RMIT Classification: Trusted

COSC24/102648- Capstone Projects Week 3 2021-Semester 2

Intro to UX

Overview

- Originated first in 1990s, when Internet began
- A product that can provided a meaningful and relevant experience to users.
- Good UX vs Bad UX
- Its not UI design and its not useability alone
- It includes useability, functionality, usefulness and emotional impacts

What is UX?

 User experience is the totality of the effect or effects felt by a user as a result of interaction with, and the usage context of, a system, device, or product, including the influence of usability, usefulness, and emotional impact during interaction, and savoring the memory after interaction.

UX Designer

- UX designers don't just focus on creating products that are usable.
- Concentrate on other aspects of the user experience, such as pleasure, efficiency and fun, too.
- What is good user experience?

UX Design

Why

- User Motivations
- User Values
- User View

What

- Functionality
- Features

How

- Accessibility
- Aesthetics

UX design is User-Centered

- Understand the concept
- Specify user requirements
- Design solutions
- Evaluate against requirements

Ubiquitous interaction

- Computer systems and HCI
- Computation and interaction
- Ubiquitous computing (without keyboards, mice and monitors)

Traditional Concept of Useability

Usability is that aspect of HCI devoted to ensuring that human—computer interaction is, among other things, effective, efficient, and satisfying for the user. So usability1 includes characteristics such as ease of use, productivity, efficiency, effectiveness, learnability, retainability, and user satisfaction (ISO 9241-11, 1997).

Useability Misconceptions

- First, usability is not what some people used to call "dummy proofing."
- Usability is not equivalent to being "user-friendly."
- To many not familiar with the field, "doing usability" is sometimes thought of as equivalent to usability testing.
- Finally, another popular misconception about usability has to do with visual appeal.

Useability to UX

- Increasing the quality in design
- User satisfaction or emotional impact?
- Functionality is important but quality UX is even more important

Good UX

- Doesn't mean High-Tech or Cool
- Balance of functionality, useability, identity, aesthetics and so on.
- UX that felt good by the user
- Good UX cannot be designed! Its about user, not the design

UX Design vs Web Design

UX Design

- Process of making a product useful, usable, and enjoyable for users.
- Strategy development based on user research and testing
- Developing wireframes and task flows based on user personas
- Collaborating with designers and developers to create intuitive, user-friendly products

Web Design

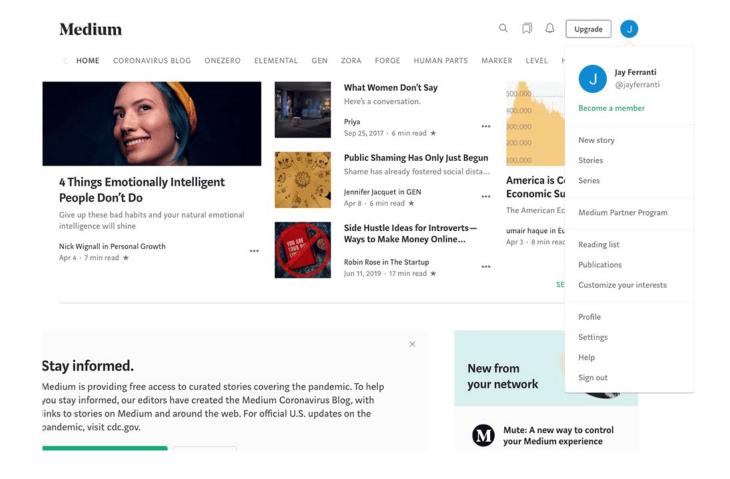
- Webpage layout
- Content production and placement
- Graphic design
- HTML/CSS programming

