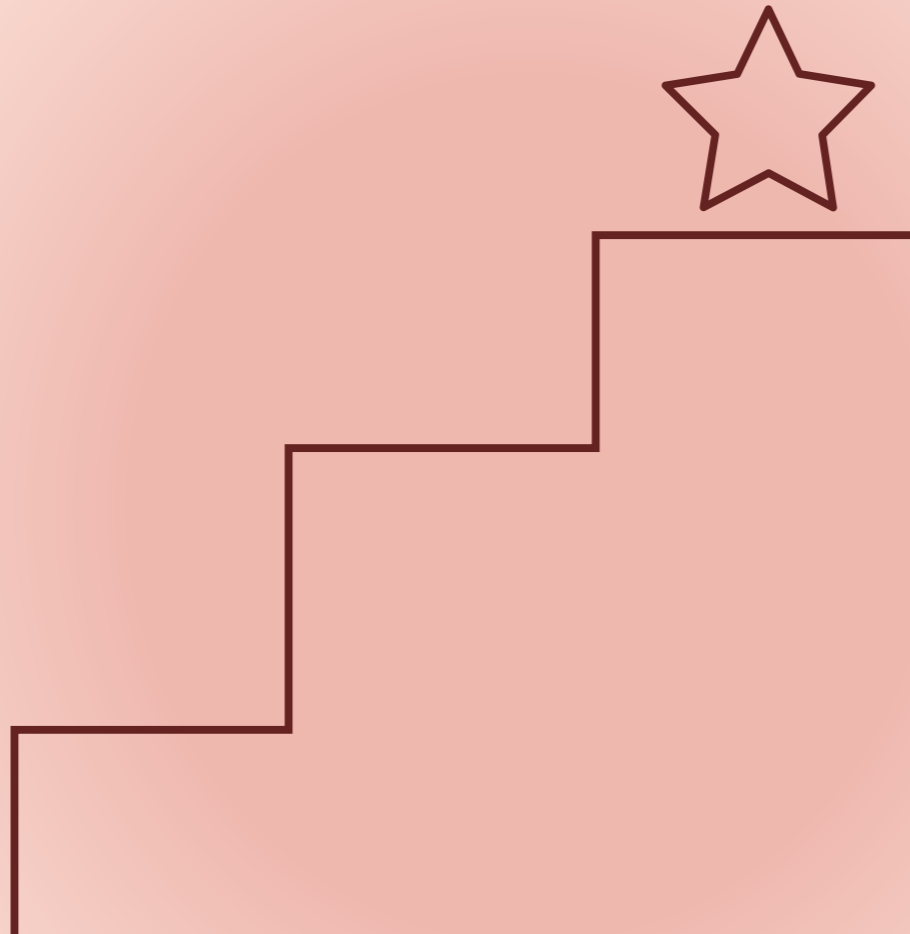
These metrics can be supplemented with the NPS, which provides a more holistic summary of customer satisfaction. This can align with Etsy's long-term business goals to retain and increase customers, for example (Babich, 2022). This also complements the MAU metric, which demonstrates the trajectory of active users. This is a crucial component in assessing how the redesign affects customer loyalty.

Website analytics tools such as Adobe Analytics conveniently analyse conversions and user retention through aspects including website and page visits (Hay, 2017; pp. 10). Overall, the NPS and MAU metrics are vital for measuring user engagement and loyalty (Goyal, 2022; Babich, 2022).

Benchmarking

Benchmarking measures the performance of the redesign according to a meaningful reference point (Moran, 2020). This includes the original design and industry standards, for example, the average NPS scores for the e-commerce industry (Moran, 2020). This provides a holistic view of success from a business perspective.

Furthermore, A/B tests are a cheap and easy method to see the users' preferences on the design iterations (Moran, 2020). Combining this method with benchmarking will help to concretely track the success of the design iterations from the users' perspective and business goals (Moran, 2018).



Impact on the business and users



Users can easily find their products



The business has objective data on users' preferences for the design and product



Most relevant improvements can be made backed by evidence



Increased conversions and customer loyalty

Overall, iterating on these improvements and strategies will enhance the user experience and increase customer loyalty (Nielsen, 2013).

