

Menulis Microcopy

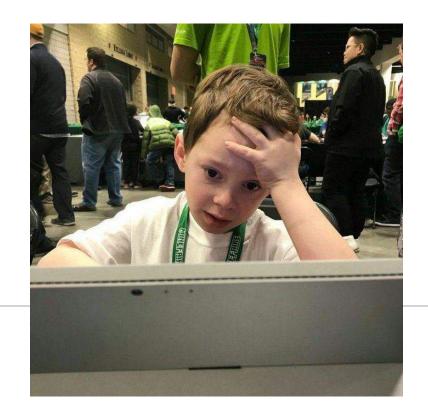
2024

Prodi D-IV Teknik Informatika Jurusan Teknologi Informasi



Momen bad UXW

Let's point out specific areas of improvement with "could be simpler", "could be more efficient", etc. "Good" and "bad" are relative terms.



Wait.... is it the right way?

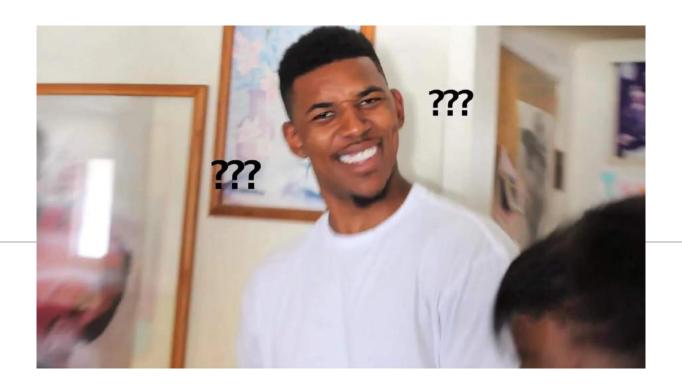


Wait.... is it the right way?

Could be more efficient



kalau kalian gimana?





- 1. Good UX brings better life
- 2. UX Writing: Mendesain pengalaman pengguna melalui kata-kata.
- 3. UX Writers fokus pada product oriented dan memandu pengguna
- 4. Yang dikerjakan UX Writer pada dasarnya ada 3: buat strategi komunikasi, research &

testing, dan menulis.





- 1. UX Writing Principles:
- UXW principles
- How to implement
- 1. Proses menulis UX Writing:
- Writing process
- 1. Latihan menulis

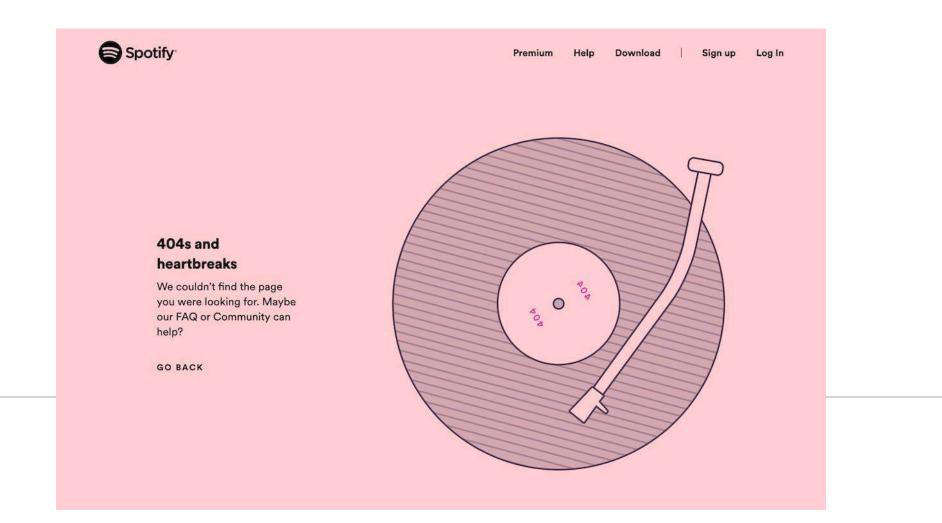
Hindows

A fatal exception OE has occurred at 0028:C0011E36 in UXD UMM(01) + 00010E36. The current application will be terminated.

- * Press any key to terminate the current application.
- Press CTRL+ALT+DEL again to restart your computer. You will lose any unsaved information in all applications.

Press any key to continue

Robotic error message 😩



Helpful error message 2

Error!

App is out of date

Your app is out of date
The latest version has been arrived, download to keep listening.

Download Now





Error!

App is out of date

Your app is out of date
The latest version has been arrived, download to keep listening.

Download Now

Good UX Writing → UX Writing Principles



Informasi jelas ————————————————————————————————————	Your app is out of date
	The latest version has been
Alasan yang dimengerti	arrived, download to keep
	listening.
Solusi yang diberikan	

main mission:

Buat pengalaman pengguna makin mudah dan nyaman!

UX Writing Principles?

guideline for standardization and how to write the right content for the users

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guideline for standardization and how to write the right content for the users

"Easy reading is damn hard writing"

- Nathaniel Hawthorne, American Novelist_

UX Writing Principles

Clear

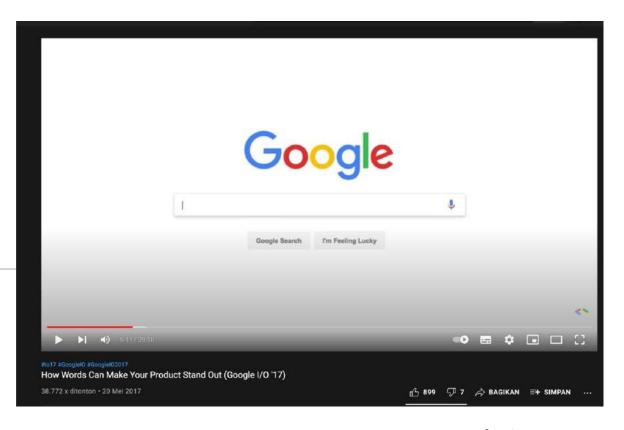
- Infonya jelas, jadi mudah dipahami.
- Hindari ambigu, dan kesalahpahaman

Concise

- Efektif, efisien dan tampilkan yang diperlukan
- User's retention and scannability

Useful

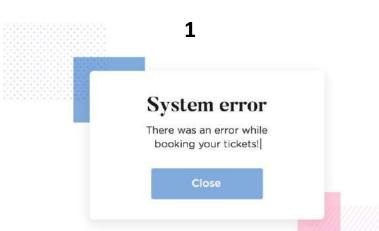
- Jadilah solutif!
- Beritahu apa yang bisa dilakukan selanjutnya



Source: Google I/O '17

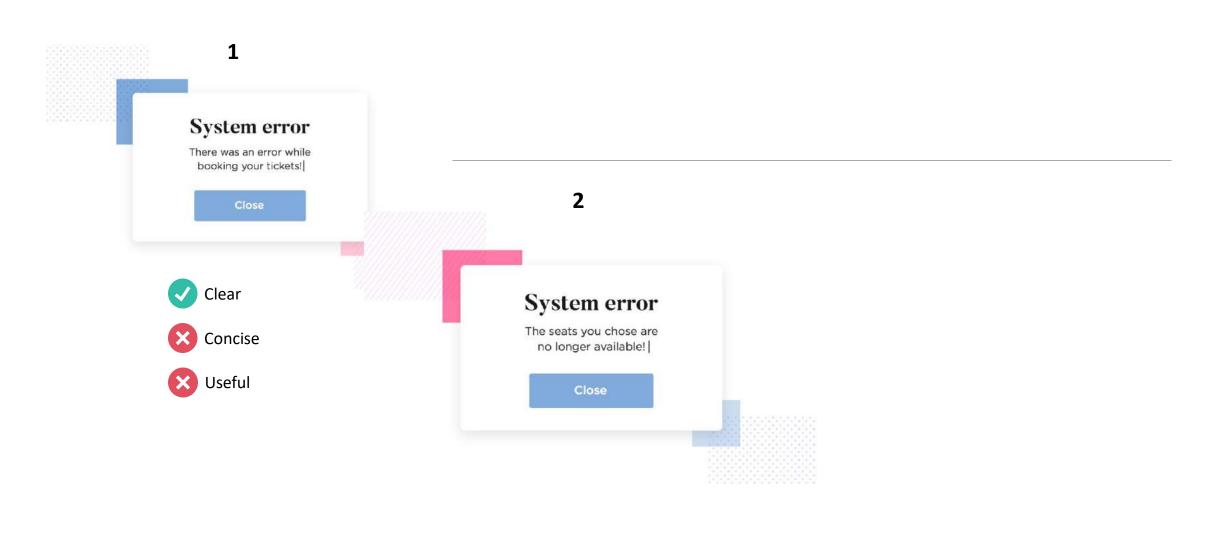
Failure Original An authentication error has occurred OK Sign-in error Clear You entered an incorrect password OK Wrong password Clear, Concise OK Wrong password Clear, Concise, Useful TRY AGAIN RECOVER PASSWORD

