It's about how a person feels while interfacing with a system.

It's a very empathetic practice.

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It's also about being strategic:

How do business objectives cater to the needs of the user?

User-Centered Design

User-Centered Design

Design decisions are based on the needs and wants of users.

Before our clients (and we) understood the value of usercentered design, we made design decisions based on just two things: what we thought was awesome and what the client wanted to see.

Over 1 Billion users on the web

Over 1 Billion users on the web Wide range of devices

Over 1 Billion users on the web
Wide range of devices
Variety of internet connections

Information Architecture

Information Architecture
Interaction Design

Information Architecture
Interaction Design
Usability

Information Architecture
Interaction Design
Usability
Accessibility

Information Architecture
Interaction Design
Usability
Accessibility
User Research

Information Architecture
Interaction Design
Usability
Accessibility
User Research
User Stories (Personas)

Information Architecture
Interaction Design
Usability
Accessibility
User Research
User Stories (Personas)
User Interviews

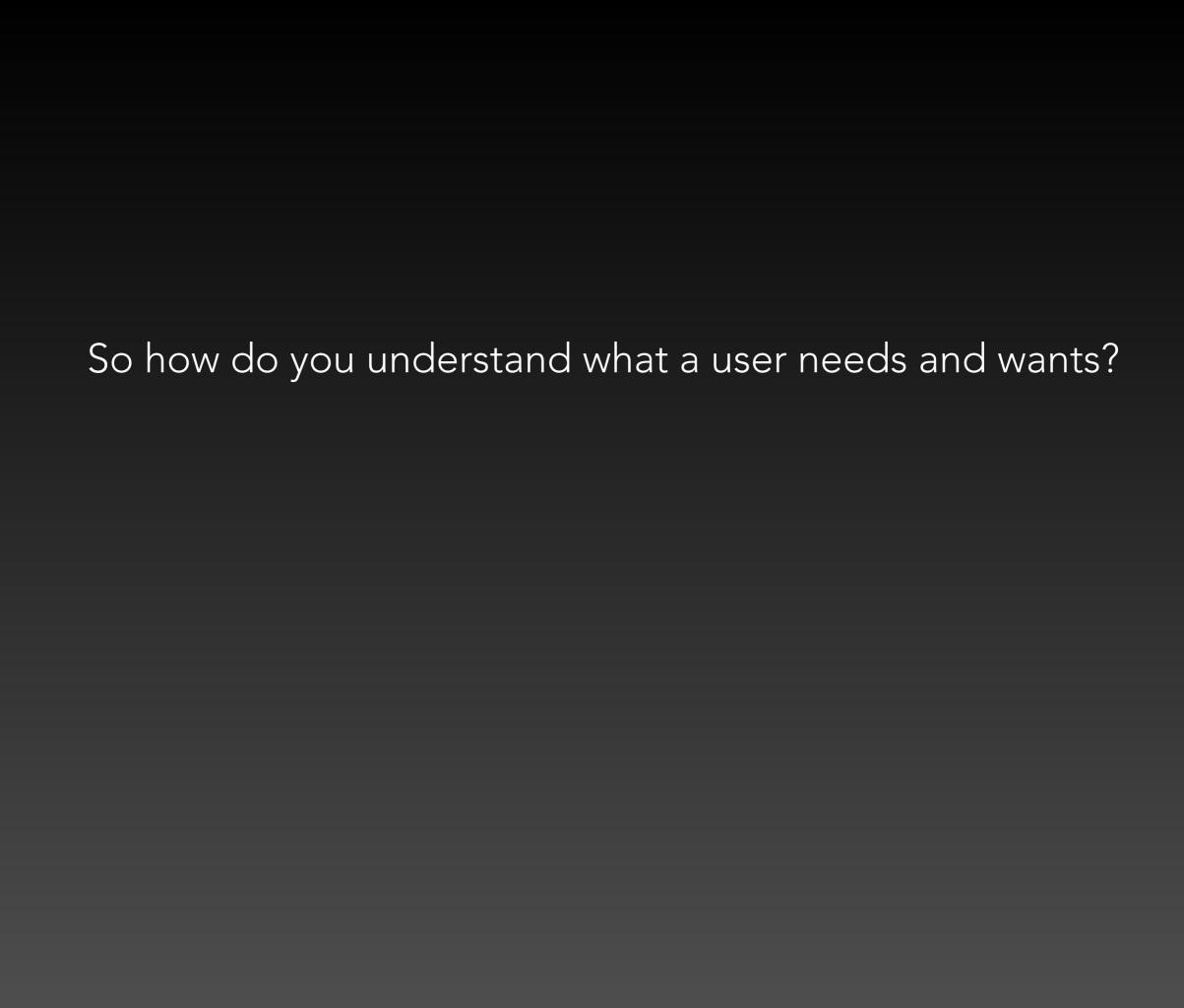
Information Architecture
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Wireframing

