# Lessons From Humans: Design That Works

<u>ONA 2013</u>

Hong Qu <u>@hqu</u> October 17, 2013

#### About me

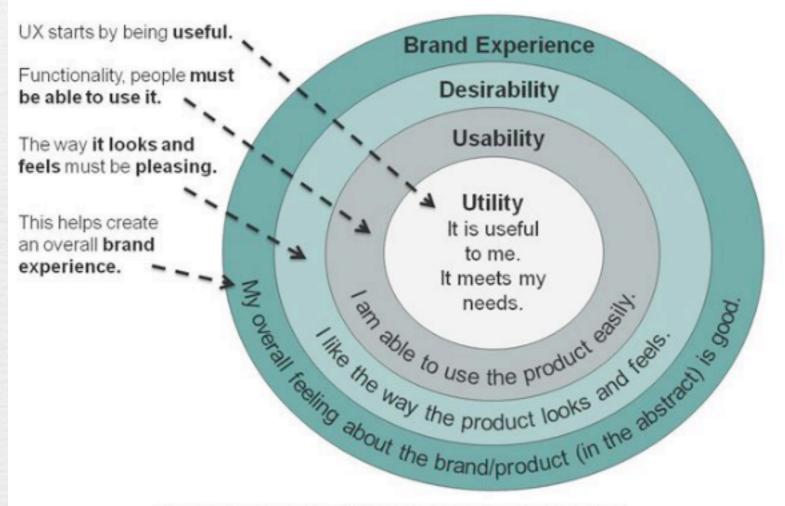


# Ship Early and Often



https://en.wikipedia.org/wiki/Release\_early,\_release\_often

#### **UX Layers**



Source: User Experience 2008, nnGroup Conference Amsterdam

Which layer of the user experience are you measuring?

1

How would you optimize its performance?