Figure 29 Summary of business and user impact

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Appendix

Appendix 1: Research Plan

Researcher name:	Fatou Dampha	Metrics <i>What does success look like?</i>
Project title:	Etsy website eye-tracking	Behavioural metrics <ul style="list-style-type: none"> • Time on task • Eye tracking scan path data Attitudinal metric <ul style="list-style-type: none"> • Single ease question
IMPORTANT: At this time, any primary research for this unit will need to be conducted with peer classmates. You cannot run research with external participants.		Ethics <i>This must include approaches to distress protocol, [informed] consent and incentives. (How would you ensure your research project will be conducted according to ethical considerations?)</i>
Scope	Evaluating the user experience (efficiency and ease of use etc.) of the Etsy product purchase journey	<ul style="list-style-type: none"> • Participants will be asked for their verbal consent to their participation • Participants can ask questions before and after the user research • All data will be anonymised • Recordings will not be shared outside of the organisation and deleted after 16/4/25 • Participants can choose to withdraw from the user research at any point in time • Participants can ask questions about the research at the start and end <p>Incentive Gift card vouchers</p>
Task	<ul style="list-style-type: none"> • Participants will answer semi-structured interview questions about their background and personal context • Participants will answer semi-structured interview questions about their last experience purchasing an item online and the quality of the user experience • Participants will complete the tasks when navigating through the purchase journey during eye-tracking • After the task, participants will answer semi-structured interview questions about their experience, and will be asked to give a rating for a Single Ease Question (SEQ) 	
Equipment / resources	<ul style="list-style-type: none"> • Tobii Pro Lab eye-tracking software • Tobii Nano eye tracker for mobile phones (Stand and magnet, PC, video adapter) • iPhone (interface for the eye tracking) • iPhone (recording interview audio through Voice Memo application) • Laptop (referring to the discussion guide) • Discussion guide (interview questions and single ease question) 	Time plan / schedule
Participants <i>How you will recruitment participants, considering inclusion/exclusion criteria. (Proposed participants, as if you were recruiting real users for your usability research project)</i>	Inclusion Criteria: 5 participants in total <ul style="list-style-type: none"> • 20+ years old • Users that have previously shopped online on websites 	<ul style="list-style-type: none"> • Each research session should not take more than 45 minutes • Interviews are conducted before and after the user testing <ul style="list-style-type: none"> o Rough Agenda: <ul style="list-style-type: none"> ♣ Introduction Questions: 5 minutes ♣ Initial questions before research: 5 minutes ♣ Timed moderated usability task: 15 minutes ♣ End questions: 5 minutes <p>-</p>
		Scope / limitations
		<ul style="list-style-type: none"> • Self-reported data in the interview • Tobii eye tracking calibration may be slightly inaccurate • Time constraints to conduct the user research in the lab

Session Introduction:

Thank you for agreeing to take part in our research today. My name is Fatou, and I work as a Researcher for BT. I'll let you know a little bit about what you'll be doing. Today you'll be helping me understand your experience using Etsy's website. During our session I'd like you to be as honest as possible, there are no right or wrong answers, and we are not testing you. I'm here to have a general conversation with you to understand your feedback to help improve our experiences. Today's session will last around 30 minutes and will also be recorded. The recording will be used so I can listen back to make notes, and some clips may be made to share with the team so they can hear real life examples of what our customers think about us. The recording won't be shared outside BT and my assignment moderators for any reason, and I will also take the necessary steps to ensure any data you share is de-personalised. The data will be deleted after Friday 16th May 2025. Do you have any questions before we begin?

Introduction Questions: 5 minutes

Tell me about yourself?
What does typical day look like for you?

Initial questions before research: 5 minutes

Just before we begin, I would like to ask you a few questions about online shopping.

Questions

- Talk me through your last experience when you were purchasing something online
 - o (Probe: Why did you use the mobile/computer?)
 - o Talk me through your last experience when you were purchasing something online with a laptop
- Do you use different devices for different types of purchases?
- When shopping online, knowing exactly what product you are looking for how do you buy it on the website?
- When shopping online, and you're unsure of what product you are looking for how do you buy it on the website?

