#### **Determine Who**

Select a persona you have developed or specific stakeholder or user group that you are talking about.

### Persona's POV

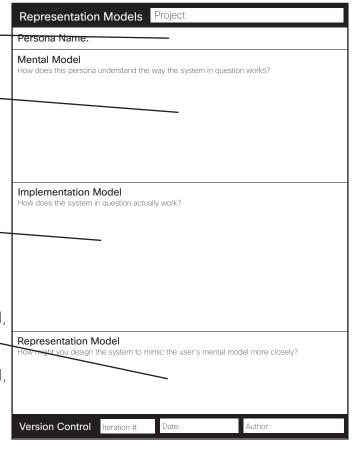
The mental model is how your persona thinks that a system in question works. People have expectations about how a system will behave based on how they think it is implemented.

#### How It Works

Write down how the system in question actually works. This is how the people who built the system understand it, and how they probably designed it as well. How is this different from the Mental Model?

## **Design For People**

No matter how the system is implemented, your design should always try to get as \_close to the Mental Model as possible. If your designs match a user's mental model, it should be extremely usable and there should be no need for explanation. How might you accomplish this?



# Why

Implementation of a system is usually extremely complex and technical, and much to difficult for a user to understand. Because of this, users construct their own models to understand a system, and they expect the system to behave according to that understanding. As a designer, it is your job to simplify an implementational model as much as possible and to mimic a user's mental model in order to make even a complex system easy to use and understand.

## **Tips**

A user's mental model is generally much simpler than the actual implementation model.

Most software designed by developers conforms to implementation models.

Always use research to understand a mental model, don't assume anything.

## What came before?

Observation Interview Contextual Inquiry Usability Testing

# What's next?

Wireframing Page

Ideation

Observation Interview Contextual Inquiry Usability Testing

Version Control

Iteration #:

Date:

Author: