

INTRO TO UX DESIGN



Agenda

- What is User Experience Design?
- Why is it important?
- Designing the User Experience.
- Who practices UX Design?

WHAT IS USER EXPERIENCE DESIGN?



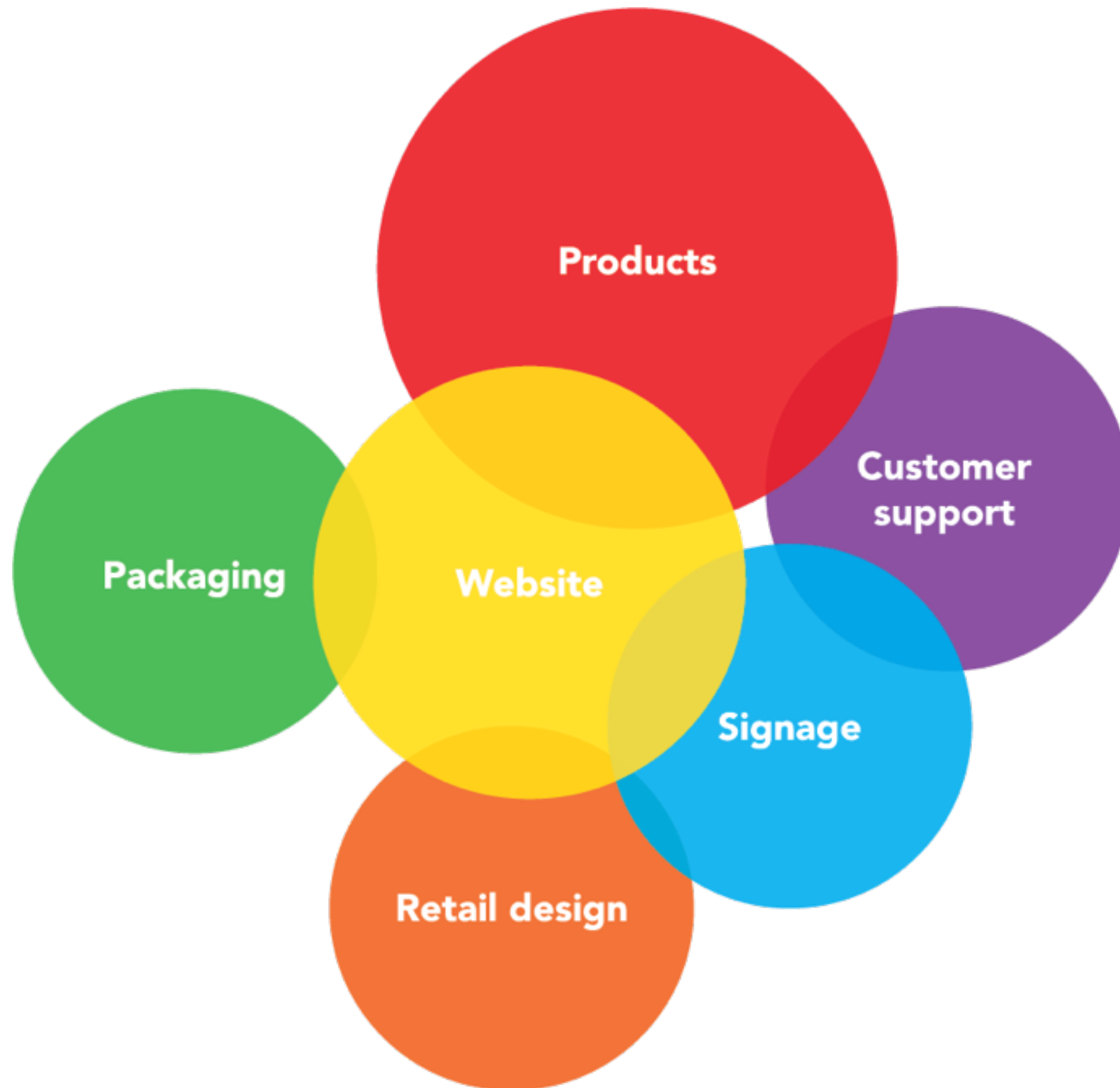
“"User experience" encompasses all aspects of the end-user's interaction with the company, its services, and its products.”

– Don Norman

User-centred design means understanding what your users need, how they think, and how they behave - and incorporating that understanding into every aspect of your process.