Timed moderated usability task- 15 minutes

Before we begin, please could you share your screen with the Etsy website?
Here is the task:

Pretend to purchase a phone case for a Samsung galaxy S24. The design should have pressed (real) flowers on it. I will put specific details of what you are looking for into the chat:

[Paste into chat]

- Samsung galaxy S24 phone case with (real) pressed flowers
- Maximum price: £25
- Etsy's pick
- Delivery to: United Kingdom

Please speak aloud any thoughts and feeling you have about the website as you complete the task. I'll be quiet and observe. Then, I'll ask you a few questions at the end of the task.

Do you have any questions before we begin?

Ok, I would like you to say 'ready' and you can start the task.

End questions- 5 minutes

- **When they finish searching, ask them to do the filter categories so and you can see different routes**
 - o From a scale of 1-7, one being very difficult and seven being very easy, how easy or difficult was it to complete this task?
 - o Why do you say that?
 - o What did you think about navigating to the phone case section?
 - o How did this journey make you feel?
 - o What were your expectations for this purchasing journey?
 - o How did you find filtering for the phone case?
 - o Is there anything that could be improved in this journey?
 - o Give me 3 words that describe the journey you went through
 - o If you were to contact the seller to return the product, what would you expect to do?

Verbal consent

Thank you for agreeing to take part in our research today. My name is Fatou, and I work as a Researcher for BT. I'll let you know a little bit about what you'll be doing. Today you'll be helping me understand your experience using Etsy's website. During our session I'd like you to be as honest as possible, there are no right or wrong answers, and we are not testing you. I'm here to have a general conversation with you to understand your feedback to help improve our experiences. Today's session will last around 30 minutes and will also be recorded. The recording will be used so I can listen back to make notes, and some clips may be made to share with the team so they can hear real life examples of what our customers think about us. The recording won't be shared outside BT and my assignment moderators for any reason, and I will also take the necessary steps to ensure any data you share is de-personalised. The data will be deleted after Friday 16th May 2025. Do you have any questions before we begin?

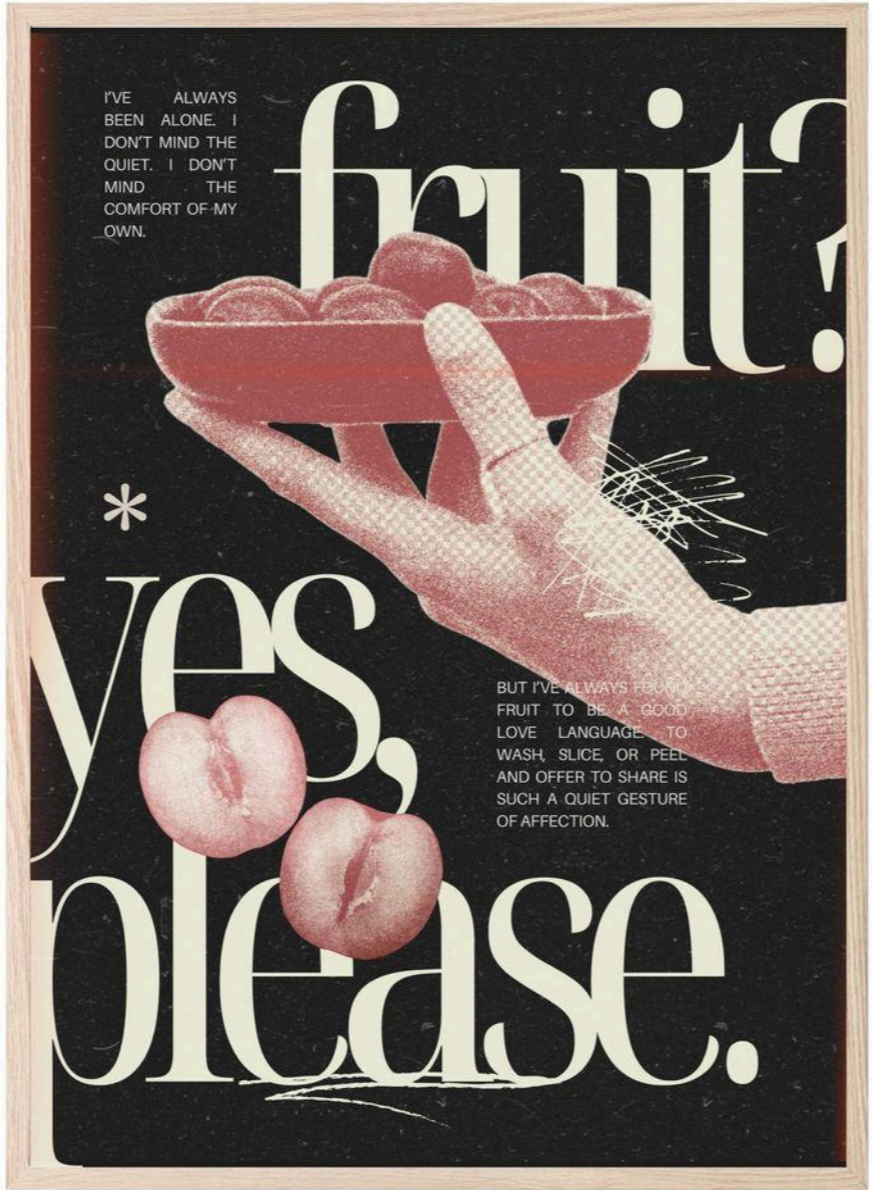
Probing questions:

