

UX/UI Brownbag - Christijan Draper

Look @ Steve Krug 'Don't Make Me Think'

The UX

Decisions

Symbols

Actions

If the above three are not planned out,
UX suffers. Need to have these in mind
↳ cognitive overload to users

"Design everyday things"

Don Norman

People

Jakob Nielsen

Don Norman

Affordance

Object/UI has clue on how to use it.

Buttons, radials

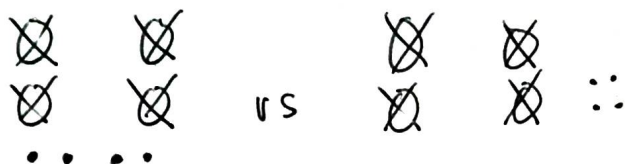
* Mismatched Affordance is bad.

e.g. A handle for a door that needs
to be pushed → mismatched

Recognition Rather Than Recall

↳ symbols by themselves might be ambig.

Natural Mapping



How do dials match up
with burners?

Relationship is
evident

Digital Affordance

A button with depth can establish affordance.



Remember UX is for user not dev.

This should be obvious, but it's very
easy to map UX to backend processes

instead of facilitating the user.

- Easy for data to be mapped
to object to send to backend
- ↳ User gets turned off at the idea
of divulging ~~into~~ a lot of info
at once

Wireframe - representation of UI

↳ used in early part of UI development.

User Experience Interview

↳ use research guide (questions, guidelines)

of Test Users

5-7 ideal.

Each person after 7 adds less and less
in terms of UX problem discovery.

↖ user testing crash course ↗

Tools to ~~use~~ create wireframes

- Sketch
- Powerpoint / Google Slides.

Check out video for a walkthrough of
how a wire frame is made.

Invision → prototyping tool.