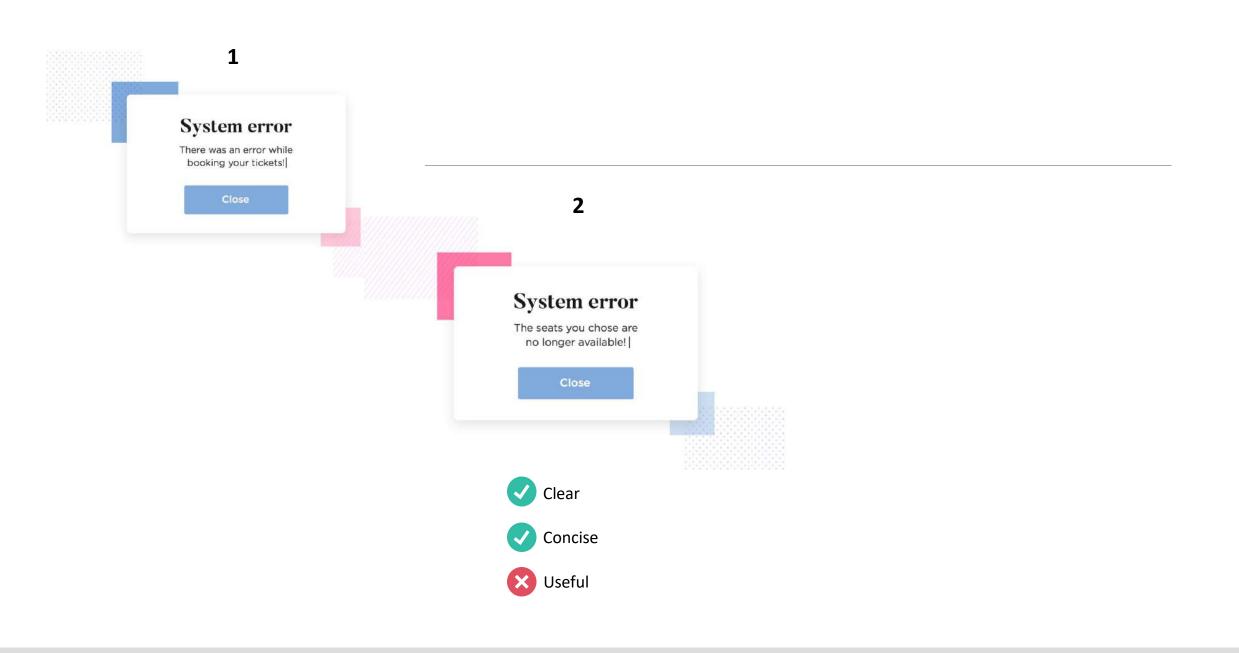
Source: Google I/O '17

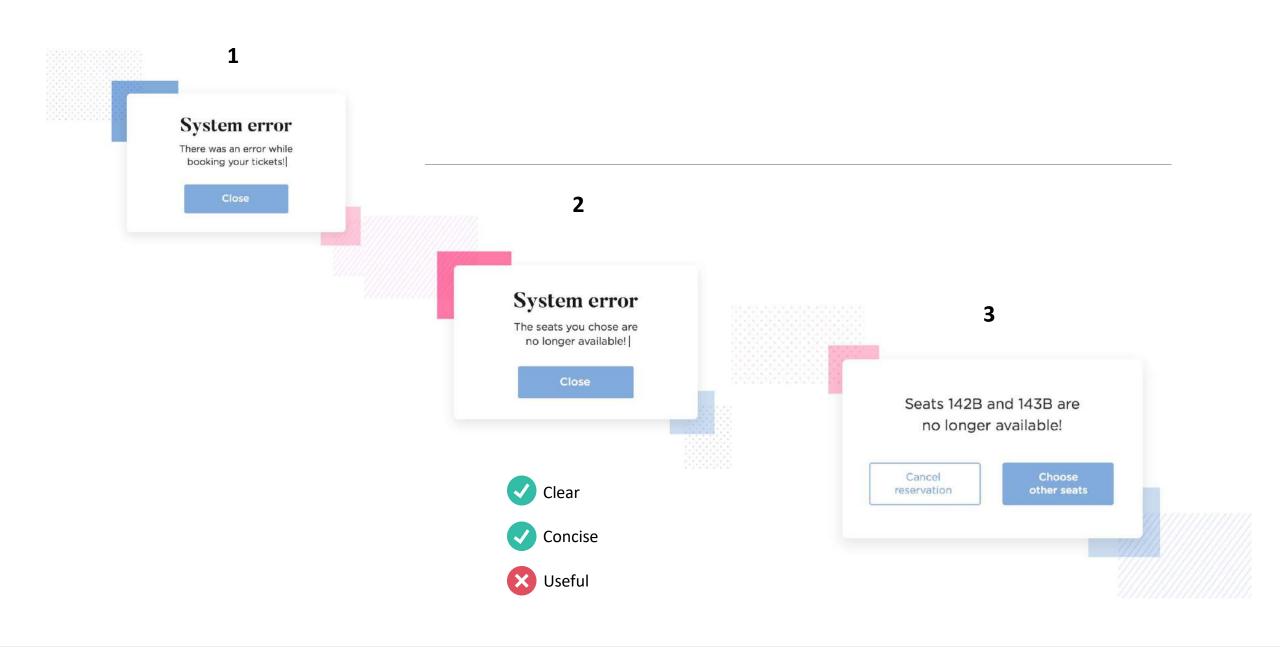