- Jesse James Garrett





Describe experience you love

- What is it?
- What do you love about it?
- What is your favourite part?



Describe a bad experience

- What is it?
- Why do you dislike it?



Likes / Dislikes



EXERCISE

Learning Objective

Identify the experience behind certain companies and improvements they can work on.

Agenda: 15 minutes

1. Identify one product/service experience that could use improvement
2. Discuss and share with the class

Deliverable:

Understanding of the 'behind-the-scenes' of a company and how experience impacts the user / customer.

What is the company?

What is the product?

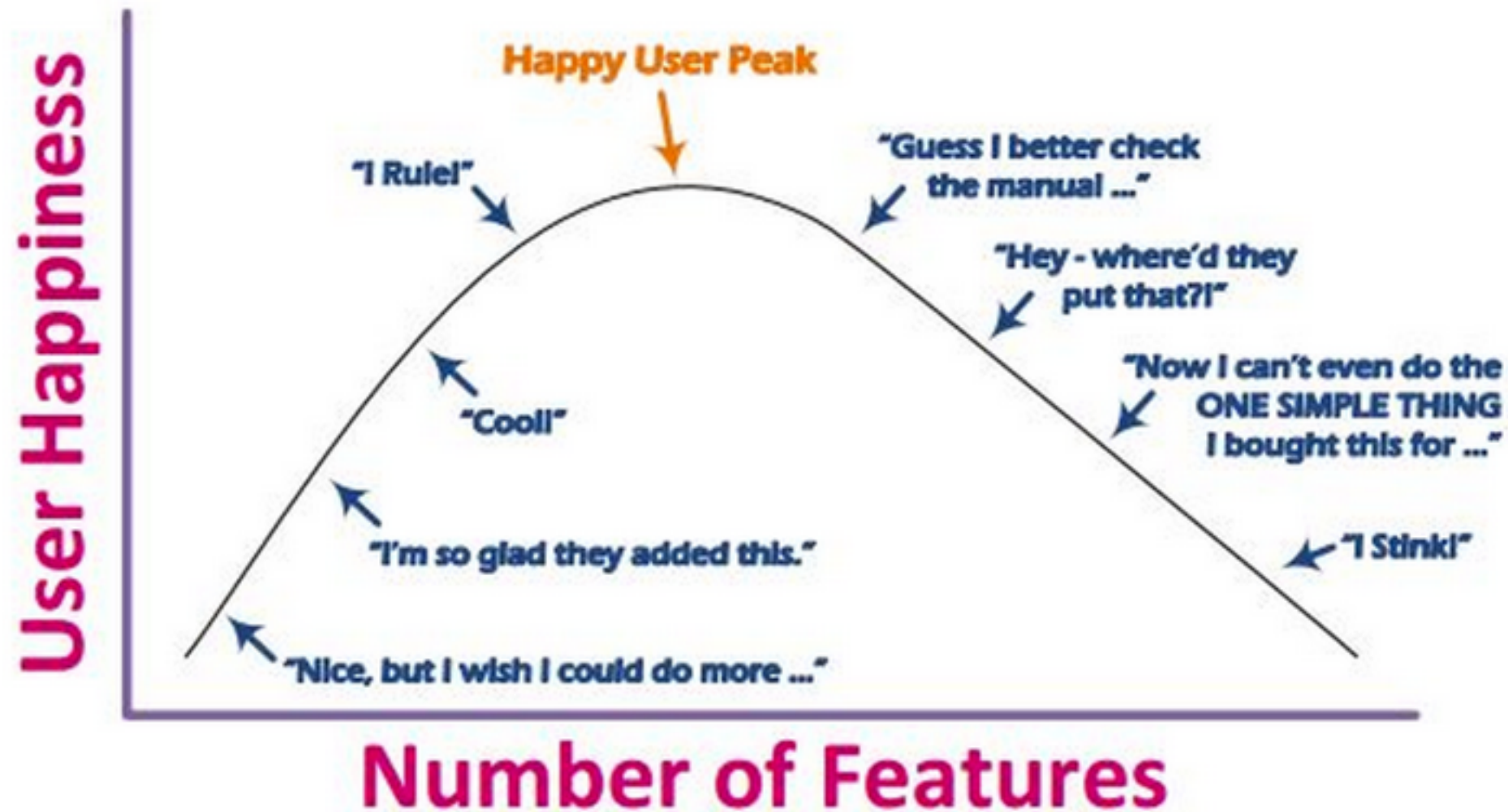
How does that make you feel?

Identify positive and the negative.

What is UX Design?

**Why is UX
Important?**

The “Featuritis” Curve



Designing the User Experience

What most people think UX is

Field research

Face to face interviewing

Creation and administering of tests

Gathering, organizing, and presenting statistics

Documentation of personas and findings

Product design

Feature writing

Requirement writing

Graphic arts

Interaction design

Information Architecture

Usability

Prototyping

Interface layout

Interface design

Visual design

Taxonomy creation

Terminology creation

Copy writing

Presentation and speaking

Working tightly with programmers

Brainstorm coordination

Company culture evangelism

Communication to stakeholders

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What UX actually is

Field research
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Feature writing
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Information Architecture
Usability

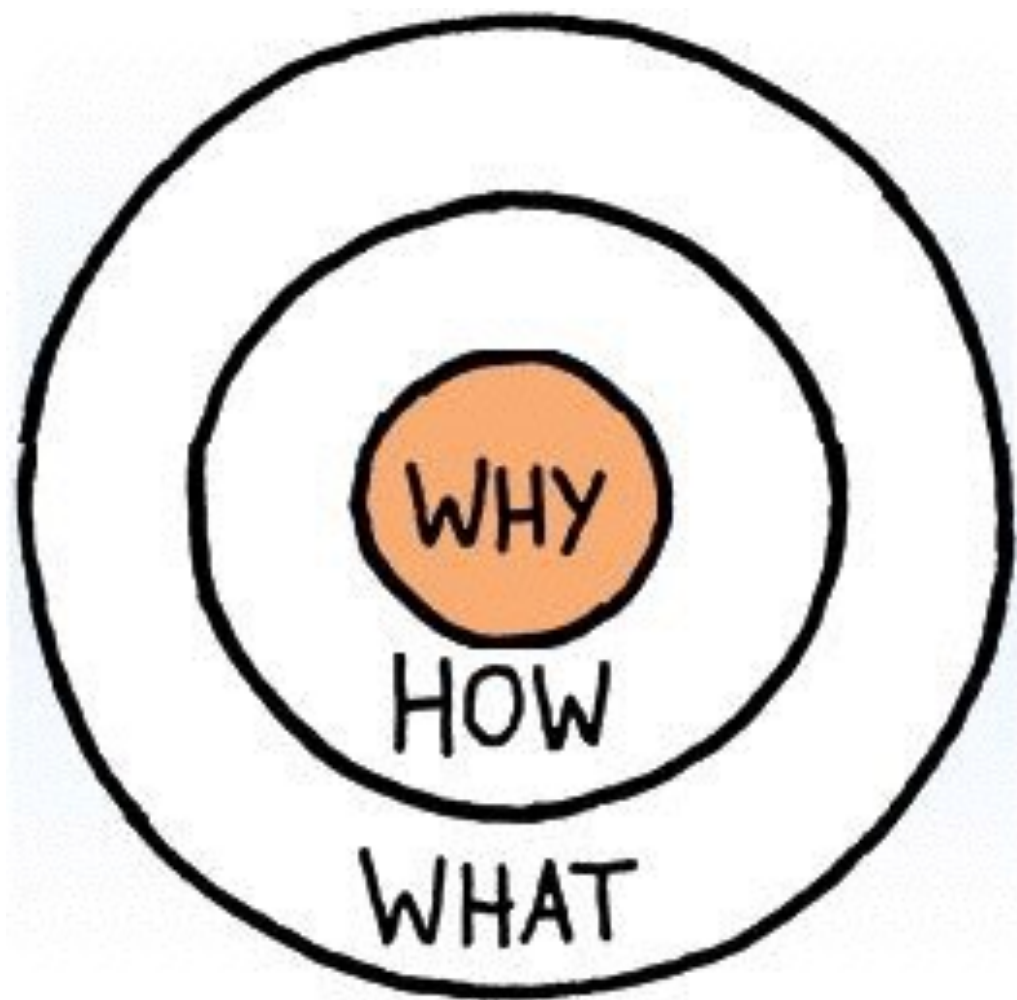
Prototyping
Interface layout
Interface design
Visual design
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Presentation and speaking
Working tightly with programmers
Brainstorm coordination
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UX Design is a

BIG FIELD

A very important thing to remember is...