Information Architecture Interaction Design Usability Accessibility User Research User Stories (Personas) User Interviews User Interface Design Wireframing Testing

```
Information Architecture
   Interaction Design
        Usability
      Accessibility
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User Stories (Personas)
    User Interviews
 User Interface Design
      Wireframing
        Testing
        Iteration
```

Information Architecture Interaction Design Usability Accessibility **User Research User Stories (Personas)** User Interviews User Interface Design Wireframing Testing Iteration



User Research

User Research

What are the user needs
What are the user wants
What are the user limitations

User Research

Who typically consumes the kind of content you want to show on your website?

What are User Stories, or Personas?

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Short, vivid descriptions of fictional characters who represent a product's users.

What are User Stories, or Personas?

Short, vivid descriptions of fictional characters who represent a product's users.

They typically follow a simple template: As a <type of user>, I want <some goal> so that <some reason>.

http://www.mountaingoatsoftware.com/agile/user-stories

The Conscious Shopper

- concerned about aging gracefully
- free trade, organic, chemical free products
- shops at the farmer's market
- wants to make their own food, cleaning, beauty products from scratch
- no more than 5 ingredients
- holistic healthcare, homeopathic remedies
- wears natural materials on their skin

The Luxury Traveler

- likes to be discrete; not to be seen as a tourist
- weighs friend recommendations over anonymous reviews
- considers taking selfies crass; desires to take high quality photographs to remember trip by
- usually travels solo, for the purpose of business or making new business connections
- will return to the same hotel again and again, hotels that customize the experience to them and remembers their prefs

The Process

The Process

What are the business goals

The Process

What are the business goals User stories

What are the business goals
User stories
Content development

What are the business goals
User stories
Content development
Wireframing

What are the business goals
User stories
Content development
Wireframing
Building

What are the business goals
User stories
Content development
Wireframing
Building
Prototyping
Testing

