Elements of user experience and usability

Based on: The Elements of User Experience, Second Edition: User-Centered Design for the Web and Beyond

What is usability?



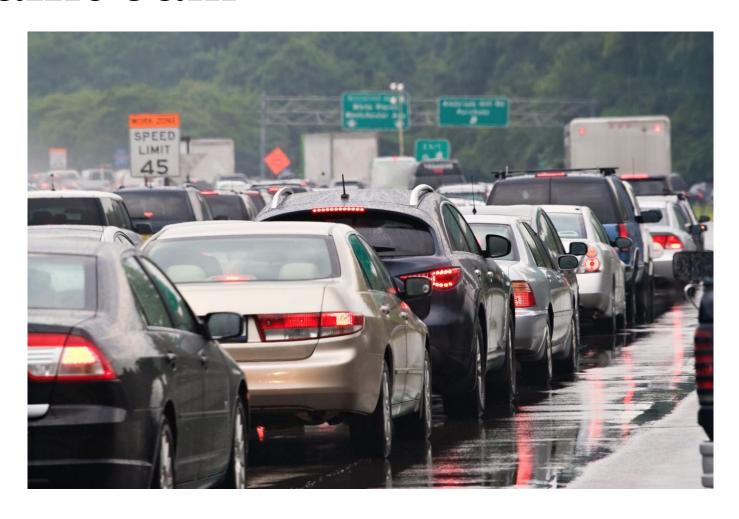
Clock Alarm



Coffee machine



Traffic Jam



• "A well-designed product is one that looks good to the eye and feels good to the touch"

· A well-designed product is one that does what it promises to do

- Aesthetic design makes sure the button on the coffeemaker is an appealing shape and texture.
- Functional design makes sure it triggers the appropriate action on the device.



• User experience design makes sure the aesthetic and functional aspects of the button work in the context of the rest of the product

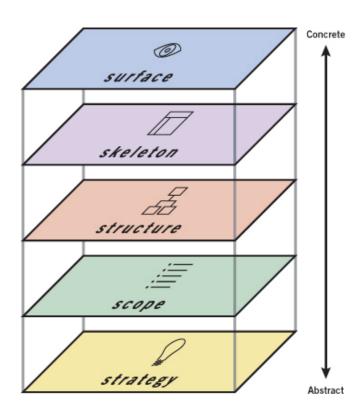
"Is the button too small for such an important function?"

"Is the button in the right place relative to the other controls the user would be using at the same time?"