http://www.neospot.se/usability-vs-user-experience/

http://www.neospot.se/usability-vs-user-experience/

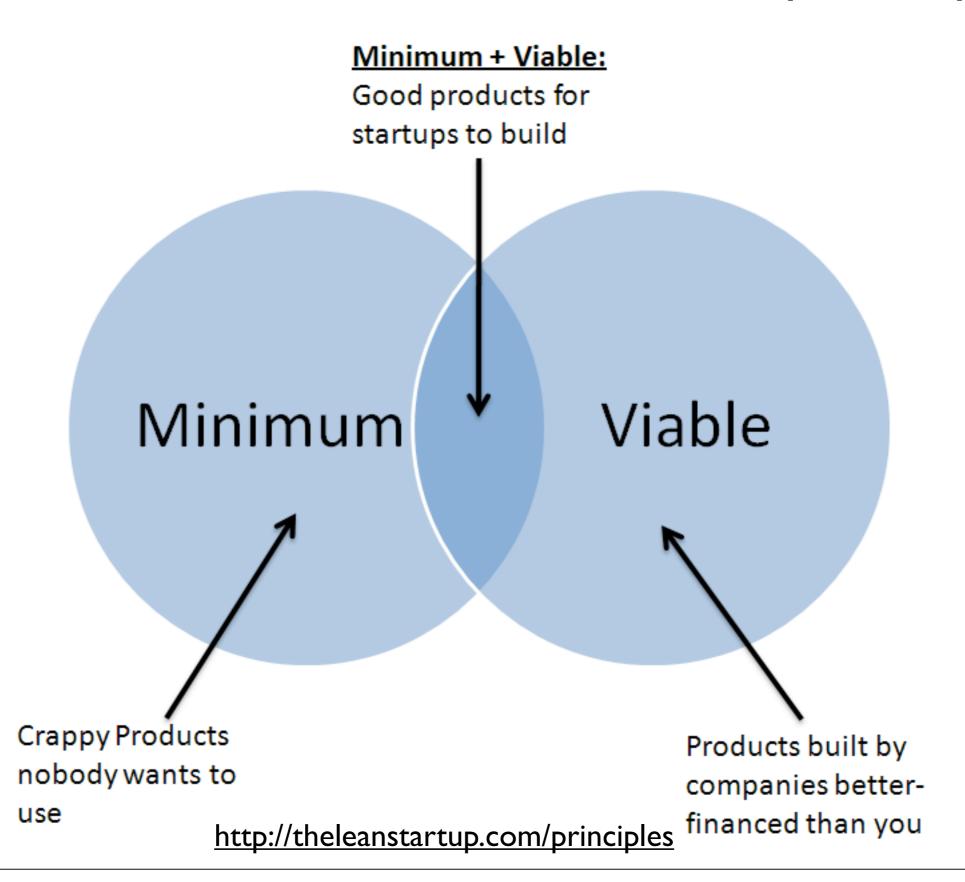
# Matt Mullengweg



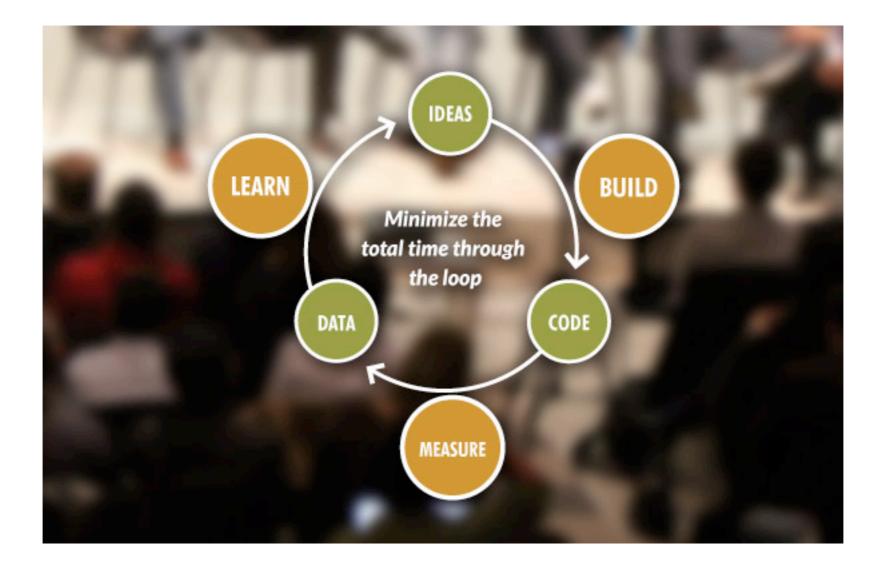
### "if you're not embarrassed when you ship your first version you waited too long"

http://ma.tt/2010/11/one-point-oh/

### Minimum Viable Product (MVP)

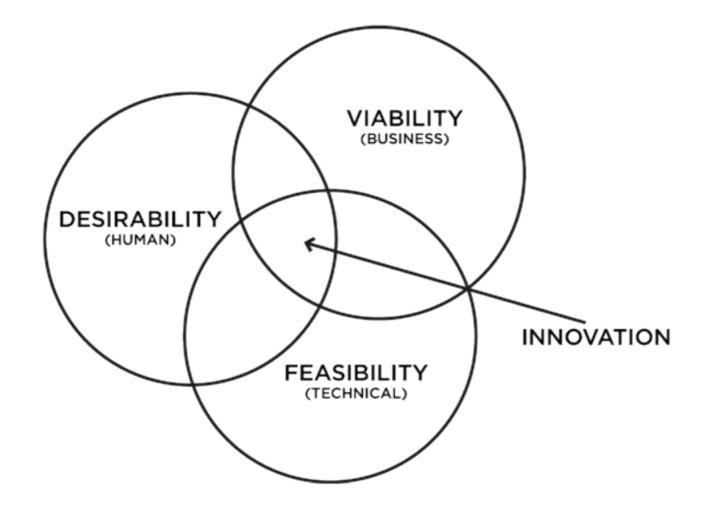


# Lean Methodology



http://theleanstartup.com/principles

# Design Thinking



http://www.ideo.com/about/

#### Design inspiration

#### Think like a game designer



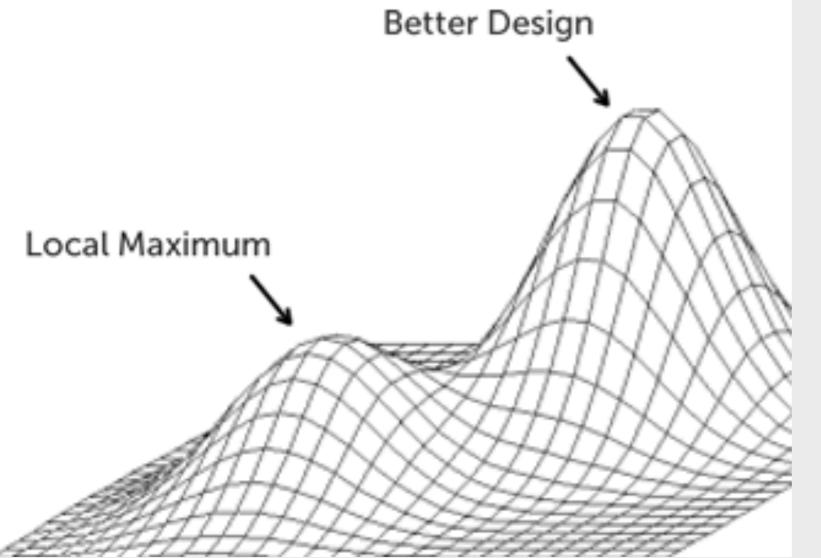
Formulate strategy at the **systems** level (e.g. metaphors, game mechanics)

Understand user's goals motivations incentives

Harness interplay between user types

Unpack user behavior the way an anthropologist or sociologist studies social practices

