

The background of the slide is light gray and is decorated with various abstract, hand-drawn style shapes in yellow, pink, blue, green, and black. These shapes include swirls, zig-zags, and organic, flowing lines, primarily located in the corners and around the central text.

From UX Design to Product Experience Design

The background is a light gray color, decorated with various colorful, abstract shapes and lines. In the top right corner, there are black, blue, and green shapes, including a spiral and a zigzag. In the bottom right corner, there are yellow, green, black, and pink shapes, including a zigzag and a curved line. In the bottom left corner, there are blue, yellow, and pink shapes, including a zigzag and a curved line. In the top left corner, there are yellow, black, and green shapes, including a zigzag and a curved line. The central text is a bold, black, sans-serif font, reading "Hi!".

Hi!

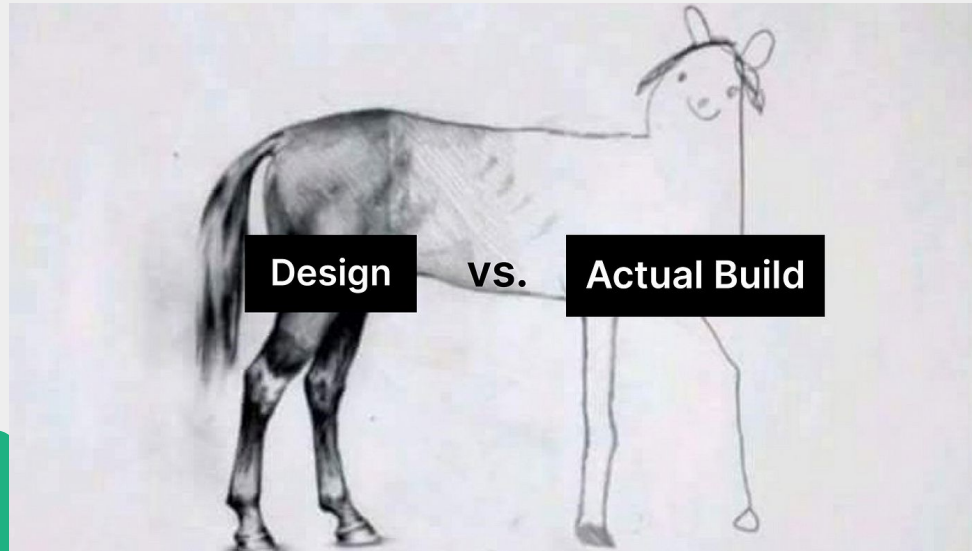
The 'Figma-Oriented' Designer Stereotype

- Designers hyper-focused on Figma and pixel perfection.
- Forgetting that user experience trumps pixel precision.
- The need to balance aesthetic obsession with practical usability.



It's not just about interfaces, but about complete experiences.

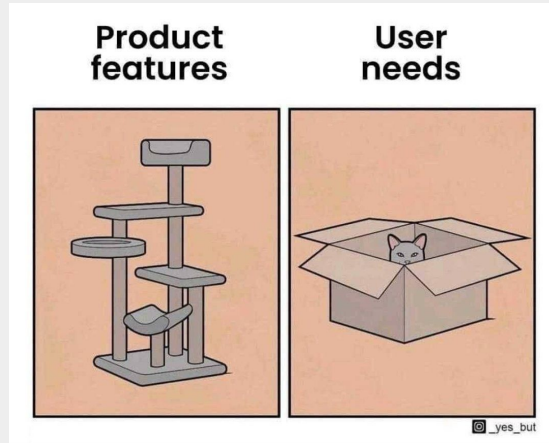
- Transition from UI-focused design to a more holistic product experience.
- Importance of considering the entire product lifecycle.
- Evolving from "designing for beauty" to "designing for impact."



Pixel Perfect?

No, Perfect Experience!

- Embrace the Imperfect Design launch and learn.
- Users care about the experience, not pixel alignment.
- Users help you perfect, so embrace feedback cycles.
- Prioritize functionality over aesthetics for real-world success.
- Iterate based on real-world usage, not on idealized design theories.