“People don’t buy what you do, they buy why you do it.” - Simon Sinek

Research

Planning

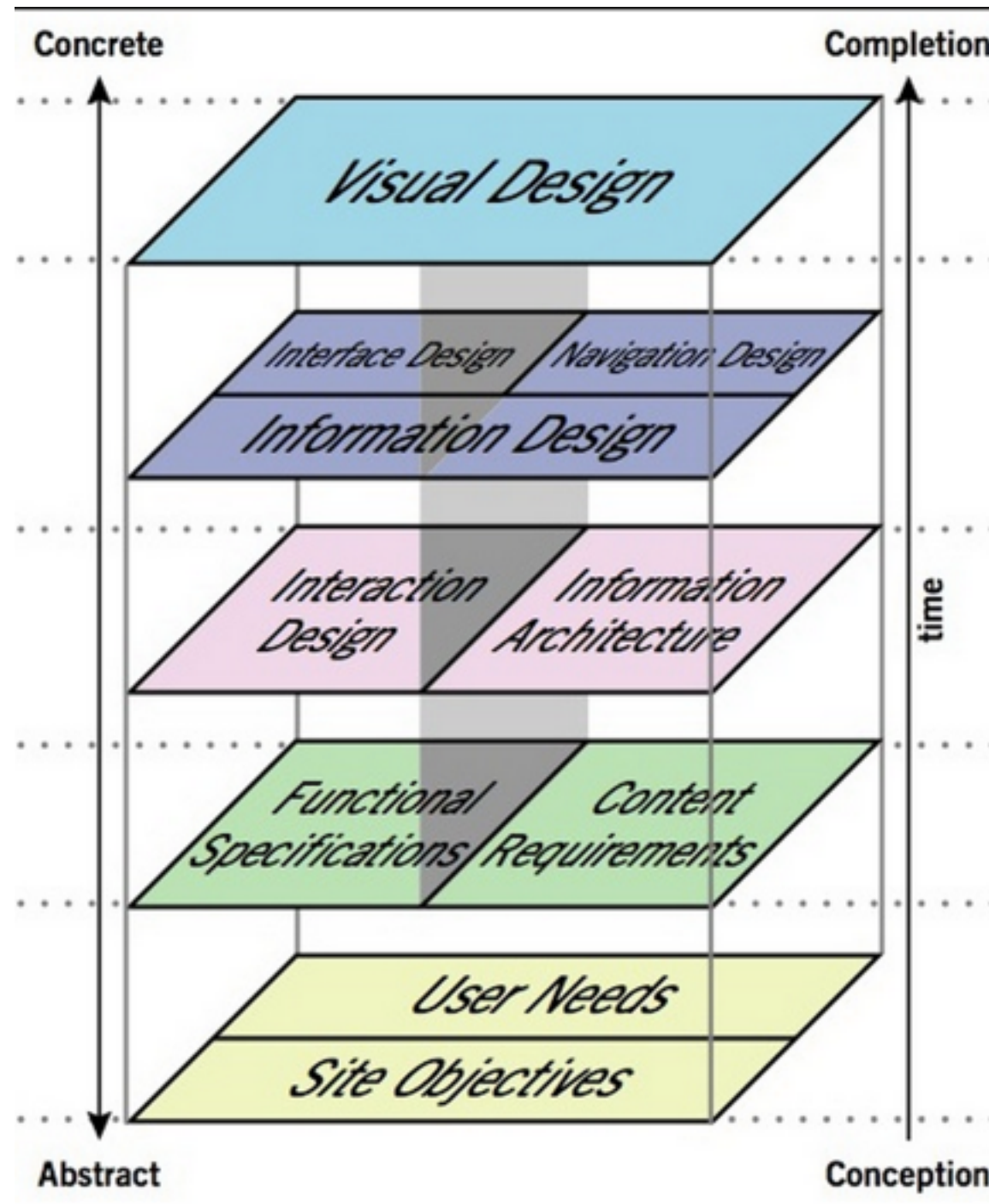
Design



Abstract



Concrete



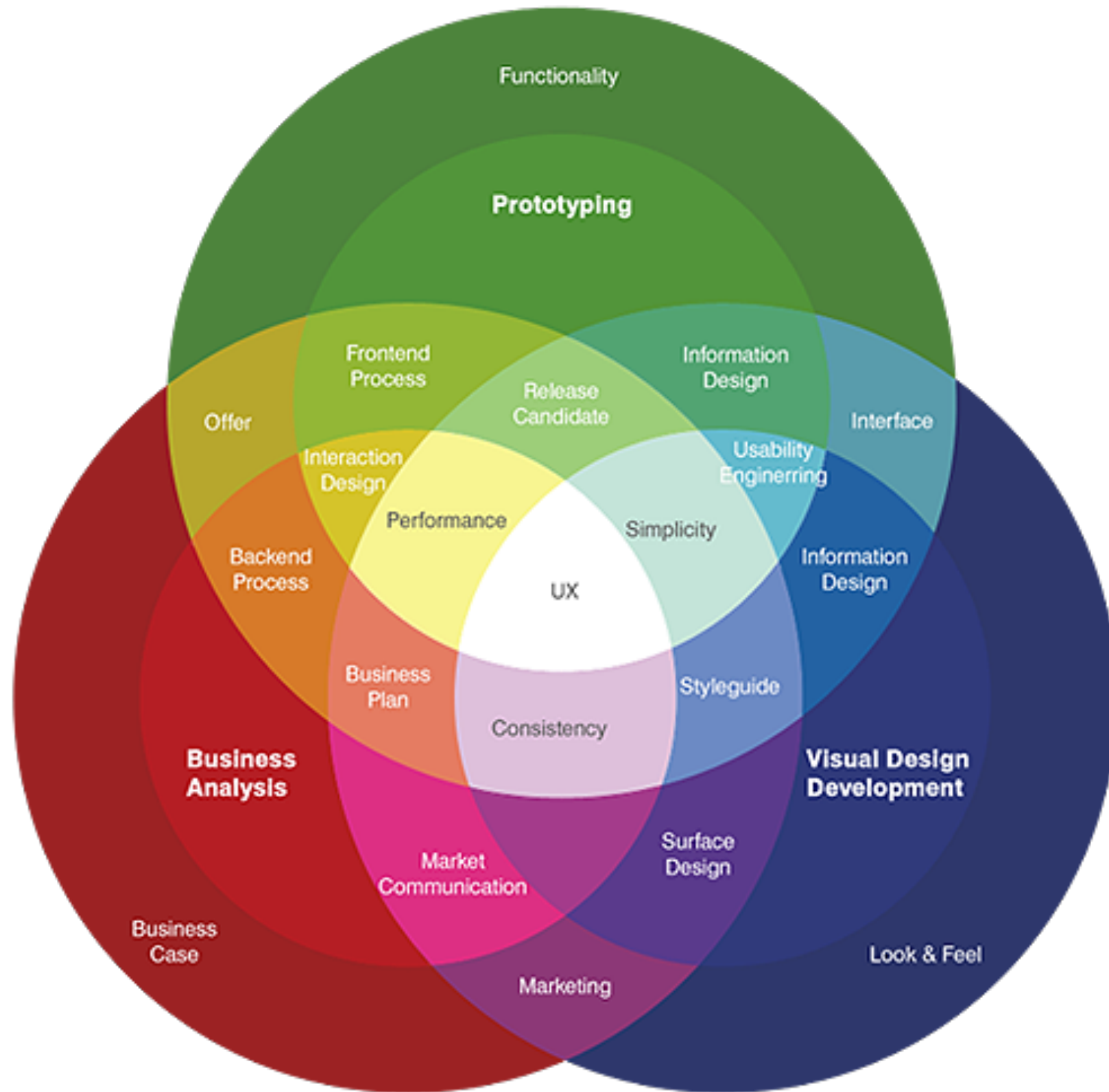
Surface

Skeleton

Structure

Scope

Strategy



what is
user experience
design

the **experience**

the **User** **Context**

visual design

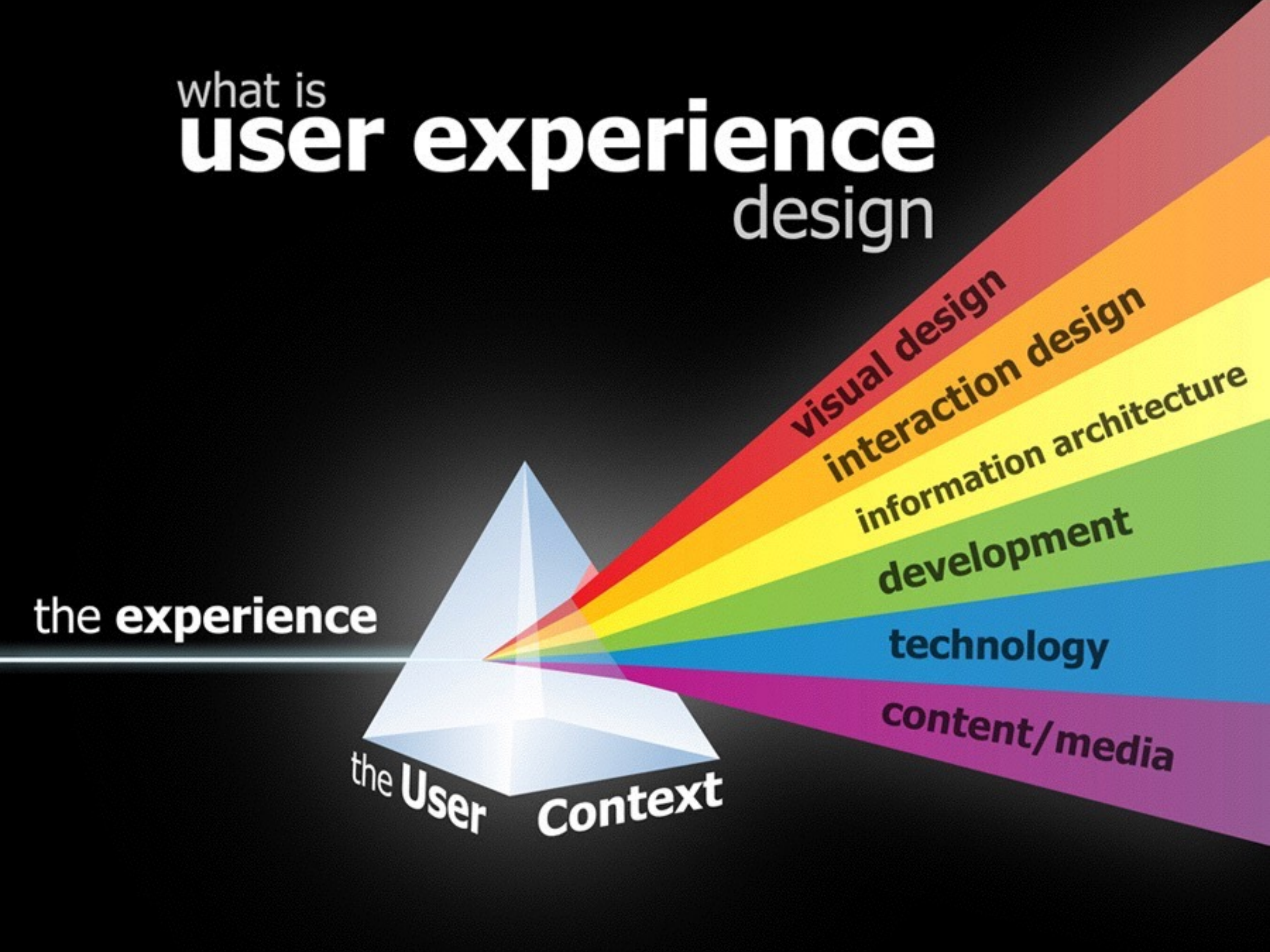
interaction design