- Tell me more/ could you expand on that
- Why do you say that?
- What do you mean by that?
- How does that make you feel?

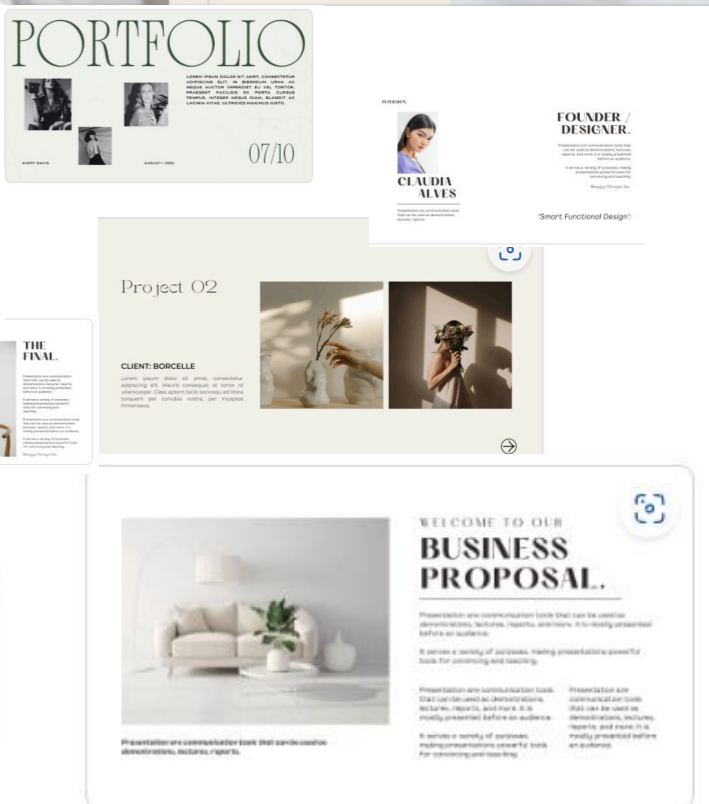
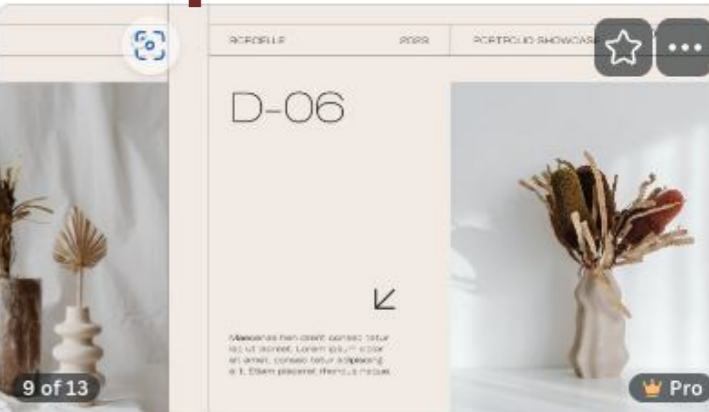
Finish the session:

- That's all the questions I have for you today – is there anything else you'd like to mention that we didn't get a chance to cover?

Let me check to see if the team have any more questions?
How did you find today?