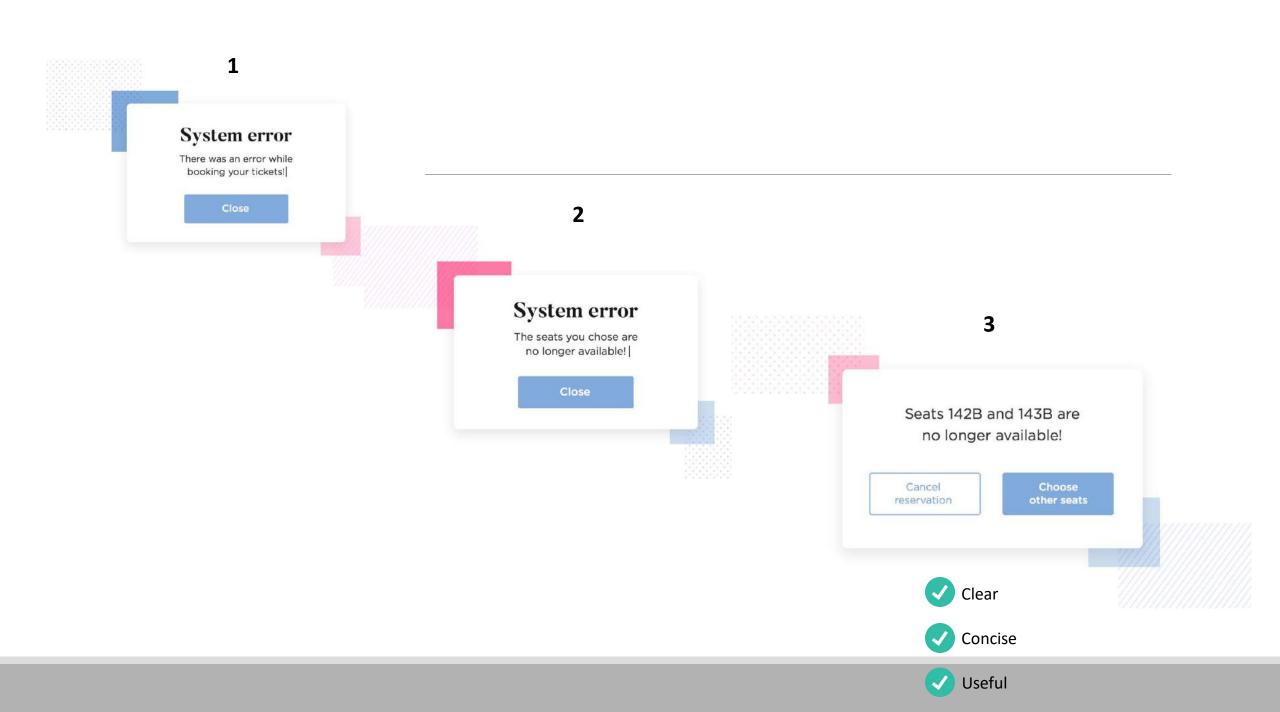
System error There was an error while booking your tickets!

