



BLACKSTONE
technology group

Agile UI/UX & Mobile Responsiveness for Federal Government

A DrupalGovCon 2015 Presentation

Presented by James Robertson and Tanusree McCabe

About Us

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Agile. Cloud. Cyber.

Overview

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Our Goal: For you to understand how to incorporate UI/UX into your Agile process, and how to approach mobile responsiveness site design and development whether you are working on a 'mobile first' project or have to retrofit mobile design

- Role poll – who makes up our audience?
- Who already works on a 'mobile first' project?
- Who is looking at retro-fitting an existing application with mobile responsiveness?

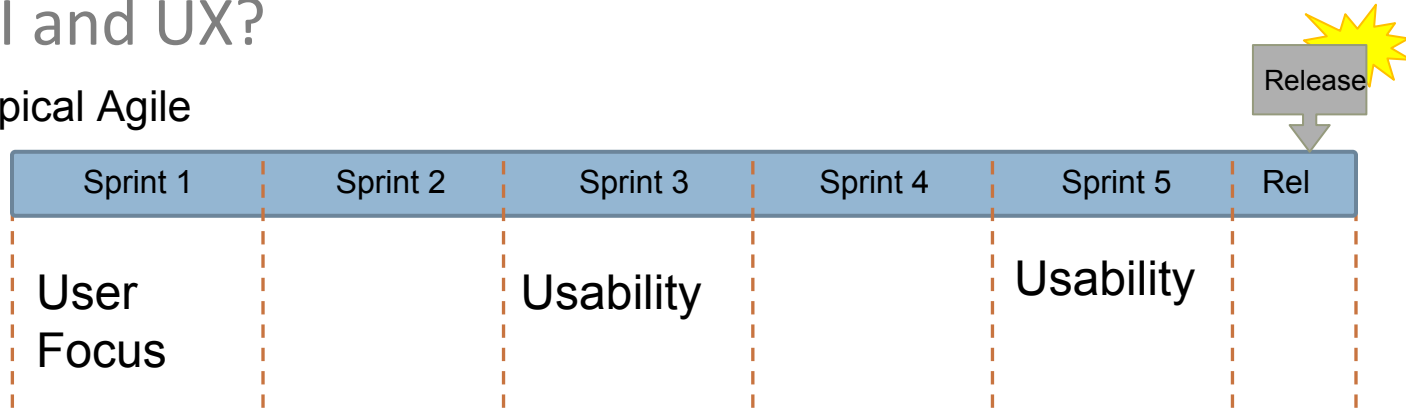
UI/UX and Agile

UI/UX and Agile

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- How do you do 'user focused' design that captures both UI and UX?

Typical Agile



- Note: Generally takes twice as long to design and develop a mobile responsive site

User Focus Session

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- Purpose
 - Determine data driven aesthetic preferences for colors, look and feel, layout, graphics, design elements
 - Confirm purpose and audiences
 - User-centered information architecture
- Pre-requisites
 - Mock-ups
 - Potential taxonomy, labels, navigation
 - Inventory of similar sites
- Facilitated discussion

User Focus Session

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- Sample questions
 - What is purpose of this site?
 - Where do you click first?
 - What do you like?
 - What do you dislike?
 - Examine layout. What do you think is primary? Secondary? Why?
 - Legacy site –
 - What feedback have you received?
 - What is most popular?
 - What platforms are used?

Usability testing

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- Quality of user experience when interacting with application
 - How easy is it to learn?
 - How efficient is it to perform a task?
 - How memorable is it?
 - How frequently are errors made?
 - How well is the system liked?
- *Not* user acceptance testing

Usability testing

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- Purpose
 - Determine data driven metrics
 - Completion rate (target 78%)
 - # clicks
 - Time to complete
 - Time to recover
- Pre-requisites
 - Prototyping or working functionality
 - Identification of audience
 - Defined scripts and happy paths
- Users perform tasks given test scripts
- Survey

UI/UX for Mobile Responsive Design

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- Users interact differently using mobile devices
- Performance – page load needs to be < 4 sec
- Eliminate unnecessary elements. Prioritize.
- Navigation
- Readable
- Sizing of buttons / icons
- Hamburger icon
- Scrolling