Appendix 2: Mood board Inspiration



Kraton Font by DNArtDesign

KratonfreeFontRegular

cinema sunday ligature font by DNArtDesign

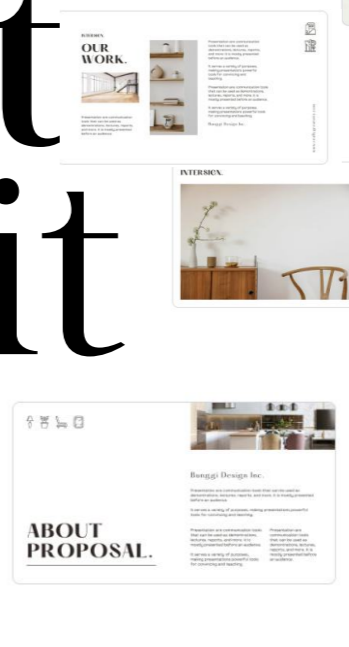
cinemasundaydemofo

Cyber Komic Handwritten by enway studio

cyber komic handwritter

UX Toolkit UX Toolkit

UX Toolkit
ux toolkit



How recommendations work

To help you discover more of the things you love, we make recommendations for you based on different kinds of information.

Search information

We use a number of different factors to show you relevant results.

[Learn more](#)

Basic information

This helps us know what to show you, based on contextual information like:

- **Country:** Based on which Zalando page you're on
- **Item information:** Such as brand, colour, price and material
- **Selections:** Like filtering or sorting
- **Popular actions:** What other customers typically do here

Profile information

This helps make your recommendations more relevant, based on information like:

- **Your preferences:** Like the brands and creators you follow
- **Purchases:** The items you've bought and returned
- **Browsing activity:** What you've looked at or where you've clicked
- **Sizing information:** Which sizes you've purchased before

Manage preferences

Close

All filters [X]

- Deals >
- Compatibility >
- Features >
- Brand >
- Price >
- Color >
- Material >

4163 results for samsung phone case

Clear See results

Simple, general categories

Furniture / Office Desk

By **Mack + Milo**
4.4 ★★★★★ 126 Reviews

£89.99 RRP: £129.99 31% Off incl. VAT
Sale

£30 in 3 interest-free payments with Klarna. 18+ T&Cs apply. [Learn More](#)

Colour: White

Images to select product colour

Zalando ★★★★★ (902k) Use app

Up to 50% off summer styles. Look hot, stay cool. Discover now!

zalando [User icons]

Search [Magnifying glass]

1 / 5

Massimo Dutti
IPHONE 16 PRO - Phone case - black
£59.95 VAT included

Colour: black

One Size (Only 1 left)

Add to bag

White space

'Phone Case' [X]
Women Men

Top filters
Brand Colour Price Material Pattern

90 items ⓘ

Massimo Dutti IPHONE 16 PRO - Phone case - black £59.95

Coccinelle FLOR - Phone case - rosette -10% £121.00 £134.99

390,000+ results for phone case Save this search

All Auction Buy it now Condition Item location

Compatible Brand
For Apple For Google For Huawei For Motorola For Nokia For Samsung For Xiaomi For Sony

Case For Apple iPhone 16 15 14 13 Pro Plus Max Magnetic Clear MagSafe Cc Brand new

£7.87
Buy it now
Free delivery in 3 days
Get it by Thu 15 May
Click & Collect
180+ sold

Save up to 30% with Multi-buy
eBay Premium Service
rm-pro-tools (17,497) 99.2%

List view Delivery info

Pattern [X]

- Animal print
- Camouflage
- Colourful
- Photo print
- Plain
- Print

Simple, general categories

Show all results

Delivery [X]

Shipped by Zalando

See items with additional delivery options.

Sold by Zalando

For vouchers limited to items sold directly by Zalando

Show all results

Ship to 52404 Cedar Rapids South Store map

What can we help you find?

Sort: Best Match

Popular filters
Heyday Otterbox Samsung Galaxy.. Samsung Galaxy..

4,163 results for "samsung phone case"

Highly rated
\$24.99
Samsung Galaxy S24+ Phone Case - heyday...
Heyday
★★★★★ 28 reviews

Add to cart

Appendix 3: Competitor analysis