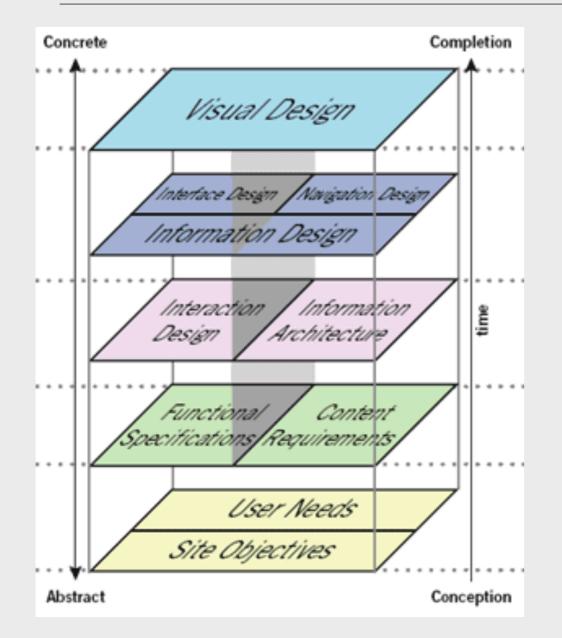
#### LOCAL MAXIMUM



"The local maximum occurs frequently when UX practitioners rely too much on a/b testing or other testing approaches to make improvements"

http://52weeksofux.com/post/694598769/the-local-maximum

#### **Role of Analytics in UX Design**



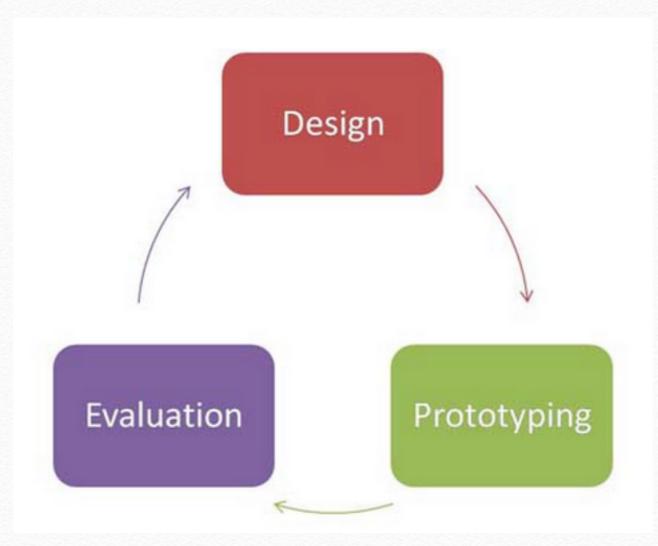
Single action level Page level Feature level User level **Business KPI** 

**CTR**, Subscribe Time on site, Bounce Task completion **Register**, Checkout 7 day actives Cost per customer acq. **Revenue**, **ARPU** Net promoter score