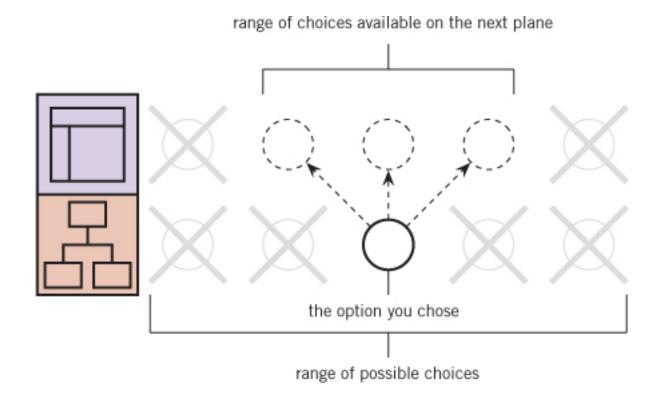
How to achieve usability



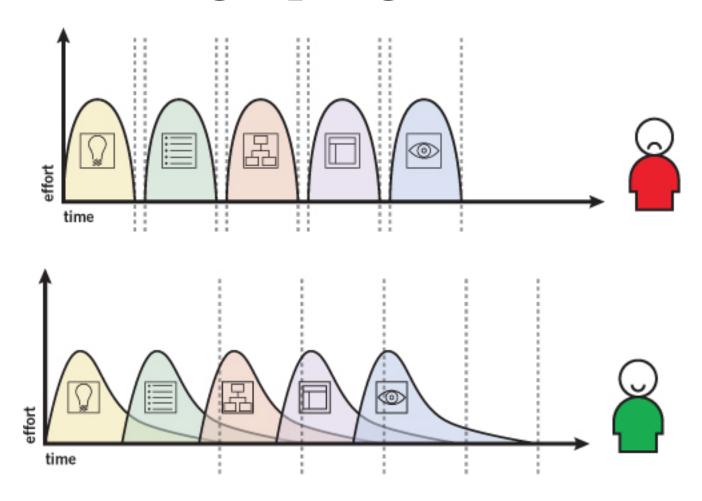
The elements



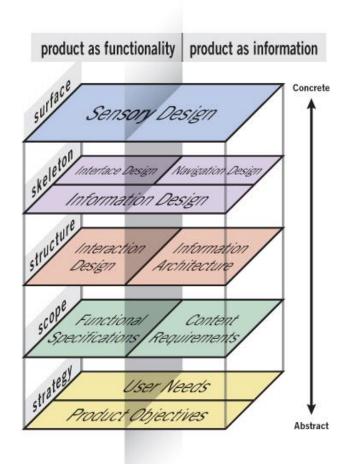
Elements restrictions



Product Design progress



Product as functionality Product as information

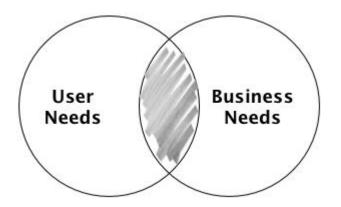


Choose an application

- 1. Students Campus application
- 2. Budget management
- 3. Scheduling system
- 4. Fashion application
- 5. Scholarship system
- 6. Sports application

The Strategy Plane

Product Objectives and User Needs



product as functionality product as information

scope

Tategy

Product Objectives

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Product Objectives

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Product Objectives

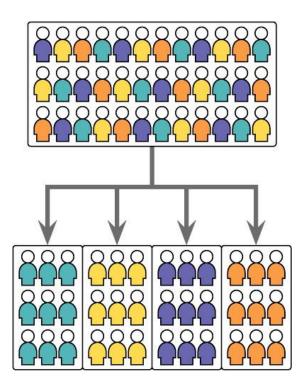
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The Strategy Plane – User Needs



The Strategy Plane – User Needs

Customer segmentation



Market research



User Contextual testing

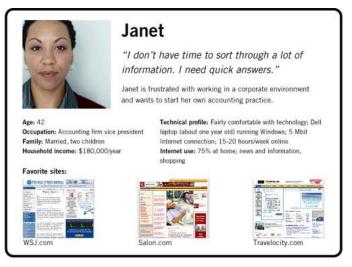
As a Configuration Person I want to be able

Success Metrics



The Strategy Plane

- What do we want to get out of this product?
- What do our users want to get out of it?
- Identify two customer segments?
- Create one "Personas" or user Profile





Technical profile: Somewhat uncomfortable with technology; Apple iMac (about two years old); DSL Internet connection;

Internet use: 100% at home; entertainment, shopping

"This stuff is all new to me. I want a site that will explain everything."

> Frank is interested in learning how he can turn his hobby of making furniture into a business.



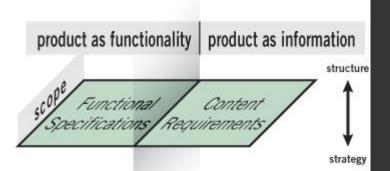
Occupation: School bus driver Family: Married, one child Household income: \$60,000/year