- Clear
 Concise
 Useful



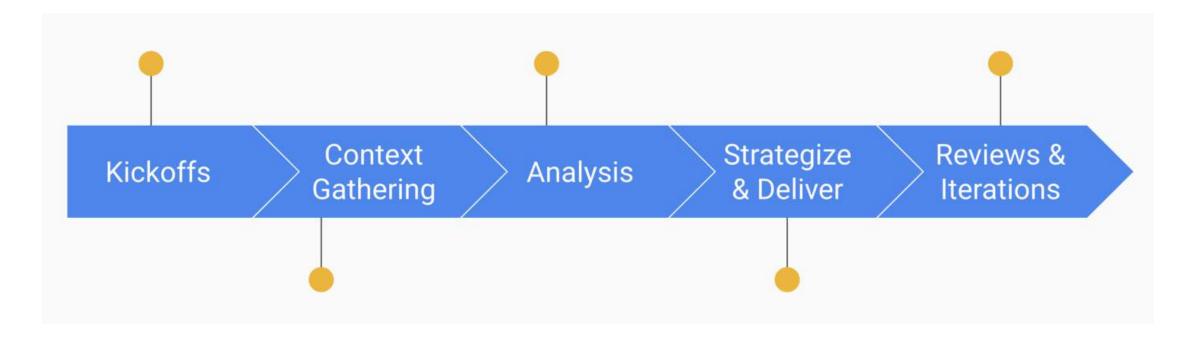






合立合 Proses menulis UX Writing

UX Writing Process



Kickoff meeting

Gambaran umum dan keseluruhan mengenai project.

** Diikuti dengan beberapa meeting kembali ketika sudah mengumpulkan banyak konteks...

Kickoff meeting

Gambaran umum dan keseluruhan mengenai project.

** Diikuti dengan beberapa meeting kembali ketika sudah mengumpulkan banyak konteks...

- What's the project/feature about?
- Why are we doing the feature?
- Who will you be working with?
- What are the business implications of the project?
- What are the design implications? (for both copy and visuals)
- What are the timelines like?

Collaboration with

Business stakeholder, Product Manager, Comms team, Design team, Developer team

Content Gathering

Kumpulkan konteks sebanyak-banyaknya

** Perlu memahami mendalam dari fitur ini. Temukan implikasi dari yang diinginkan perusahaan dan user...

Content Gathering

Kumpulkan konteks sebanyak-banyaknya

** Perlu memahami mendalam dari fitur ini. Temukan implikasi dari yang diinginkan perusahaan dan user...

- What is the goals of this product?
- Any special expectation for this product?
- Is this a customer request? Who's the customer?
- What does the competition offer? What does it mean to us?
- Have there been support tickets for this?
- Is the project or feature the result of changes in laws? Standards? Compliance?