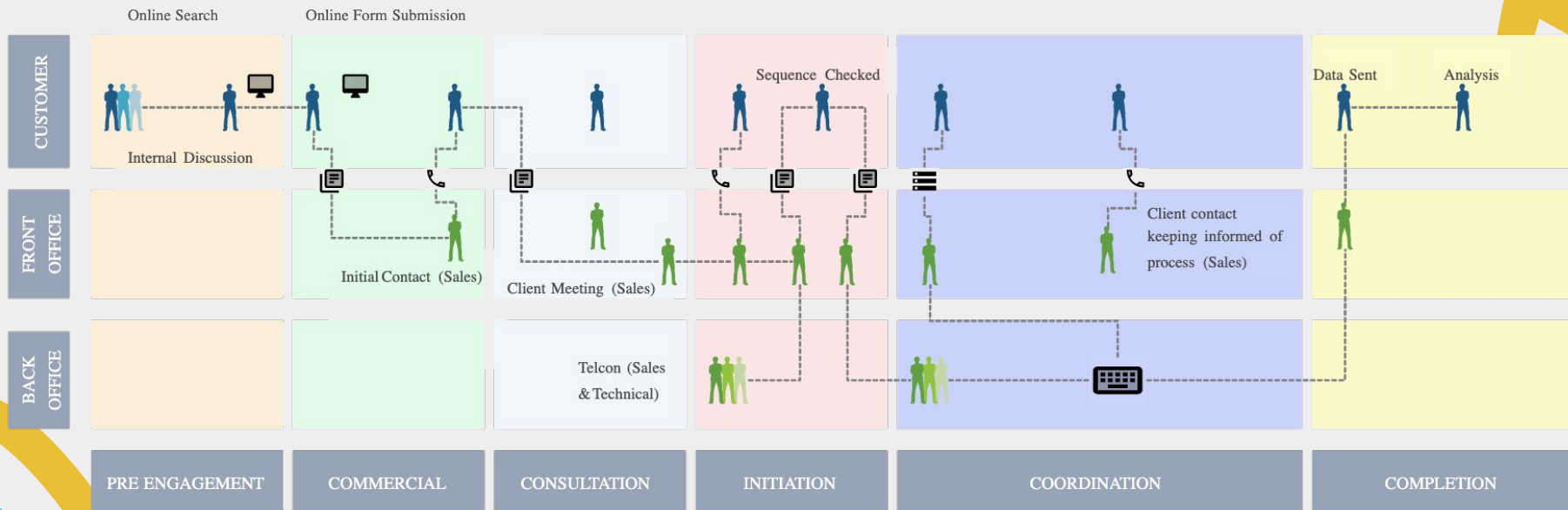
The background is a light gray with abstract, colorful, hand-drawn style shapes and lines in the corners. These include a pink diagonal line, a yellow curved line, a green loop, a black squiggle, a blue fan-like shape, a yellow plus sign, a pink zigzag line, a black 'Z' shape, a blue loop, a green spiral, a yellow zigzag line, a green arrow, a black 'C' shape, a blue line, and a pink wavy line.

How?

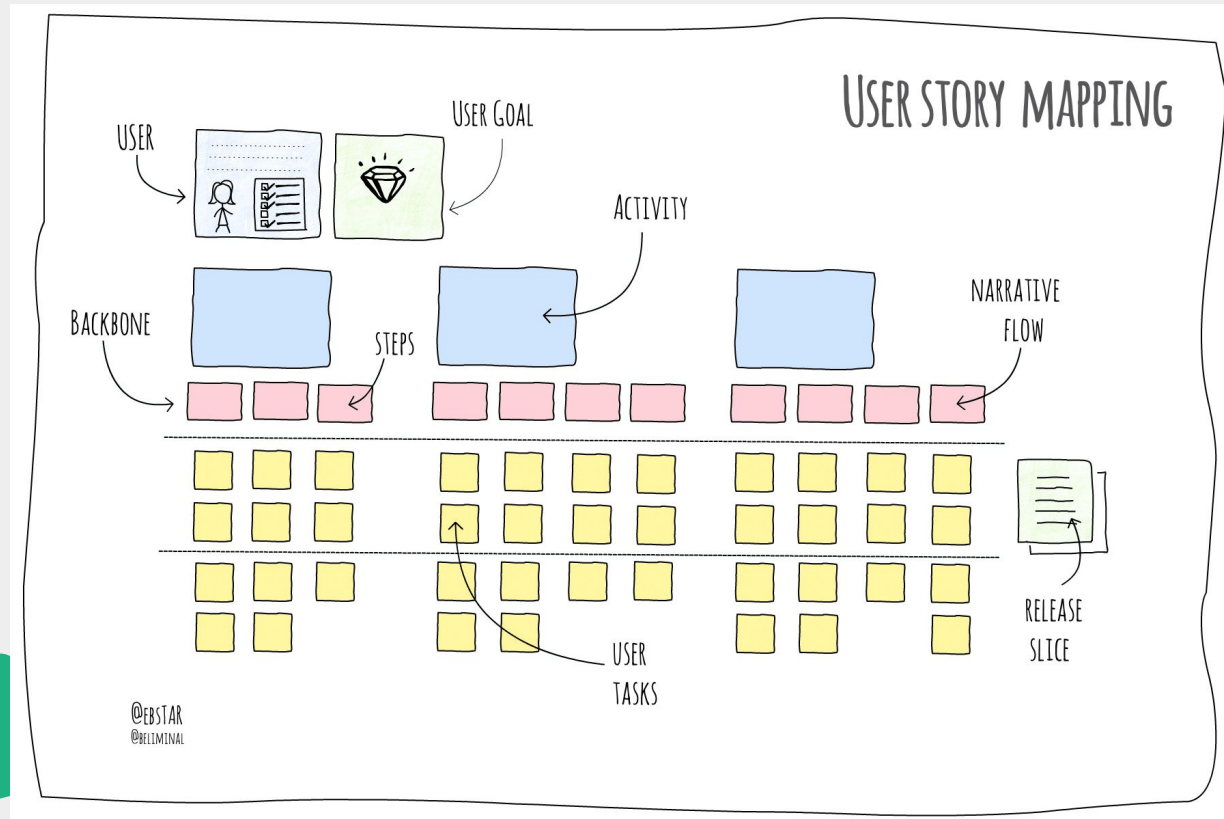
Beyond Interfaces: A Complete User Journey