CNN Autoplay Video

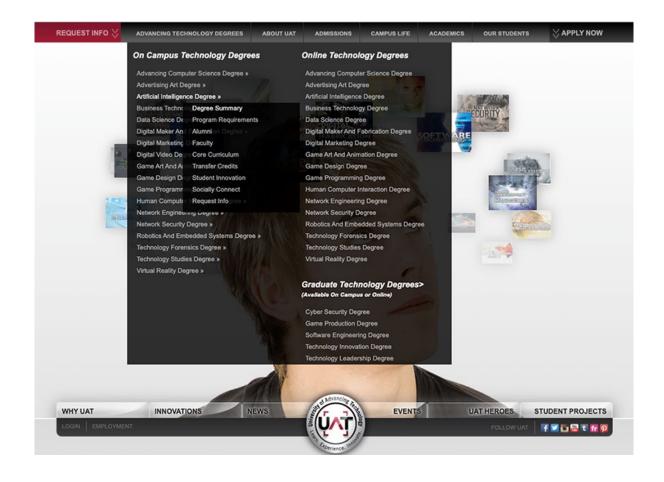
Persistent popups!



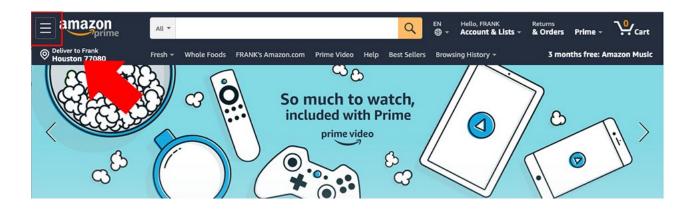
Medium hidden link



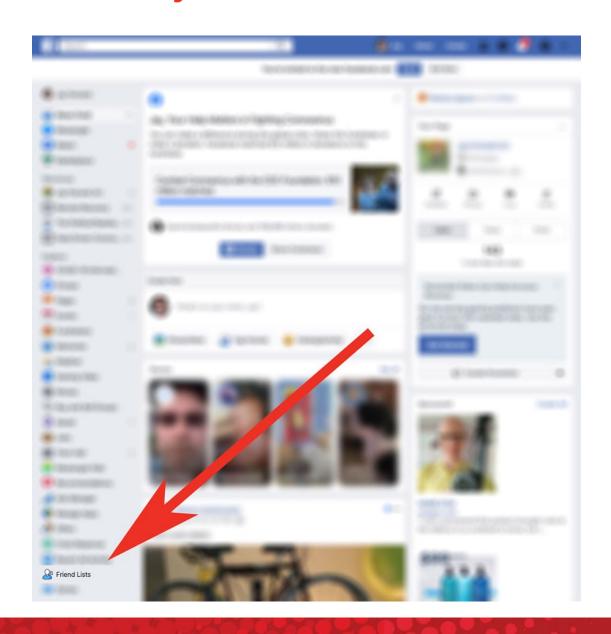
Difficult Navigation in Uni Website



Amazon Humburger Menu



FB Discoverability



Good UX

Stanford Search

Linux Search



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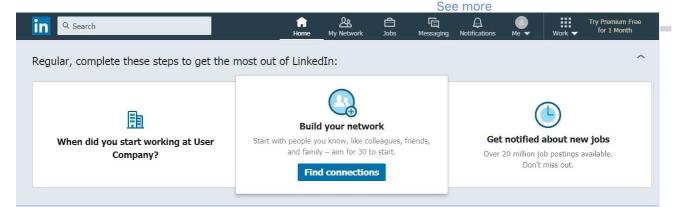
Good UI Examples

- Q Search
 - What are you up to?



- Good morning !
 Stay dry today in London.
 Rain is forecast.
- 1////

- FB App
- LinkedIn
- Apple





Welcome to the new generation of iPad.

UX Design Books

- Universal Principles of Design by Willian Lidwell et al.
- Start with Why by Simon Sinek
- Don't make me think by Steve Krug
- Laws of UX by Job Yablonski
- Design for How People Think by John Whalen
- UX Research by Brad Nunnally et al.