Collaboration with

Business stakeholder, Product Manager, Comms and Marketing team, Design team

Analysis

Buat banyak Analisis untuk pemahaman lebih dalam

** Di sini akan buat banyak dokumen yang akan membantu membuat copy tepat sasaran

Analysis

Buat banyak Analisis untuk pemahaman lebih dalam

** Di sini akan buat banyak dokumen yang akan membantu membuat copy tepat sasaran

- Research Report
- Competitive Analysis
- Affinity Diagram
- User Persona
- Customer Journey

Collaboration with

Business stakeholder, Product Manager, UX Researcher, UI Designer, UX Designer

Strategize & Deliver

Mulai menulis Copy...

** Pahami kembali hasil analisis dan lakukan *knowledge-sharing*

Strategize & Deliver

Strategize & Deliver Mulai menulis Copy... What do Understand Strategize & What's the What are the competitors Systemic Deliver project about? impact areas? offer? implications ** Pahami kembali hasil analisis dan lakukan *knowledge-sharing* Explore ideas with Explore/ideate Create a first Evaluate copy Designers/ draft copy options requirement Collaboration

Collaboration with

Business stakeholder, Product Manager, UX Researcher, UI Designer, UX Designer

Reviews & Iterations

Bersiap untuk ulasan dan perbaikan

** Lakukan ini untuk buat copy makin tepat sasaran!

Reviews & Iterations

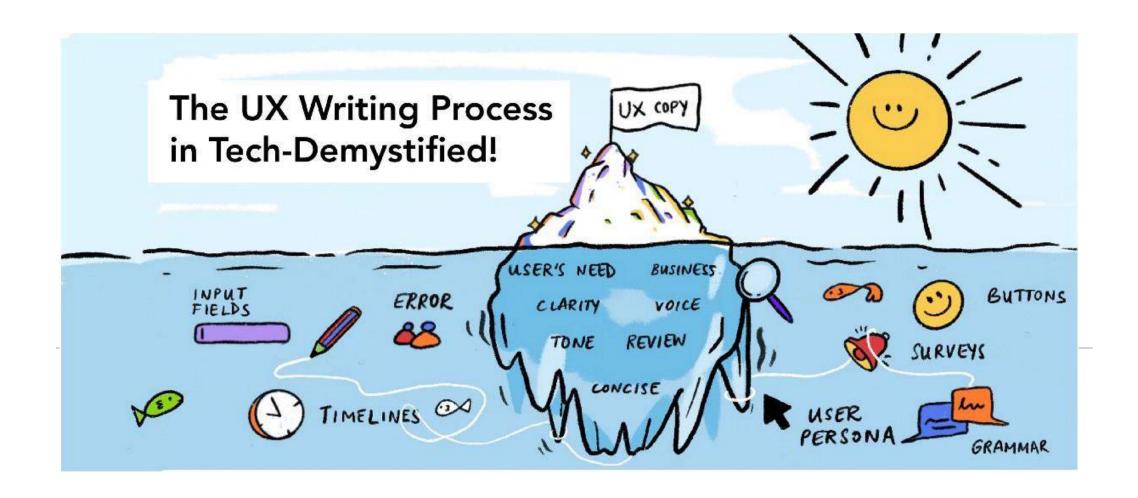
Bersiap untuk ulasan dan perbaikan

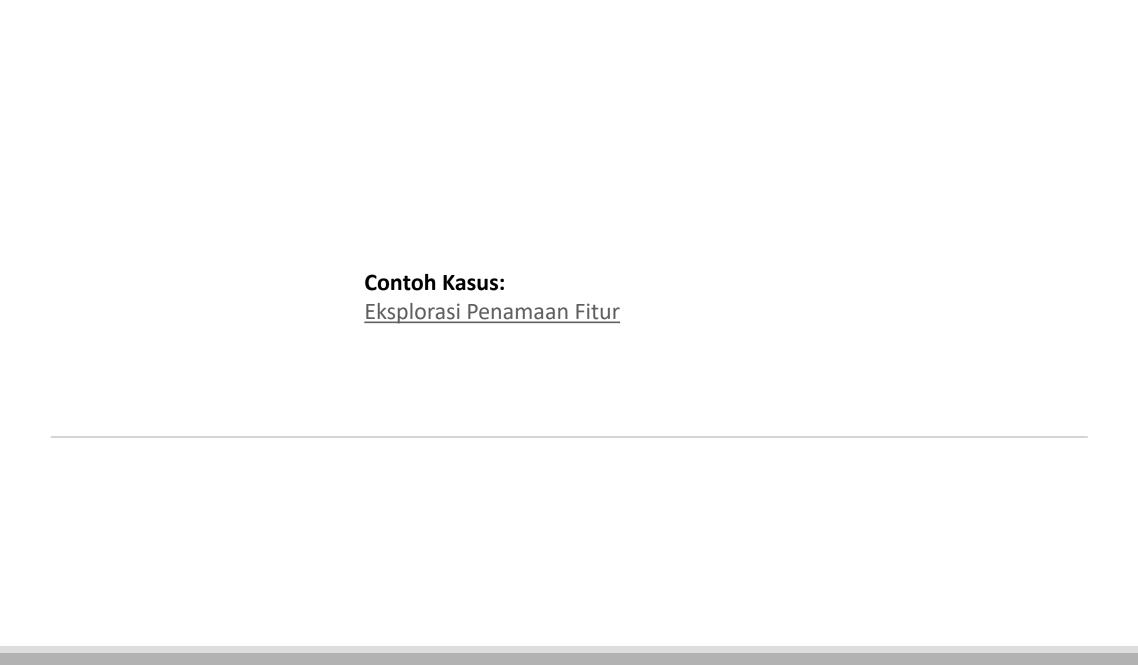
** Lakukan ini untuk buat copy makin tepat sasaran!

- Internal review (Self, Team, and stakeholder)
- External Testing and Review (A/B Testing, Survey, etc.)