information architecture

development

technology

content/media



**Who practices UX
Design?**

Pretty much everybody.

THE CEO



THE DESIGN TEAM



USER RESEARCHER



INFORMATION ARCHITECT





INTERACTION DESIGNER

VISUAL DESIGNER



WEB DEVELOPER



CONTENT STRATEGIST



PRODUCT MANAGER



REACTIVE NEEDS	CONTEXTS	TOOLS	ROLES	PROCESSES	EMOTIONS	PROBLEMS
SIMPLE AND EASY - BILL	FAMILY GARDEN - JANE	MICROWAVE - LIZ	COOKS FOR FAMILY - JANE	FREQUENT ORDERING		TIME-STARVED - SARAH
CONVENIENT - JANE	LOCAL MARKETS - BILL	FROZEN FISHSTICKS - BILL	FEEDS CHILDREN - SARAH			STRESS - JANE
MUST BE CHEAP - LIZ	DORMITORY - LIZ	FROZEN VEGGIES - JANE	LIVES ALONE - BILL			FEELS LONELY - BILL
QUICK AND HEALTHY - SARAH		A LOT OF FROZEN FOOD - SARAH		KIDS HELP WITH PREP - SARAH		NO HEALTHY OPTIONS - LIZ
		TV DINERS - BILL				

