BUILDING IN-HOUSE UX TEAMS FOR FEDERAL AGENCIES: TIPS AND LESSONS LEARNED

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7/23/2015

About Myself

- UX Team Lead with 23 years of professional experience in UX strategy, design and project/product management
- Major achievements:
 - Redesign of USPTO.gov (RWD)
 - Redesign of the online reservation path on marriott.com, Creation of 3-yr ecommerce globalization strategy for China market
 - Vanguard's external website, enterprise intranet design and online workspace integration strategy
- Employment:









- 1st author of "Information Architecture"
 by Morgan Claypool Publishers, 2009.
- Adjunct professor at Drexel University



Outline

- Why in-house UX teams*?
- Find your footing
- Advocate for your customers/users
- Build strategic relationships
- Strengthen your team
- Maximize positive organizational impact

^{*} This does not suggest having in-house UX team is the only model to ensure good user experience

Why In-House UX Teams?

- More organizations see UX as their core competency
- Easier to develop deeper understanding and specialized knowledge about the organization and its customers
- Help to build customer centric culture
- Easier to maintain a longer term vision about the overall customer experience for business success

Why In-House UX Teams (cont.)?

- In the industry
 - In-house UX teams
 - Acquisitions of design firms
 - Mike & Maaike -->Google
 - Hot Studio, Teehan+Lax-->Facebook
 - Fjord → Accenture
 - Adaptive Path → Capital One

....

Public sector

- A number of digital products by each agency
- Digital government strategy mandate

- Why in-house UX teams*?
- Find your footing
- Advocate for your customers/users
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Finding Your Footing

- Communicate proactively
 - Introduce ourselves
 - Introduce UX concepts
 - Ask questions/learn
 - Emphasis: helping others to succeed
- Harness quick wins
 - Volunteer to help
 - Suggest small changes

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Finding Your Footing

- Communicate proactively
 - Introduce ourselves
 - Introduce UX concepts
 - Ask questions/learn
 - Emphasis: helping others to succeed
- Harness quick wins
 - Volunteer to help
 - Suggest small changes
- Fit in
 - Don't reinvent the wheel
 - Ask to be included

- Why in-house UX teams*?
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Advocating for Your Customers/Users

- Establishing a 360-degree view of customer needs
 - Monitor, analyze and synthesize rich data from various sources (online surveys, Google Analytics, call center reports and industry reports)
 - Conduct empirical user studies
 - Inform and drive on-going enhancements, projects and strategic planning
- Foster a culture for data driven approach to design decision-making
 - Homepage doesn't have to be the political battlefield
 - Content migration doesn't have to be so daunting

Uspto.gov Redesign: Discovery Phase Activities

28 stakeholder interviews

6 focus groups sessions with 35 users

9 + 5 user interviews

Competitive & beacon analysis of 11 sites

Review of **44** existing documents

Content assessment of **500** webpages

Analysis of 17 months worth of Google Analytics data

20 months worth of ForeSee online surveys

Analysis of **7,206** ForeSee free-form answers

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Latest Honorees Inducted into National Inventors Hall of Fame

Honorees for the National Inventors Hall of Fame were inducted in a May 2 ceremony held at the 19th century home of the U.S. Patent Office in Washington, D.C., now the home to two Smithsonian museums. Ten men and women were in the 2012 class, including the late Steve Jobs, who was honored in remarks from USPTO Director Pavid Konnes.



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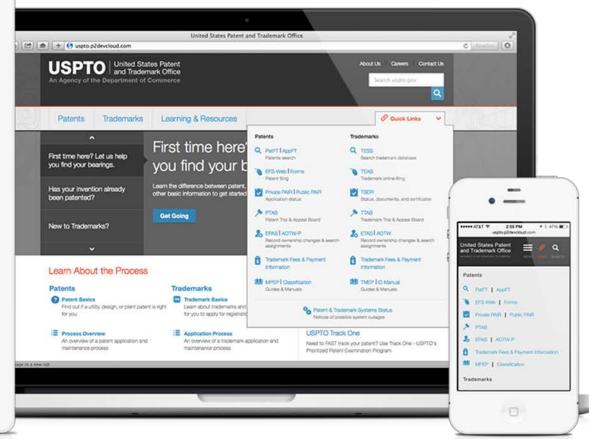
LICETO NEWS

USPTO to Test New Option for Information

Most important information to taskoriented users is left below the fold and not immediately visible.