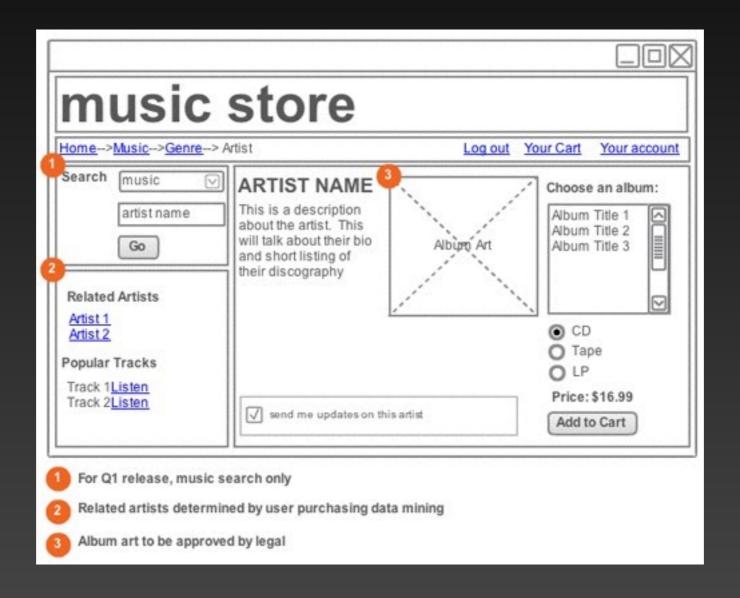
What are the business goals
User stories
Content development
Wireframing
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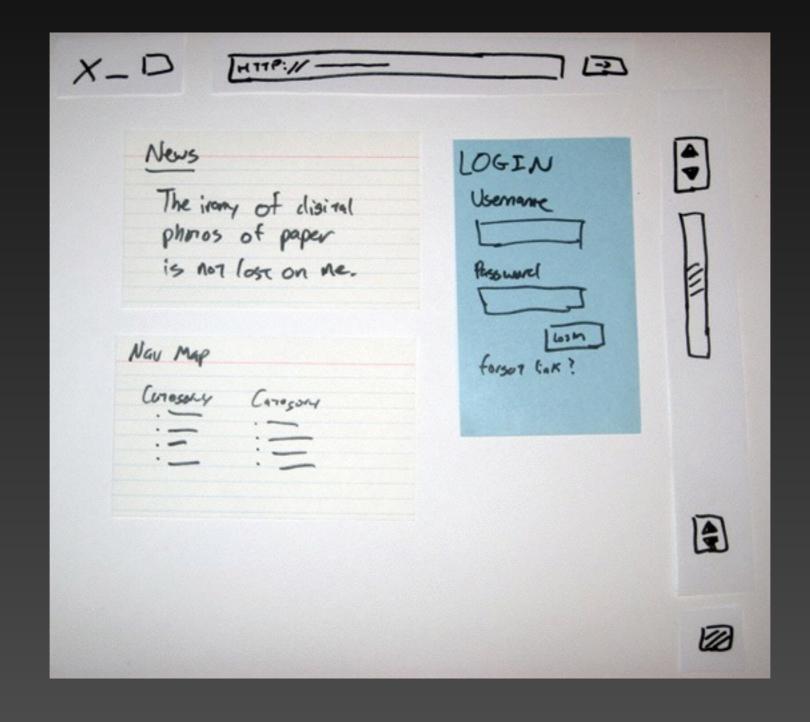
What are the business goals User stories Content development Wireframing Building Prototyping Testing Iteration

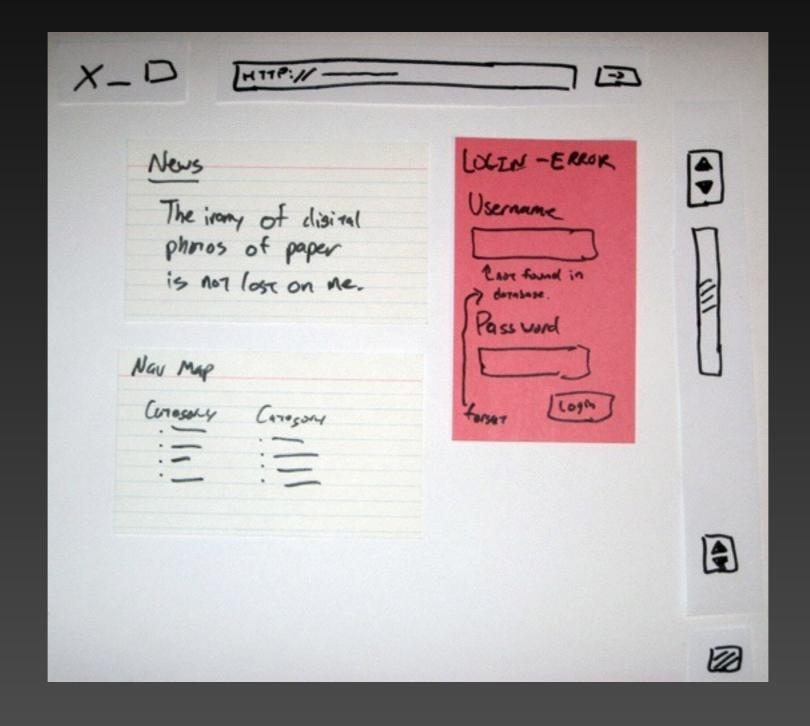
Static diagrams that represent the framework of a product, exploring content, navigation and interactions.