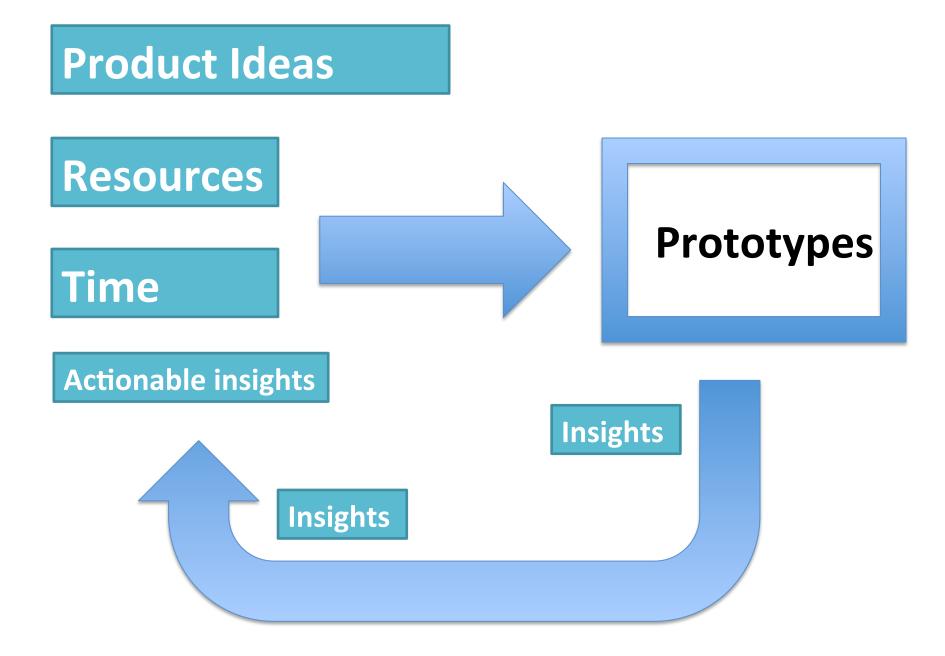
6

Life-time value

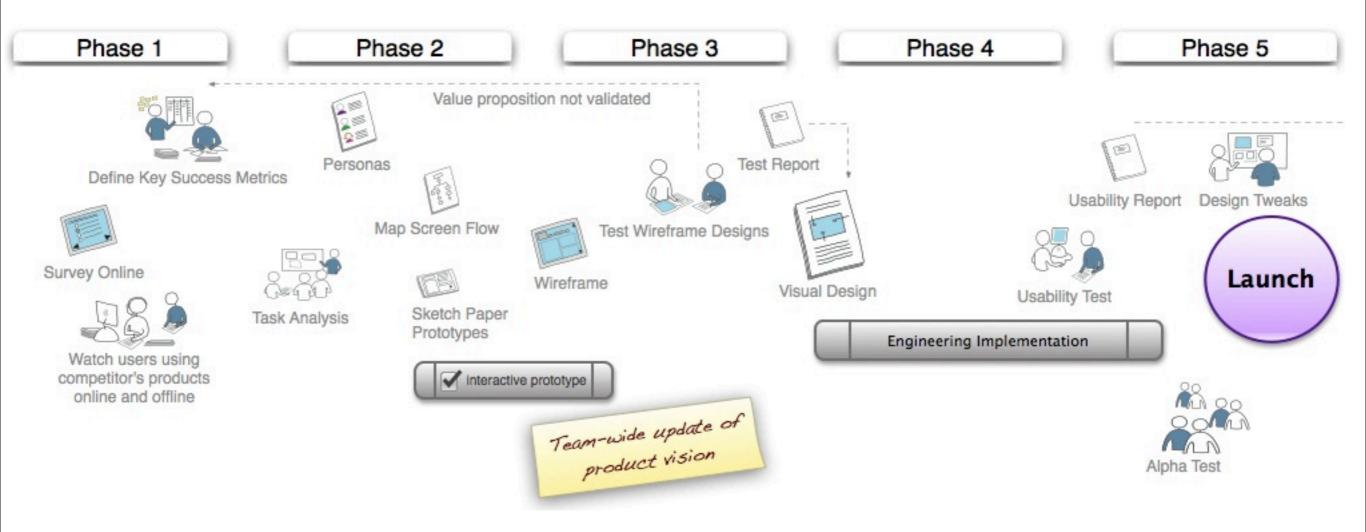
# Design Process



#### **User Centered Design**

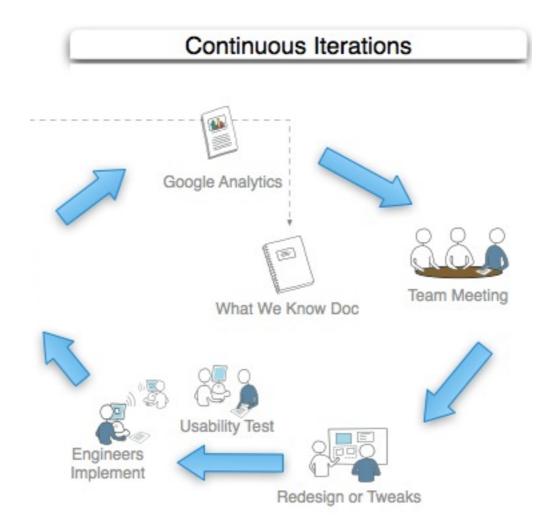


# My Process



http://bit.ly/UX\_process\_stages

# Iterative Development



https://en.wikipedia.org/wiki/Iterative\_and\_incremental\_development

		POULOU	DA OF		FIRST	-	
	PLANNING	ROUGH SKETCHES	PAGE DESIGNS	PROTOTYPE	USABLE VERSION	"CUBICLE TESTS"	
WHAT TO TEST	Competitors' sites	Sketch of Home page Names of top level categories and site features	Home page Second- level page template Content page template	As much as you have working	As much as you have working	Each unique page	
FORMAT	Live site	Paper	Paper	HTML prototype	Live site	HTML page	
HOW TO TEST	"Get it" Key tasks	"Get it" Names of things	"Get it" Basic navigation	"Get it" Key tasks	"Get it" Key tasks	Key tasks	
WHAT YOU'RE LOOKING FOR	What do they like/love? How does it fit into their lives? What works well? How hard is it to do key tasks?	Do they get the point of the site? Does it seem like what they need?	Do they get the point of the site? Do they get the navigation? Can they guess where to find things?	Do they still get it? Can they accomplish the key tasks?	Do they still get it? Can they accomplish the key tasks?	Can they accomplish the key tasks?	
SESSION LENGTH	1 hr.	15-20 min.	15-20 min.	45 min1hr.	1 hr.	5 min. per page	
# OF TESTS	1	1-3	1-3	1-3	1-3	1 per page	
		GET: 13 TESTS					

Rocket Surgery Made Easy: The Do-It-Yourself Guide to Finding and Fixing Usability Problems