HONORS 2012 INDUCTEES





Example (uspto.gov redesign): Accomplishments after Discovery Phase

- UCD Concluded the Discovery Phase with a Website Redesign UX Strategy.
 - Strategy built upon wealth of data, business insights, and research findings
 - Alignment of user needs and business objectives
 - Vision and design principles established
 - Content auditing, assessment and recommendations

Building Strategic Relationships

Listen

- Understand different perspectives
- Priorities, issues and concerns
- Have empathy

Learn

- Organizational goals and culture
- Business domain knowledge

Engage

- Team up for user research/outreach (taking advantage of existing channels/resources)
- Invite stakeholders/project teams to usability sessions and debrief with them
- Regular design reviews
- Buy-ins from senior management

Share

Latest UX trends, design examples, articles/blogs/tools/techniques

Ask for help

Strengthening the UX Discipline

Create UX presence

- Build the UX deck (team vision, process, methods/techniques)
- UX Website (portfolio, team member bios, UX blog)
- Design Standards and Style Guide

Equip the team

- Usability lab
- Tools

Learn from each other

- Sharing resources and new learning
- Sharing design deliverables
- Design reviews

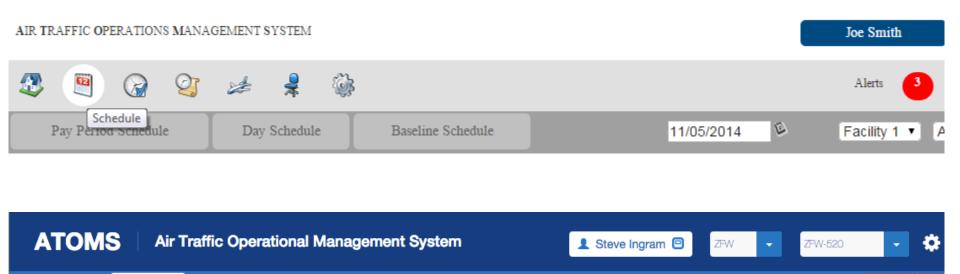
Creative way of training:

- Invite industry experts to the agency for workshops and speeches
- Build a ux community inside and outside of the agency

Maximizing Organizational Impact

- Not afraid to demonstrate your expertise
 - Pick up the right battle to fight
- Integrate UCD/UX into overall SDLC
 - Fit in to minimize disruptive process changes
 - Adaptability and flexibility
 - Deal with resistance
- Create Enterprise Design Standards and Style Guide
 - Collaborate, communicate and ownership
 - Creativity and principles
- Contribute to product vision and longer term overall user experience vision

Example: Navigation Options?