8-10 hours/week online

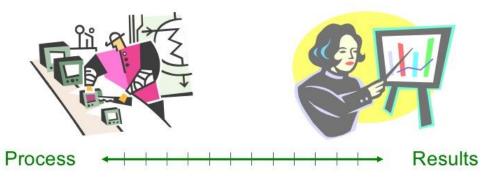
moviefone.com

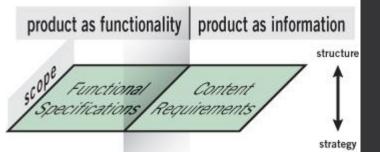




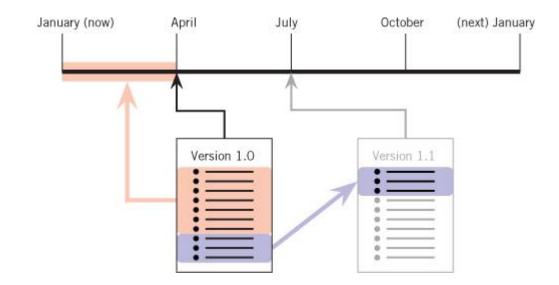
• • Process vs. Results

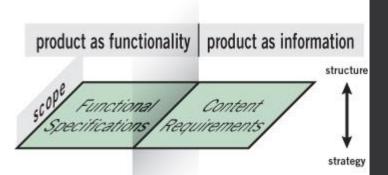
- Process Orientation
 - How things are done
 - The way we do things
- Results Orientation
 - What gets done
 - Outcome





- So You Know What You're Building
- So You Know What You're Not Building





Scenarios

#	Backlog Item (User Story)	Story Point
1	As a Teller I want to be able to find clients by last name, so that I can find their profile faster	4
2	As a System Admin I want to be able to configure user settings so that I can control access	2
3	As a System Administrator I want to be able to add new users when required so that	2
4	As a data entry clerk, I want the system to automatically check my spelling so that	1

Functional specification

Functional specification – Be positive

- 1. The system will not allow the user to purchase a kite without kite string.
- 2. The system will direct the user to the kite string page if the user tries to buy a kite without string.

Functional specification – Be specific

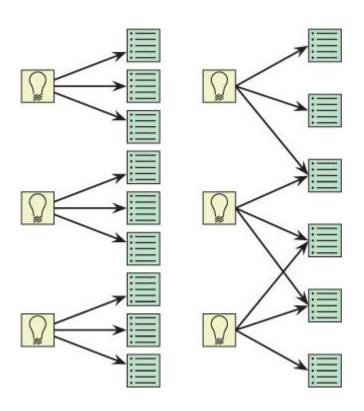
- 1. Videos with the most views in the last week will appear at the top of the list.
- 2. The most popular videos will be highlighted.

Functional specification — Avoid Subjective language

- The Android application will follow Material design.
- The Android application will be modern and fresh.

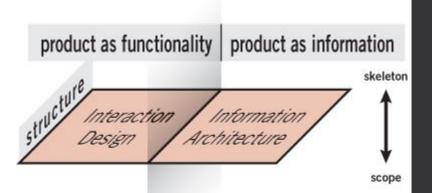
- · Write 2 scenarios based on created Personas.
- Write 2 functional requirements

Prioritizing Requirements

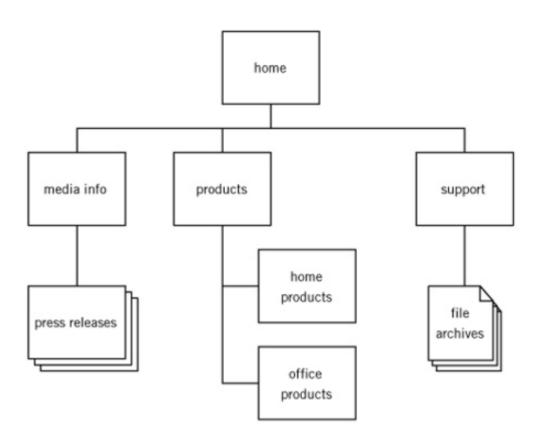


The Structure Plane

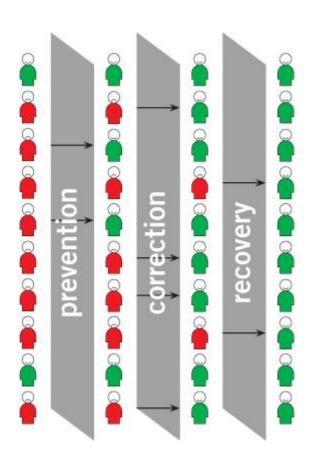
- Concept Model
- Structuring Content



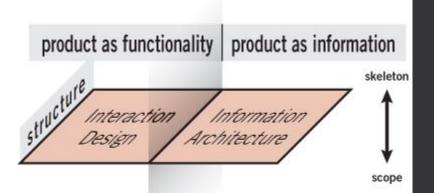




Error Handling



The Structure Plane



The Structure Plane