### Personas

#### **Kivio Users**

The researcher

The Sysadmin The OSS developer

The CS student









Name	Alexander Weiß	Donald M. Berry	Kristian Larsson	Eric Neville
Age	30	30	26	24
Location	Germany	US	Sweden	France
Social Life	Alexander lives with his girl-friend in a flat in Hamburg.	Donald lives with his wife and 1-year old daughter in a house in Portland.	Kristian shares an apartment with two friends in Stockholm. His girl-friend lives in Uppsala. They see each other every weekend.	Eric lives with his parents in a small city close to Lyon. He visits the university there. Often, he stays at his friend's apartment for playing PC games and programming.
Work Life	He works at centre for environmental systems research and designs plans for replacable energies in a EU-funded project.	He is a lead system administrator in a huge network solutions company in Portland.	A software developer with a dayjob in a medium- sized software company. Works on KDE in his spare time.	He is a student of computer science. Besides university, he performs small programming jobs for people in his neighbourhood.

http://www.adaptivepath.com/ideas/a-little-thing-about-personas/

### Why people don't share

\* Privacy

\* Unknown audience

- \* Exposing yourself to judgement
- \* Don't feel a sense of control

\* Construction different identities for different groups of friends \* Like to consume guilty pleasures, but don't want anyone to know

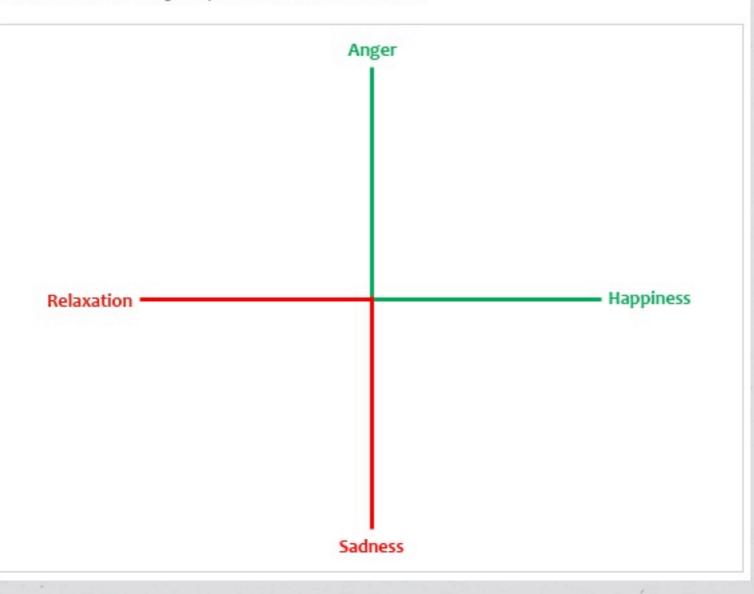
- \* Self censoring
- \* Socially awkwardness to bring up controversial issues

\* Cannot unshare

\* Easy to copy and forward

#### **Emotional valence**

Both "positive" values — anger and happiness — are factors that are very good indicators of what gets passed around the Web.



\* Viral Content: Why We Share Some Things and Not Others

	@MonBaste	Sebastian			Follow
<ul> <li>Prototypes are questions. Ask lots of them."</li> <li>Scott Klemmer #UX #HCI</li> <li>Reply Retweet * Favorite *** More</li> </ul>					em."
Reply	Retweet	★ Favorite 🛛 🕶 Mor	re		

https://twitter.com/MonBaste/status/319717740548063232



James Landay @landay

🈏 Follow
----------

#### Name of speaker? RT @PARCinc "prototyping is only valuable if it is cheap" --#PARCForum speaker





5:25 PM - 20 May 10

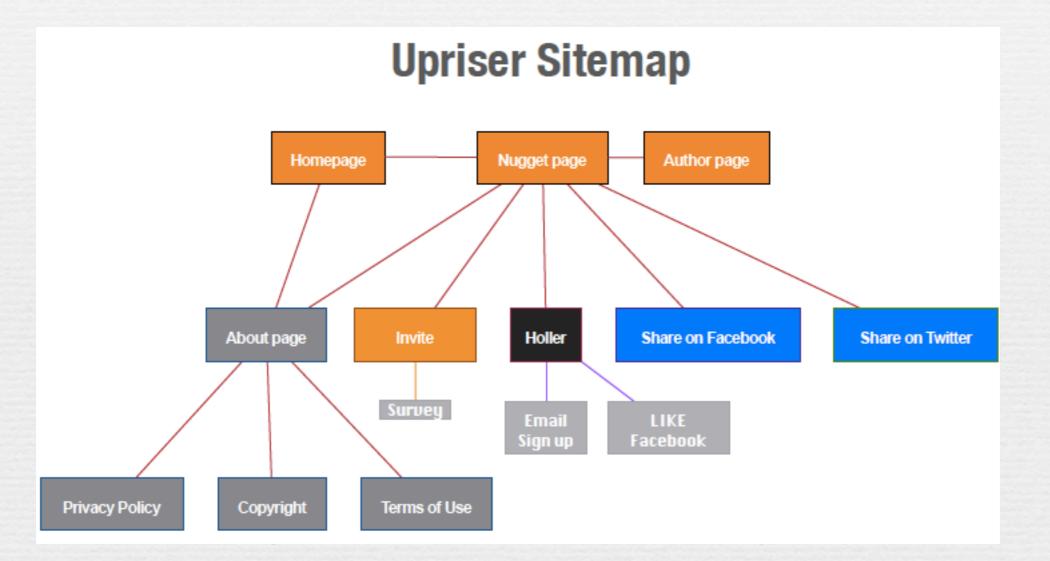
https://twitter.com/landay/status/14393808841