- Usability Testing Session
- Gain findings and insights
- Make necessary changes and improvements

Collaboration with

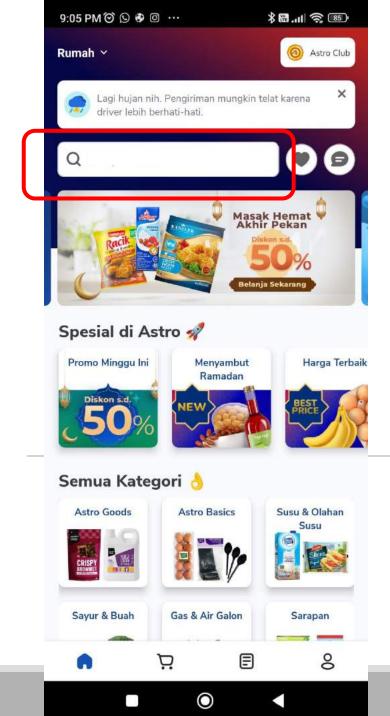
Business stakeholder, Product Manager, UX Researcher, UI Designer, UX Designer, QA, Developer





Let's recap

- 1. UX Writing Principles as a guideline and how to write.
- We need UXW Principles:
 Information Reasoning Solution
- 1. UX Writing Process:
- Context gathering
- Analysis
- Strategize and deliver
- Review and iteration





Skenario:

Yanti ingin cari apa yang ada di Astro, tapi bingung apa yang mau dicari.

Tujuan:

Mengetahui inventori Astro yang paling populer

Tugas:

Kasih tau Yanti kalau di Astro tuh bisa cari apa aja sih.

*pakai bahasa Indonesia, 35 chars (termasuk spasi)

Format jawab:

Copy - chars limit - reason (riset atau observasi)

置置 Bacaan lanjutan

Buku:

- Writing is Designing by Michael J. Metts & Andy Welfle
- Microcopy: The Complete Guide by Kinneret Yifrah
- Conversational Design by Erika Hall
- Writing for Designers by Scott Kubie
- Strategic Writing for UX by Torrey Podmajersky

Artikel:

- https://www.nngroup.com/articles/definition-user-experience/
- https://radahl.no/the-difference-between-product-designers-and-ux-designers-a-comprehensive-guide-6968951466bb/
- https://careerfoundry.com/en/blog/ui-design/common-ui-design-mistakes/
- https://xd.adobe.com/ideas/principles/web-design/what-makes-good-ux/
- https://uxdesign.cc/understanding-ux-roles-23032b94710d
- <u>https://uxplanet.org/how-can-we-relate-ux-to-our-daily-life-ade704ad31a3</u>