Bid Leave

Operations

Schedule

Request

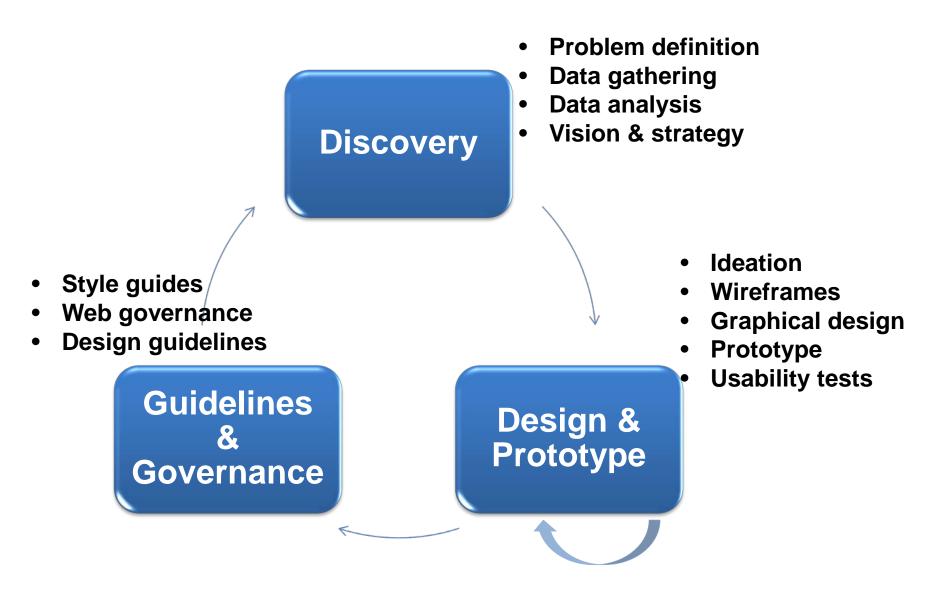
Reports

10

Comparison of Navigation Options

	Current Ico	n-only <u>Nav</u> Bar		Text (+Icon)-based Hierarchical Na				
Using only icons (with tooltip to show I show navigation saves screen real estate labels;				Hierarchical display of user tasks based on logical groupings and usa great scalability				
	Has good	scalability						
Ease of learning	While the tooltip helps, the icons themse hard to memorize especially for the ones commonly recognized.			Text labels without ambiguity (with additional icons to reinforce the message) makes it easy to navigate.				
Efficiency	Well-design quick recop the navigat	Visual appeal	Good		Fair	1		
	quickly get necessarily	Mobile friendliness	Icons may have some advantages on smaller devices, but not significant for tablets (mainly iPads) specifically for ATOMS. Responsive design along media queries will take care of displays for tablets, not necessarily impacting the display for desktop/laptop views. Tooltip won't be applicable to mobile devices;		With responsive design, text labels are not necessarily disadvantaged.			
Effectiveness	Icons are (instead of Well-des effective. I and hard to	(primarily on tablets only for now)						
	As more i difficulty le		Using icons o	nly for primary navigation is rarely seen	in any applications if no	t none at all;		
	to be usab	Design recommendation based on best practices	Tooltips are required for icons when they are used alone, but they are not an excellent substitute for text labelsputting the mouse cursor on each icon to figure out what they each represent could slow down the usignificantly;					
The number of first-level menu items ranges around 7 (plus or minus 2) for best efficiency								
		Additional comments	number of icon	rell as a navigation bar. If the However, when more uncovered MTScheduler screens), we may				
			Current navigation has been shown to SMEs without significant concerns. It would be be present the two options and have the SMEs react to them, ask questions and provide further.					

Example: User Center Design Process



Example: Kano Model for Product Roadmapping

Attractive

Delighters/Exciters

One-Dimensional

Performance/Linear

Must-Have

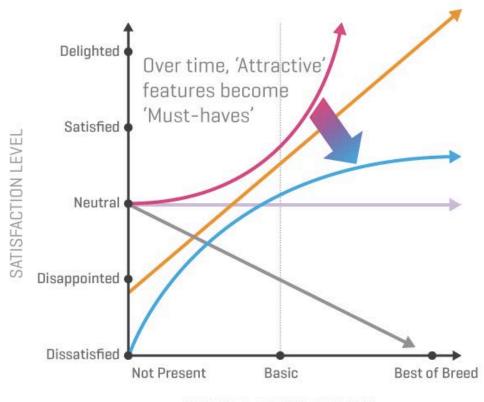
Basic/Threshold

Indifferent

Unimportant

Undesired

Reverse



FEATURE SOPHISTICATION

Summary

- Find your footing
- Advocate for your customers/users
- Build strategic relationships
- Strengthen the UX discipline
- Maximize positive organizational impact

Questions?

thank you!

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