- Create journey maps to account for all user touchpoints.
- Design goes beyond screens—it includes emotions, actions, and contexts.
- Ensure a cohesive experience from start to finish.

Customer journey map



User story mapping



Our way



The Power of UX Research

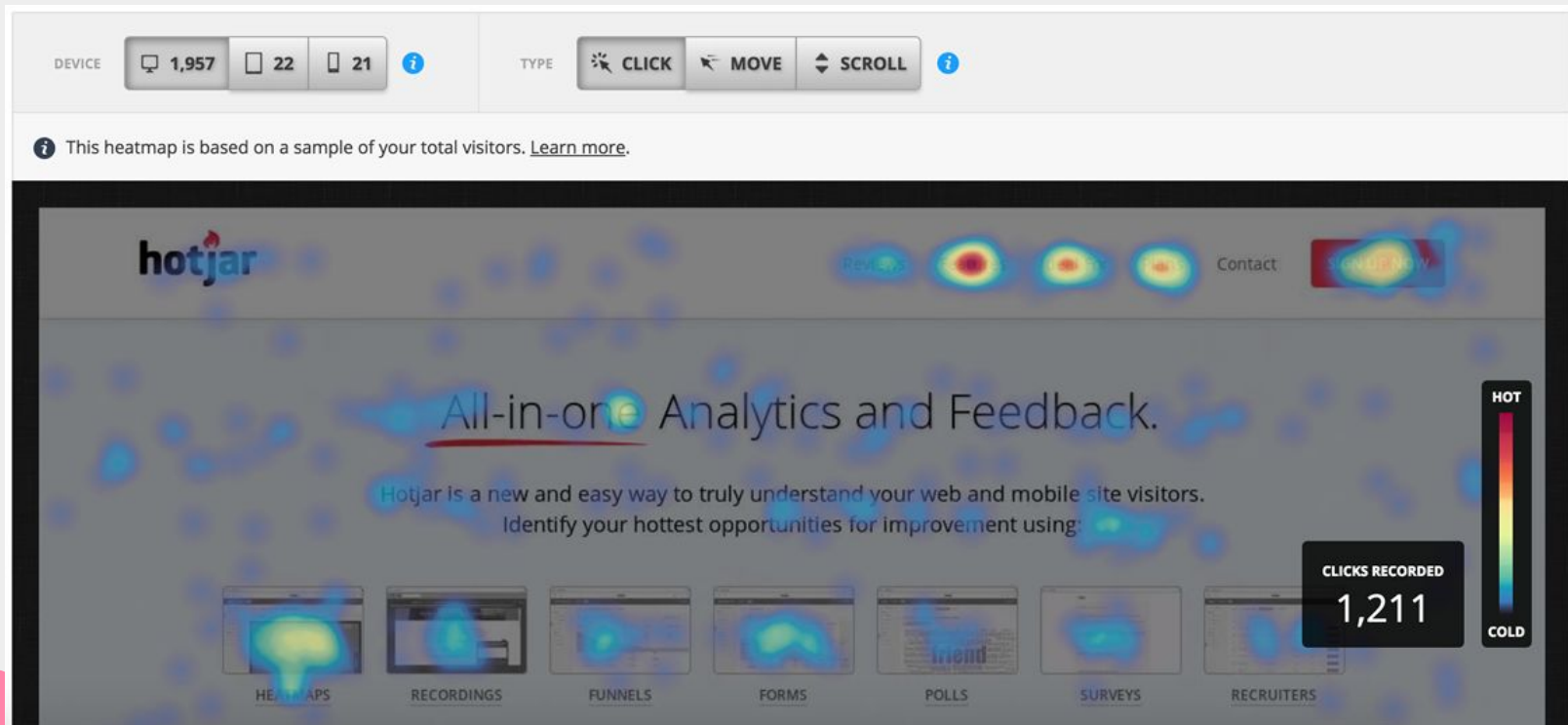
- Observing user behavior to understand the "why" behind actions.
- Hotjar and similar tools provide insights beyond data.
- Qualitative analysis complements quantitative data for a full picture of user needs.