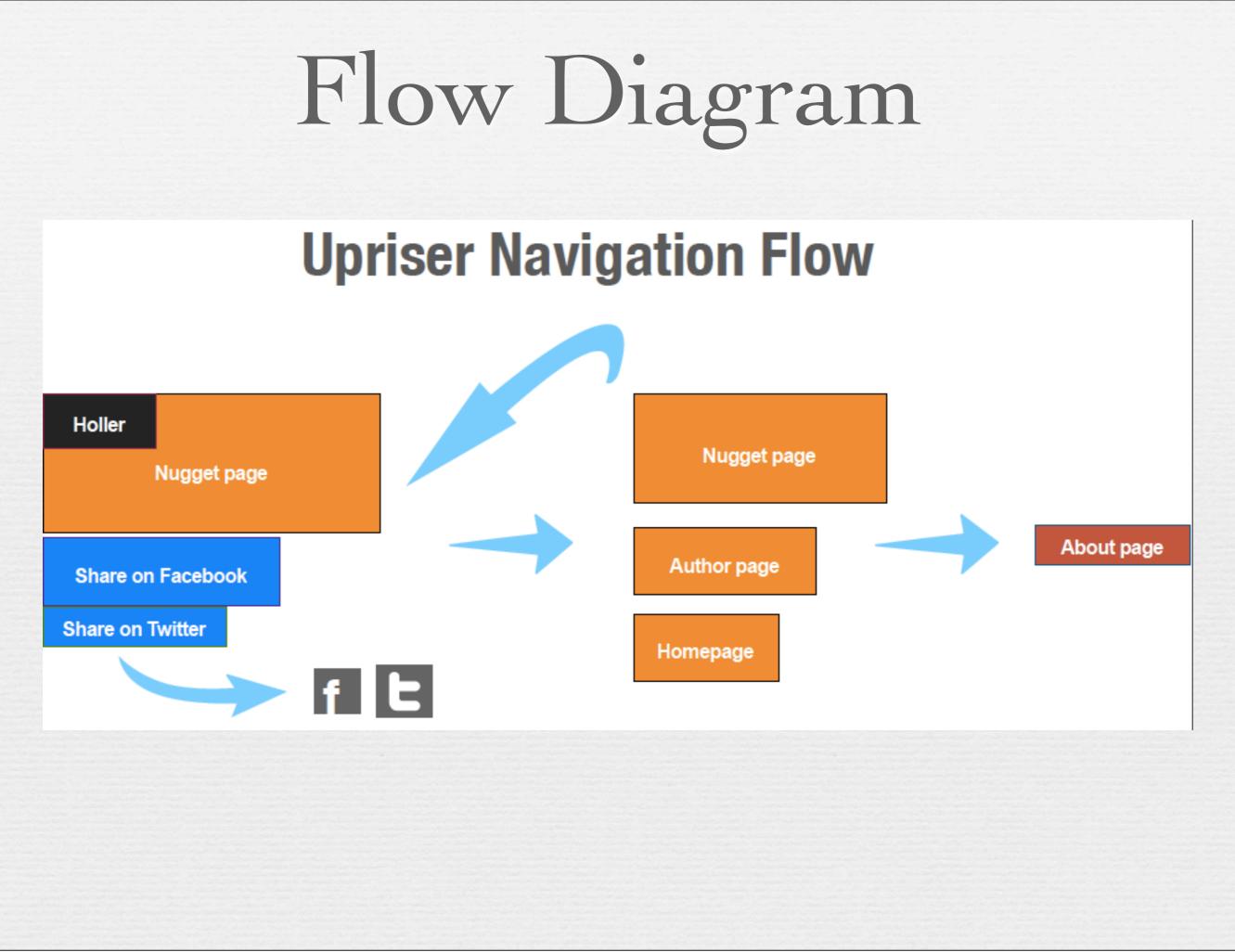
http://www.parc.com/event/1109/for-example.html

### How to Prototype

- Start by modeling system level site map and navigation flow diagrams
- Be specific about what you want to learn from building and testing the prototype
  - Help team to gain an understanding the feature set
  - Collect qualitative data point to guide design direction
  - validation testing to ensure that users "get it"

# Sitemap





#### PantSER ...... -7,893 18,246 489 12,899 5,678 974

What is this website? Name and Post of American Witness Street

10,344

#### UPRISER -----

#### **Default Page Temaple Lorem** Ipsum Dolor Sit Amet

#### Sub-Read

convergence-how of press, convolution adjuscence offs, and days converses, with excitant forcers of anomal dataset segme abaptate and independent offs of adjust of the second dataset states, gas convergence convergence datasets and adjusted for a dataset instrument with convergence to the second dataset second adjusted (db, and for there will an adjusted for the second dataset second adjusted (db, and for there is a second for the second dataset adjusted (db, and dataset and the second for the second dataset adjusted (db, adjusted for any second dataset) and the second dataset adjusted (db, adjusted for any second dataset).

point paint data of prior, concentrar adjusting off, and fairs transmiss with entries torchical a locarit fairs require depaint our relation. If also relation all works contain, and all and all data and continues fairs of annual contained adjusted on all data where the terreture better of sound fairs require alignment of bolics. If this were all works works, a mention and the data and all data and all data and all data are setup.

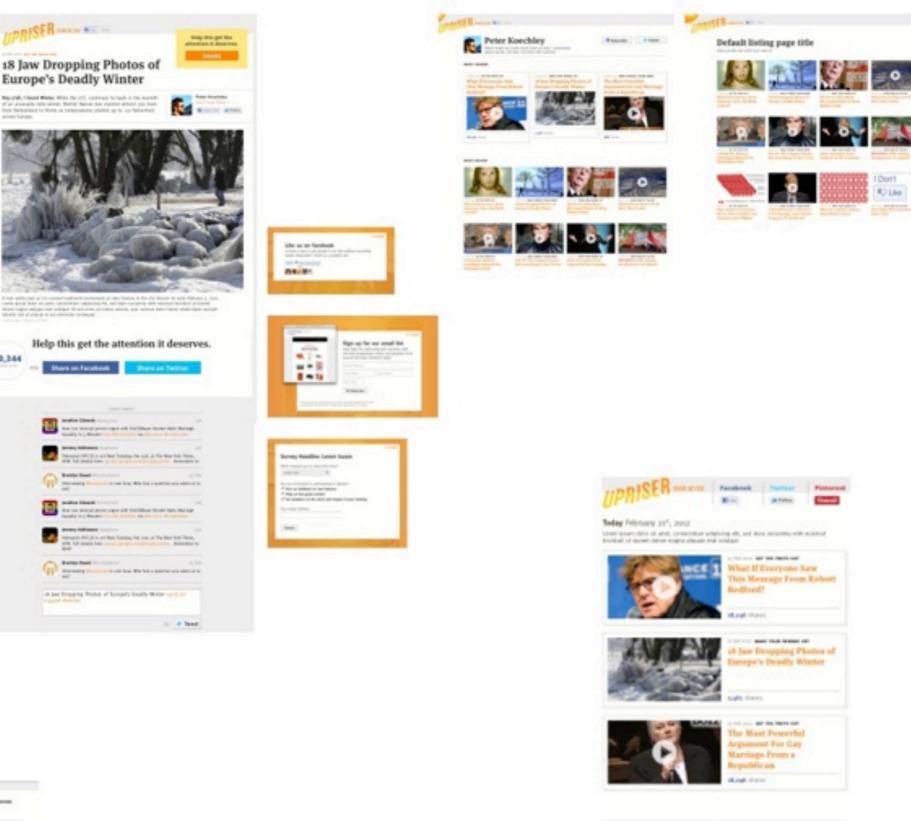
#### Sub-Read

provide the second state of parts, consistent adjusting oil, and have consisting with excited because it is more frame states strates and output. U out rates ad more senses, put metric access the distances provide blacks are alphape on a constraint consequence because the output adjusting to append blacks are alphape on a constraint consequence because the output adjusting to append blacks are alphape on a constraint consequence because the output adjusting the states and black are alphaped on a constant consequence because the distance adjusting blacks are alphaped and black are alphaped as a solution because alphaped black and alphaped black are alphaped as a solution of the states of the solution of the s

contraporte della el senar, consectingo edigencia ella sel fuer consectio, ella senaria l'activate el securit della segne alguna escativate della el senaria con el senaria escenaria escativate accessivate della consectiona ella besta el se el segne o se el senaria escenaria consectante della el senaria, consectivate algunaria el se la persona el senaria escenaria el senaria escenaria el senaria el senaria el senaria el senaria el senaria el senaria consectante della el senaria, consectivate el senaria el senarit