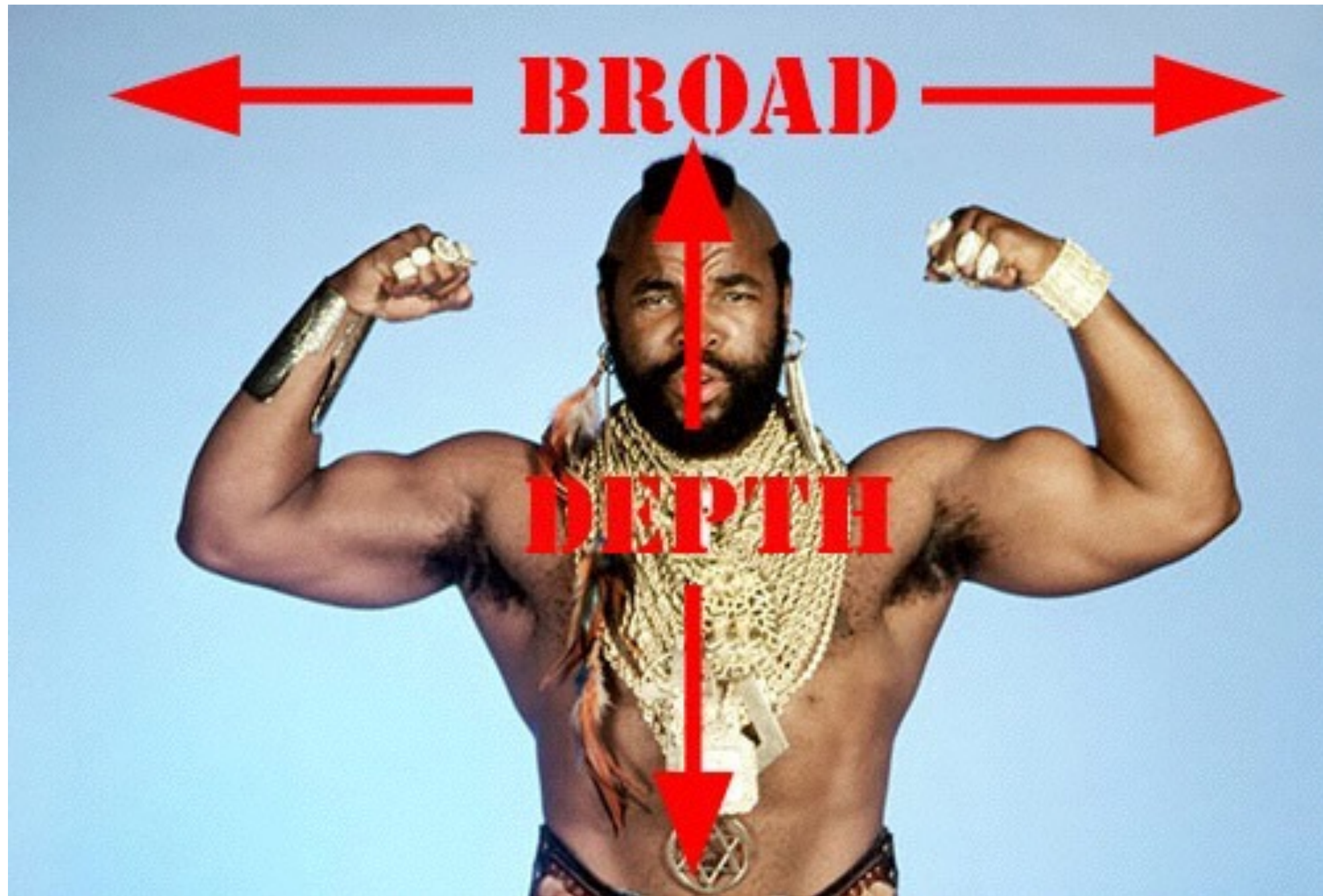
What startups want.



Someone who can:

- conduct user research
- design the user flows
- copy-write
- create hi-fi mockups
- write the front-end code
- run usability tests
- manage the product

The best designers are shaped like this:



QA