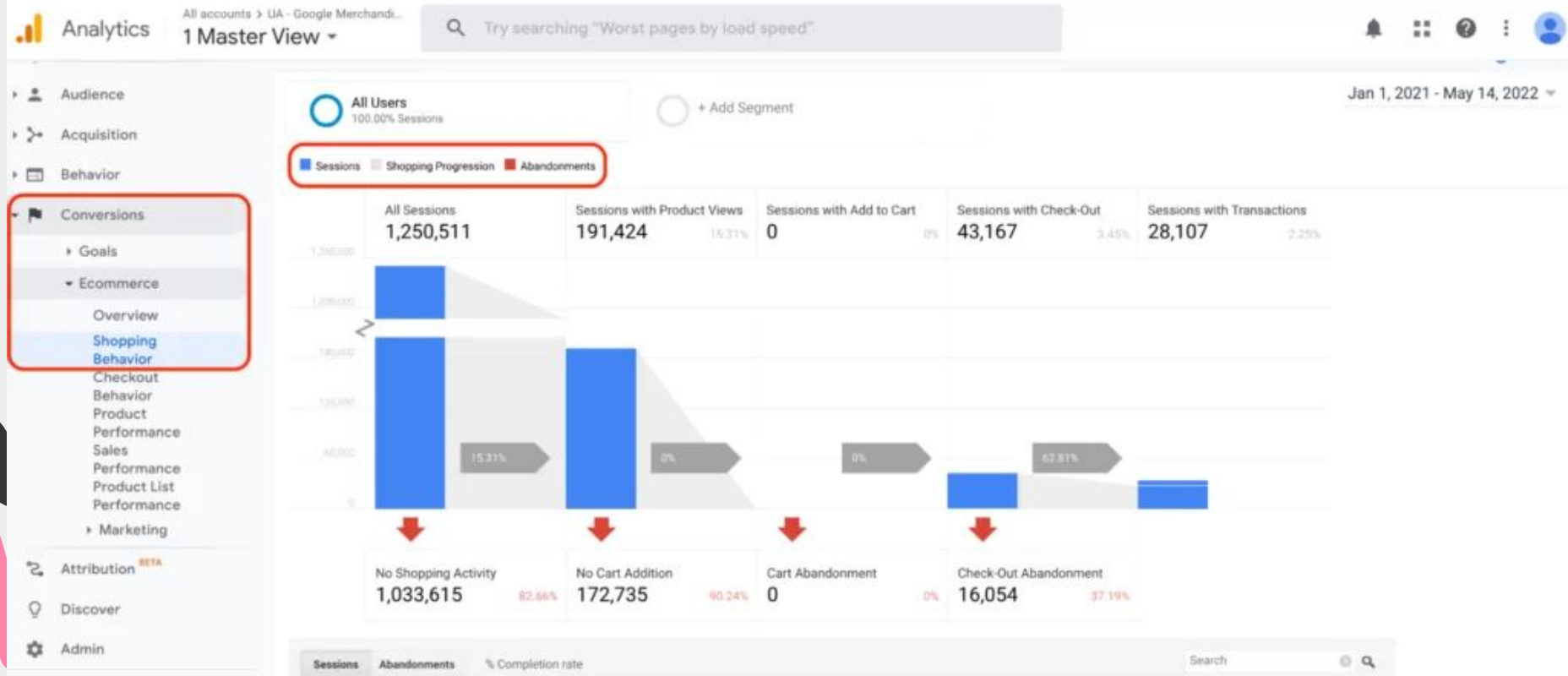
The Power of UX Research



Heatmaps



Funnel analysis



CSAT/NPS

CSAT

Customer Satisfaction Score



Measures how satisfied a customer is with specific area of your business.

VS

NPS

Net Promoter Score



Measures overall customer loyalty towards your brand.

Data tells you what happens, users tell you why: Product Testing

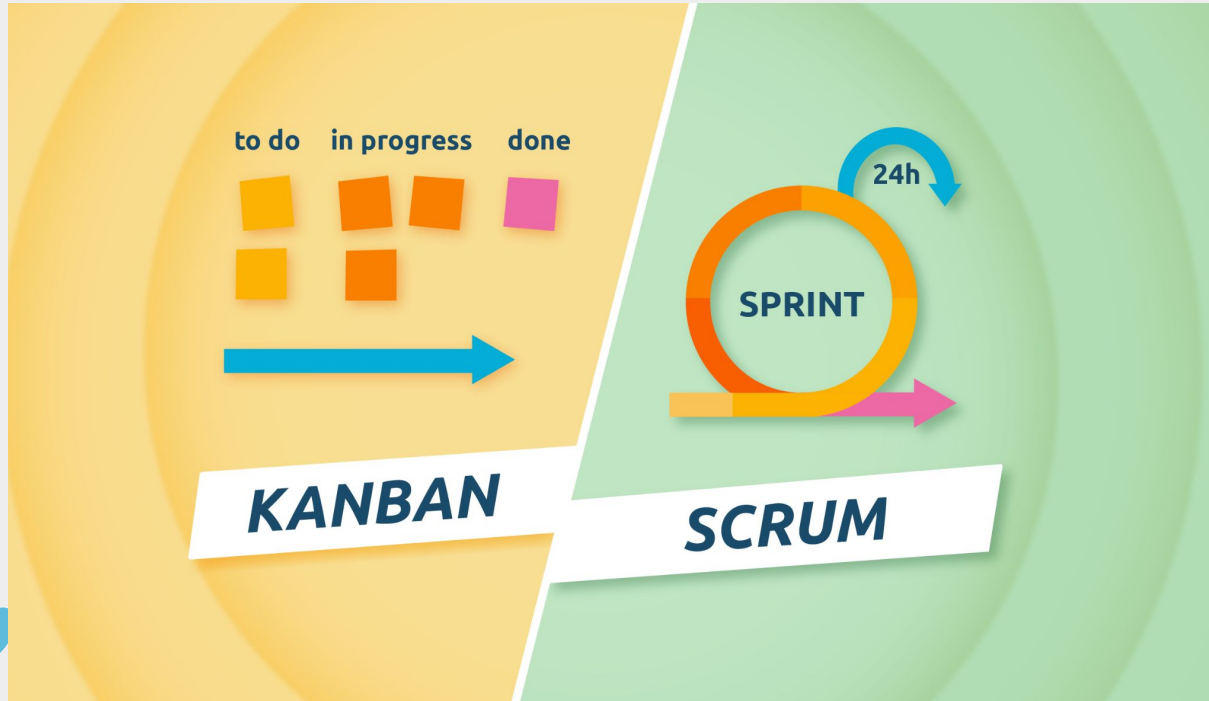
- Early involvement of users leads to quicker product improvements.
- Conduct usability testing to validate assumptions.
- Continuous feedback loops lead to product refinement over time.
- Build accurate personas based on collected data, not preconceived notions. "Don't design for yourself, design for them."

Collaborative Workflow: The Core Process

- Design and product teams must collaborate closely with engineering.
- Cross-functional communication is key to a successful product cycle.
- Agile practices support iterative improvements and feedback integration.
- Use stand-ups and sprints to align on priorities.
- Functional reviews ensure the design is realistic and buildable.
- Feedback from developers helps improve design feasibility.
- Bridging the gap between concept and technical execution saves time and resources.



Agile to the rescue



Design System: A Guide for Consistency and Scalability

- A well-structured design system ensures visual and functional consistency.
- It allows for scalability and easier design iterations.
- Design systems create a shared language between designers and developers.



Design Handoff: Figma Is Not the Finish Line

- The handoff from design to engineering is a critical phase, not the end.
- Use tools like Zeplin or Figma Handoff for smooth transitions.
- Detailed documentation and close collaboration prevent misunderstandings.

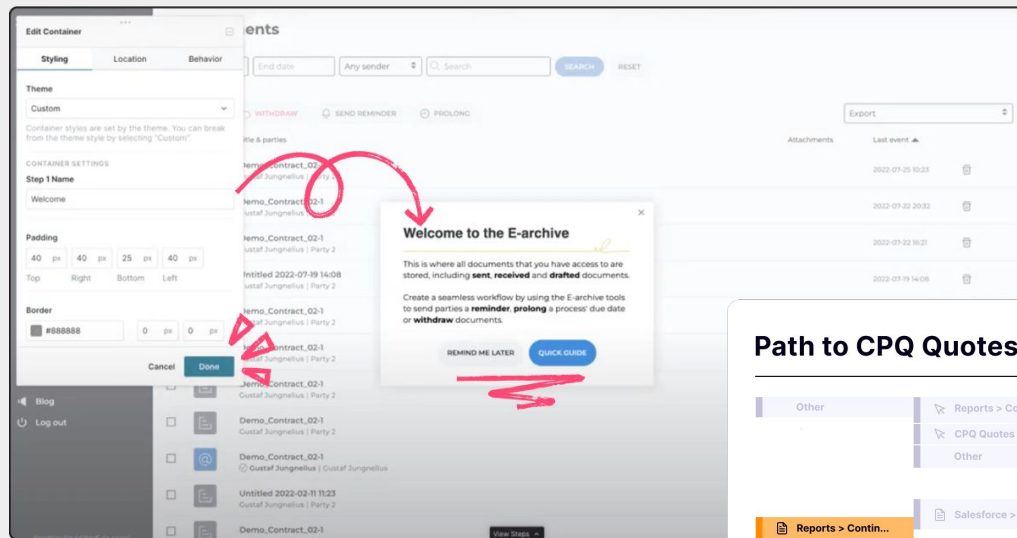


Onboarding: The Crucial First Step

- A well-executed onboarding creates loyal users from the start.
- Provide continuous support throughout the user journey.
- Data helps identify onboarding pain points through drop-off rates.
- Stop rolling out like a factory features that customers will not use

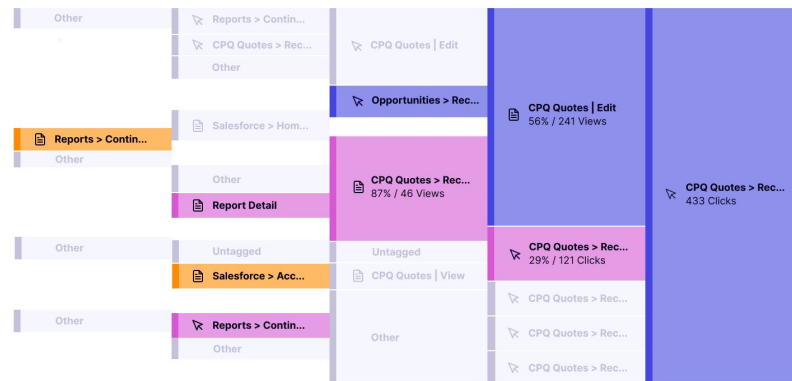


Pendo




Path to CPQ Quotes

● Web App A ● Web App B ● iOS App B



Usetiful

 **USETIFUL**

Home

Content

Reports

Themes

Users

Localization

Integrations

Admin

Help

Production

CONTENT

Tours

Smart tips

Checklists

Banners

Knowledge base

Assistants

Portal NEW

Surveys

A/B experiments BETA

QUICK ACCESS

Tours 4

Smart tips

Checklists

Articles 4

Assists this month 559 / 10000

TOUR FLOW

Tour starts automatically

Il tuo percorso Nutrizione

Overview

Clicca qui

Il tuo specialista

Clicca qui

Le tue visite

Hai bisogno di aiuto?

Accedi alla nostra area di supporto

Clicca qui



Hai bisogno di aiuto?

STEP SETTINGS

Title

Il tuo percorso Nutrizi



Type

Modal



POSITION



Top
margin

px

**If you can't measure it,
you can't improve it.**





Obsessed with data over pixel

Collaboration over perfection

User value over design ego



Never Stop Evolving

"Product experience is never finished, it's an ongoing journey."



Thanks!

Do you have any questions?

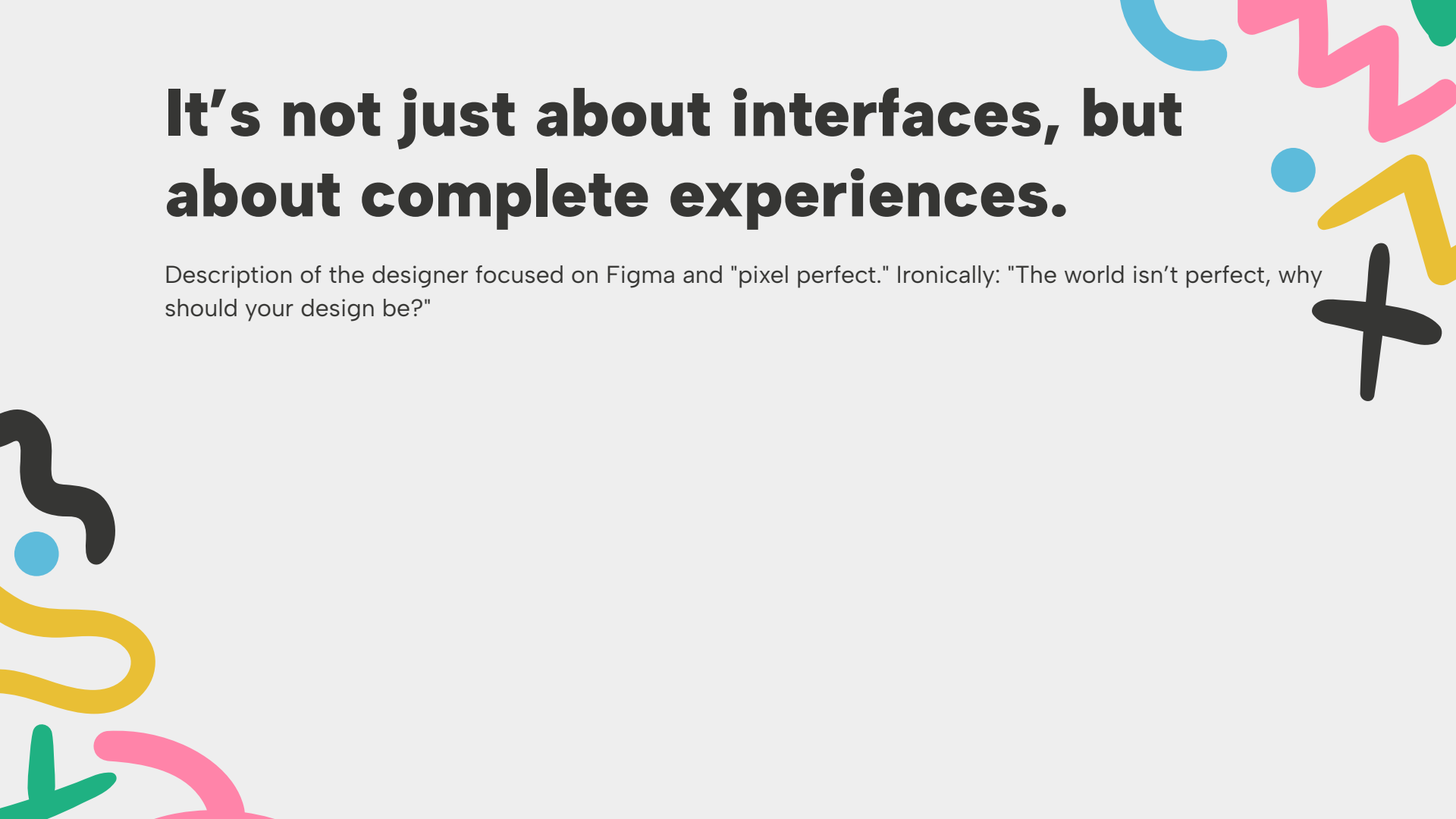
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It's not just about interfaces, but about complete experiences.

Description of the designer focused on Figma and "pixel perfect." Ironically: "The world isn't perfect, why should your design be?"



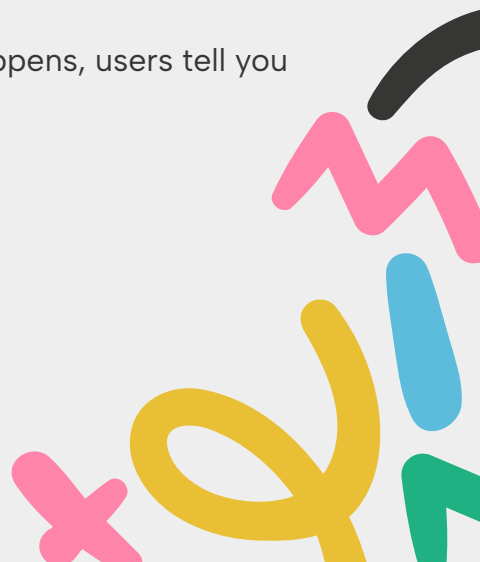


Iteration and Testing: The Continuous Cycle

The importance of continuous iteration and testing. "There is no perfect design, only improvable versions."

How to use data to make design decisions. "If you can't measure it, you can't improve it."

The importance of combining numbers with user feedback. "Data tells you what happens, users tell you why."

- Design is never final; continuous iteration leads to refinement.
 - Testing with real users helps validate assumptions and ideas.
 - A culture of iteration improves product quality and user satisfaction.
- 



Table

Description of the designer focused on Figma and "pixel perfect." Ironically: "The world isn't perfect, why should your design be?"

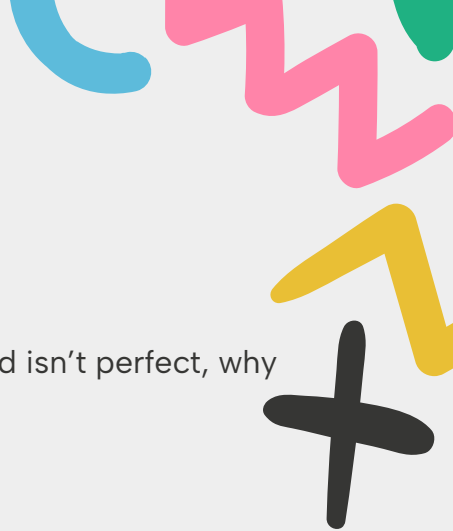


Roadmap of my future projects

Description of the designer focused on Figma and "pixel perfect." Ironically: "The world isn't perfect, why should your design be?"

Icon pack I

Description of the designer focused on Figma and "pixel perfect." Ironically: "The world isn't perfect, why should your design be?"





Icon pack II

Description of the designer focused on Figma and "pixel perfect." Ironically: "The world isn't perfect, why should your design be?"





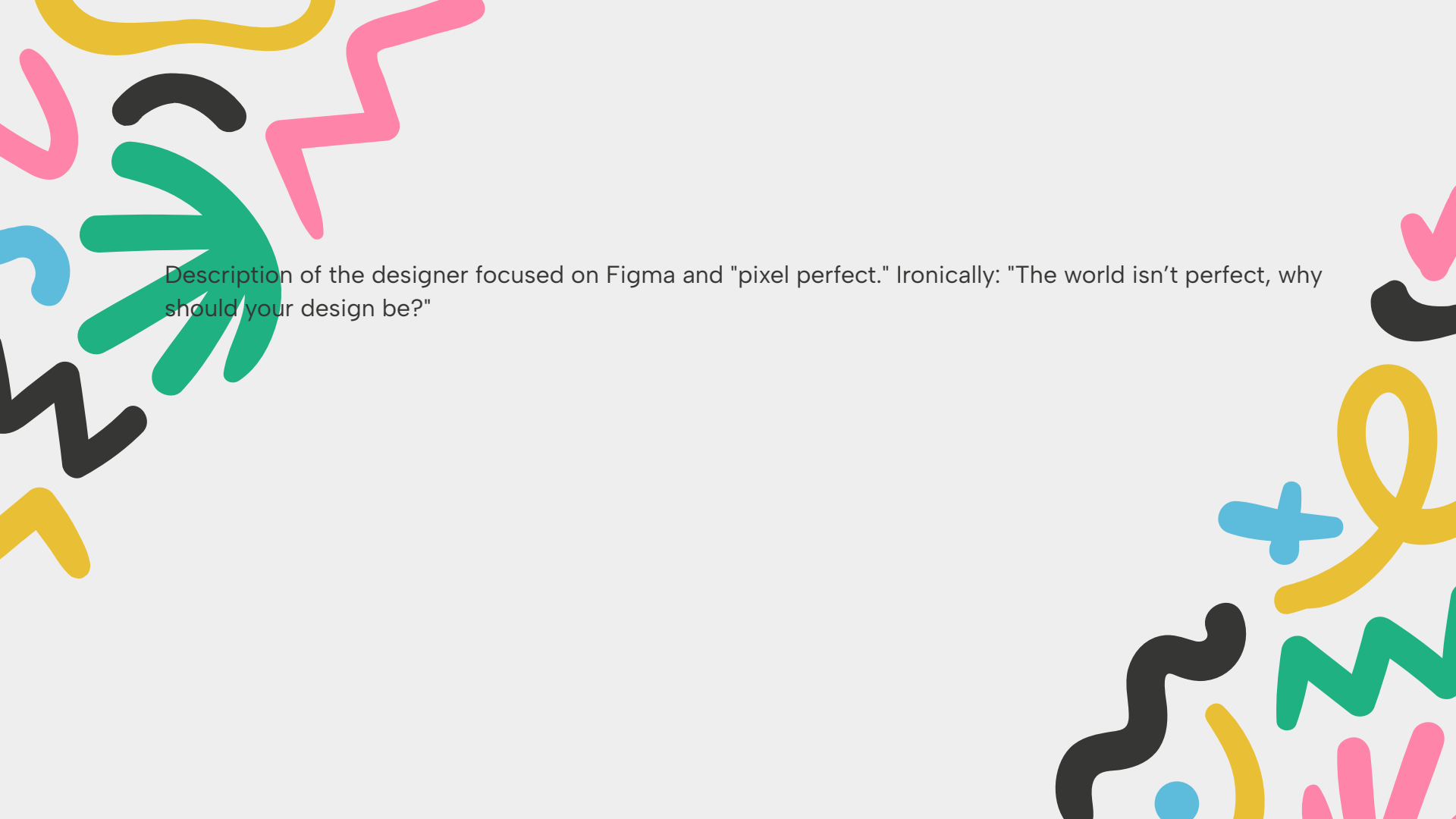
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Resources

Description of the designer focused on Figma and "pixel perfect." Ironically: "The world isn't perfect, why should your design be?"

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