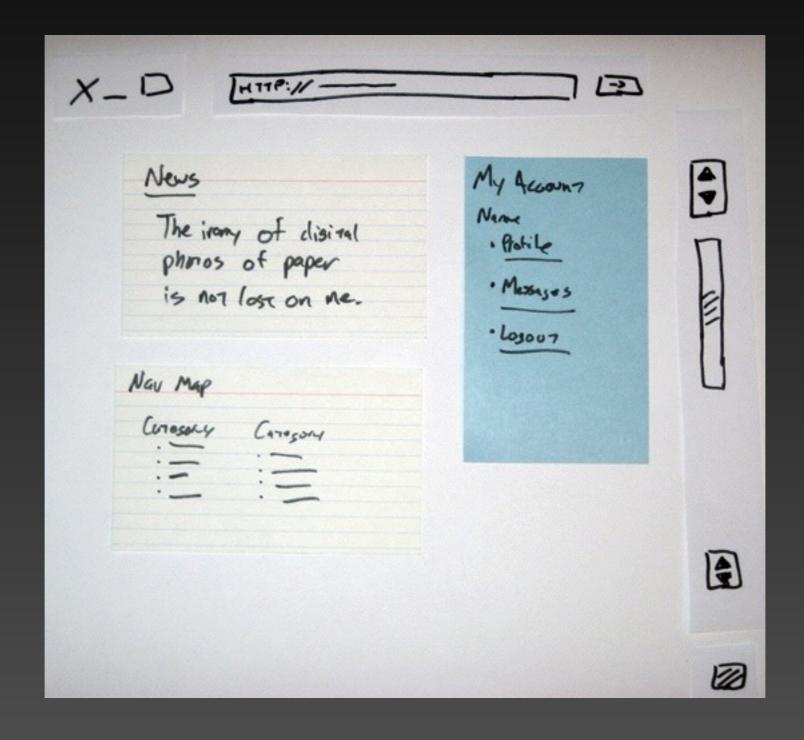
Static diagrams that represent the framework of a product, exploring content, navigation and interactions.

Developed to prototype how content exists on a page before the visual design and code are developed.

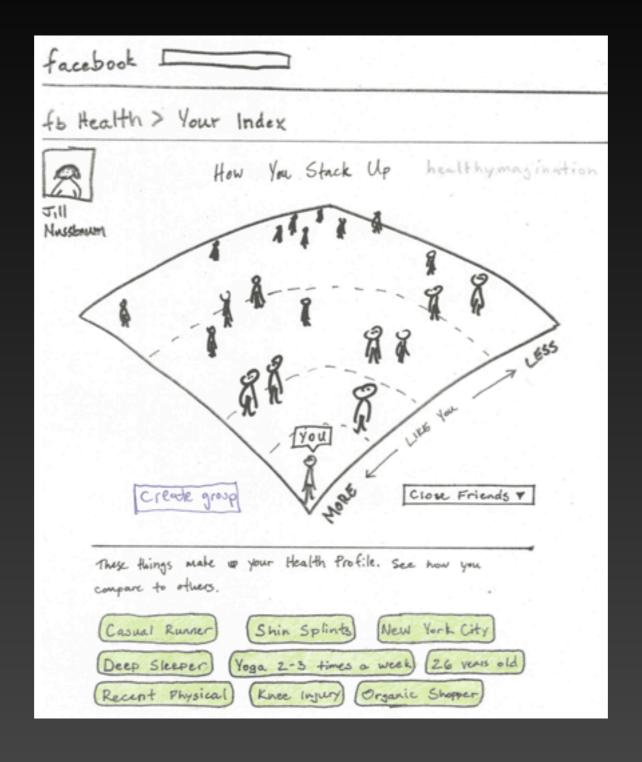








Sketching a site out



Sketching a site out