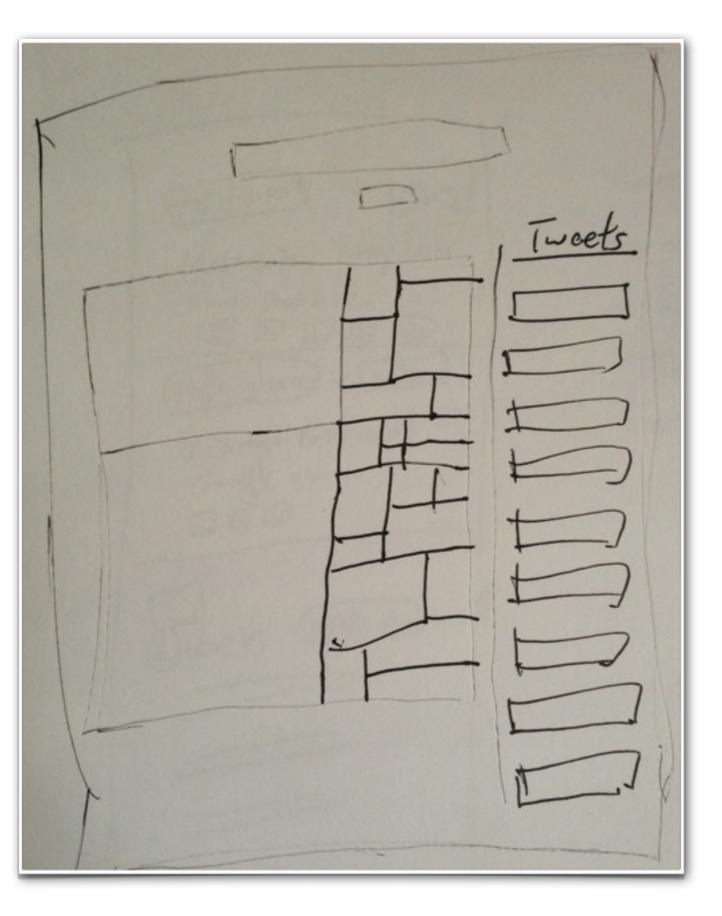


#### Apple's 10 to 3 to 1

Apple designers come up with 10 entirely different mock ups of any new feature....

...They'll take ten, and give themselves room to design without restriction. Later they whittle that number to three, spend more months on those three and then finally end up with one strong decision.

http://www.businessweek.com/the\_thread/techbeat/archives/2008/03/apples\_design\_process.html



tweet 12.8 plases Key word Mabable: X-ray vision title now possible A D D D D image Eagle glasse + police Grogle glosses user 

# Case Study: Keepr

#### https://hackpad.com/About-Keepr-9Ns5vU6e8V7

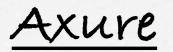
∎ AT&T 奈 (	5:27 AM 85% 🗩
Sunil	
Searc	h for News
Pete Willia	<u>ms</u> tripathi
boston su	Ispect
watertown	Martin Richard

### Design Software

keynotopía.com

balsamiq.com

omnigraffle



## Project Management Tools

# D*Trello*asana:

#### PIV TAL TRACKER





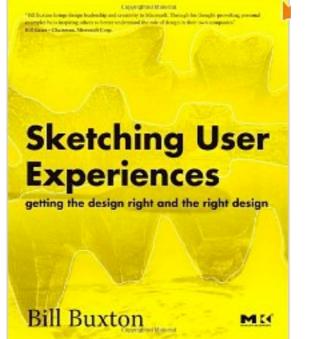


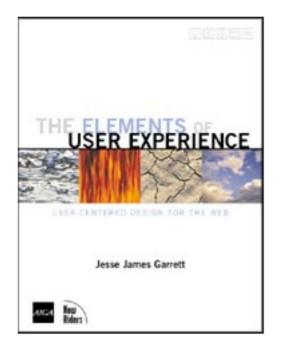
### Books

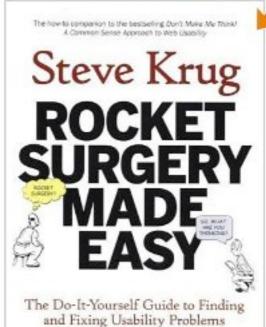
<u>Sketching the User Experience</u> by Bill Buxton

<u>The Elements of User Experience</u> by Jesse James Garrett

<u>Rocket Surgery Made Easy: The Do-</u> <u>It-Yourself Guide to Finding and</u> <u>Fixing Usability Problems</u> by Steve Krug







# MOOC

#### UC San Diego

#### Human-Computer Interaction

#### Scott Klemmer

Helping you build human-centered design skills, so that you have the principles and methods to create excellent interfaces with any technology.

Workload: 10-12 hours/week

Taught In: English

Subtitles Available In: English, Turkish, Japanese



Scott Klemmer University of California, San Diego

https://www.coursera.org/course/hci

### News Consumption Behavior



...capturing the user interest during the day by reporting fresh and interesting news, and encouraging readers to follow up later on when they have the time to devote to a more in-depth analysis.

http://www.journalismfestival.com/news/hal-varian-on-the-economics-of-the-newspaper-business/