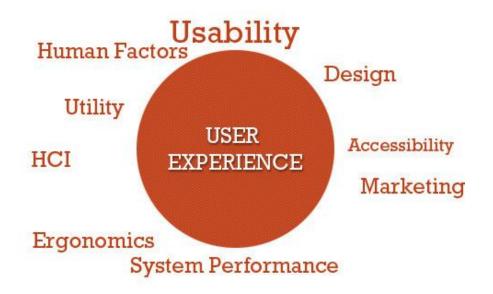
# Introduction to User Experience and Design (UX)





## What is User Experience and Design (UX)

- **User Experience** (**UX**) refers to a person's emotions and attitudes about using a particular <u>product</u>, <u>system</u> or service. <u>Nielsen Norman Group</u>
- **User experience design (UX, UXD)** is the process of enhancing user satisfaction with a product by improving the <u>usability</u>, <u>accessibility</u>, and pleasure provided in the interaction with the product.
- Donald Norman brought the term "User Experience" to a wider audience.





## What is User Experience (UX)?

- Wrong!!! In the IT industry, software developers and web designers will sometimes talk about user experience using related terms:
  - User Interface (UI)
  - Usability
  - Information architecture (IA)
  - Interaction design
  - Visual design
  - Human factors engineering

- ✓ UX is NOT just one of the above items.
- ✓ UX can incorporate ALL of the above.

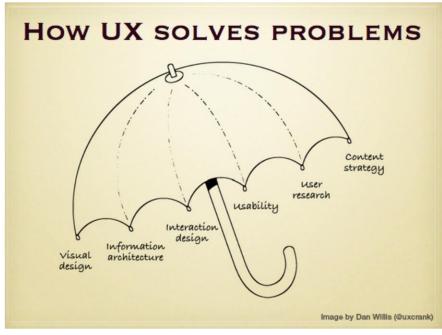


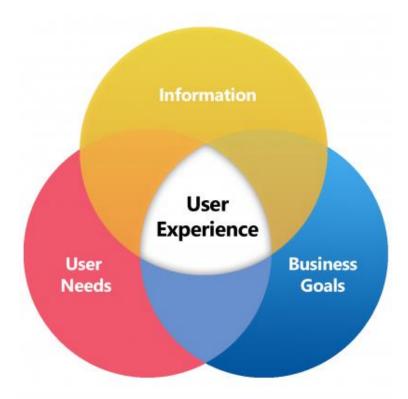
Image by Dan Wills: http://www.dswillis.com/

# **UX** is **Not** Just **UI** or **Usability**



## Why Bother with UX?

- Most products are supposed to help people be productive.
- Understand users needs ⇔ Build better products ⇔ Help people like it enough to buy it ⇔ meet the business goals.
- Job market is promising.



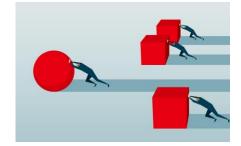
### **Goals of UX**

- **Usefulness:** is the product useful, with a clear purpose?
- Learnability: How easy is for users to accomplish basic tasks with minimal instructions required?
- **Memorability:** When users return to the product after a period of not using it, how easily they can accomplish the tasks?
- Efficiency: How quickly users can preform tasks?
- Satisfaction: How pleasant is it for users to use the product?















## **Design Principals \***

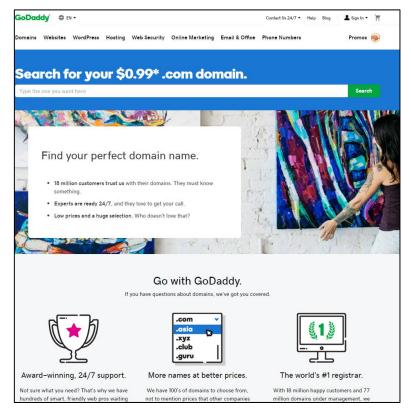
- Visibility: Can I see the functions and interactions?
- Feedback: What's the object or device doing right now?
- **Affordance:** How do I use it?
- Mapping: What is the relationship between actions and results?
- Constraints: Why can't I do that?
- Consistency: Is this familiar?

## 1. Visibility

• The more visible functions are, the more likely users will know about them and how to use them. But not so many distractions!

#### www.godaddy.com



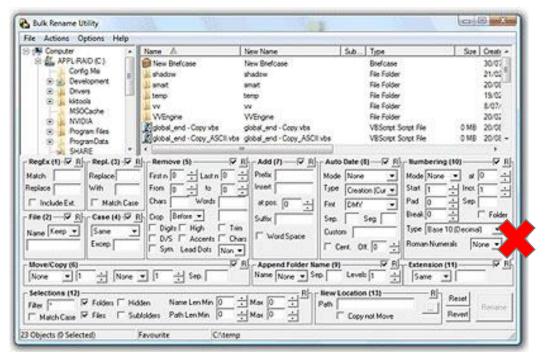


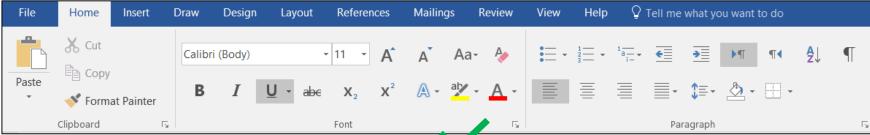
GoDaddy Website (2006)

GoDaddy Website (2018)

# 1. Visibility

• Hide Information that is not needed frequently.





## 1. Visibility: Categorizing Information

#### www.arngren.net



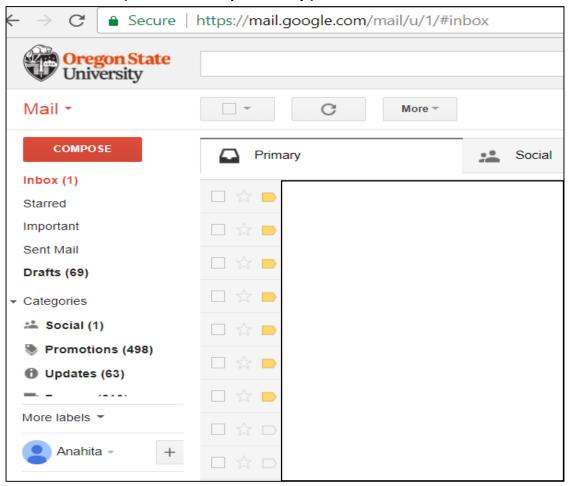
## 1. Visibility: Color and Texts

### http://www.pnwx.com



## 1. Visibility

- Do not create busy user interfaces (keep it simple)
- Make the most important elements of your design easy to find:
  - Hide elements that might interfere (with less priority)
  - Larger icons
  - Color contrast



### 2. Feedback

- Sending back information about what action has been done, allowing the person to continue with the activity.
  - Visual, tactile, audio, and more
- What is a good feedback?



### 2. Feedback: What Do You Think?





Your PC ran into a problem and needs to restart. We're just collecting some error info, and then we'll restart for you.

25% complete

For more information about this issue and possible fixes, visit http://windows.com/stopcode

If you call a support person, give them this info: Stop code: CRITICAL PROCESS\_DIED

Discard draft?

CANCEL DISCARD

#### 2. Feedback

- For every action there should be a reaction!
- Good feedback should answer:
  - How do I get started?
  - Should I click that?
  - Is that work saved?
  - