

FF-UX



Goals for the day

**Identify your specific
Problems and Patterns**

Goals for the day

**Make your own list of
Future Friendly UX
Principles**

Goals for the day

**Start sketching out
Solutions**

Agenda

Breaks at 2pm, 3pm, 4pm

Problems

Patterns

Principles

Solutions

**What is Future Friendly
UX design?**

FUTURE ★ FRIENDLY



A dark, moody photograph showing a vast collection of discarded electronic devices, primarily mobile phones, piled haphazardly across a weathered wooden surface. The devices are of various models and colors, mostly in shades of black, grey, and silver, creating a sense of overwhelming waste and obsolescence.

futurefriend.ly

The quantity and
diversity of connected
devices is increasing.

The quantity and diversity of connected devices, and the people that use them, is increasing.

**1. acknowledge and
embrace unpredictability**

**2. think and behave in a
future friendly way**

**3. help others to do the
same.**

Future Friendly Principles

Future Friendly Principles

Focus

Future Friendly Principles

Content

Future Friendly Principles

Devices

It's a Mission

Future Friendly UX Design

An example

Problem
Assumptions about
user's interest

Pattern

Carousel σ_σ

Principle

Focus

DIVERGE

CONVERGE

CREATE
CHOICES

MAKE
CHOICES



Solution

Single hero image

Random on page load

Questions / queries?