UI/UX for Federal

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- Agency Style Guide
- Analytics
- Standard platforms
- Testing
- Security
- 508 compliance

Mobile Responsive Approaches

Approaches to Responsive Design

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- Mobile first for new sites
- Retrofit



Scrap
existing
theme and
start over
mobile first



Partial
Mobile First



Cherry Pick

Pros and Cons: Mobile First (New Sites)

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Allows you to think about challenges early



Develop markup around design



Allows you to think about what content is important



Easier to do progressive enhancement than graceful degradation because of the way CSS works



Can be constraining for stakeholders and designers

Pros and Cons: Scrap



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All the pros of mobile first



Cleanest from a code perspective



Allows you to update/upgrade technologies since you developed the first time



All the cons of mobile first



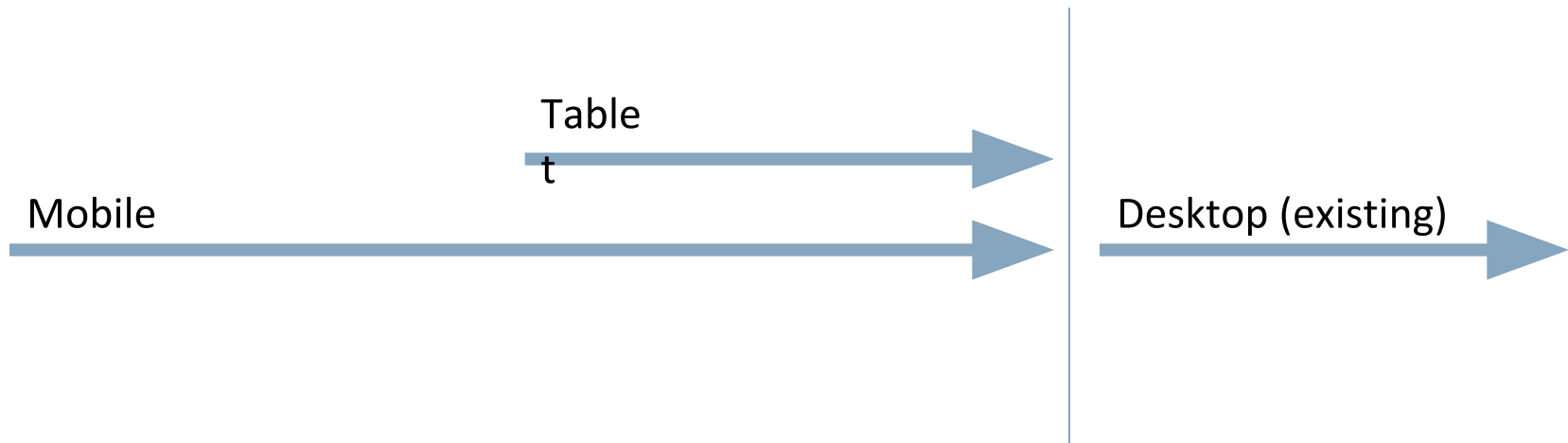
May not use much of previously developed code (wasted money)



Partial Mobile First

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- Isolate existing theming to “desktop” breakpoint
- Create a “mobile” breakpoint that also applies to the “tablet” breakpoint
- Create a tablet breakpoint
- Break these into separate Sass partials or CSS files for bonus organization points



Pros and Cons: Partial Mobile First



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Existing work is preserved untouched



At least part of your site is mobile first



Easier to develop with a team



Not always DRY

Cherry Pick



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- Use existing theming as starting point (mobile)
- Create larger breakpoints (tablet and desktop)
- Start taking things that don't work in mobile out of existing theme and put it back in upper breakpoint (s)



Pros and Cons: Cherry Pick

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Can re-use some of the skeleton



Progressive enhancement



Requires a lot of organization




Hard (impossible?) to work on with a team


Takeaways

- Incorporate user focus session into design
- Incorporate usability testing into timebox
- Several different technical approaches, with pros and cons to each
- Do mobile first if you can!
- If you can't do mobile first, there are ways to retrofit

Questions?

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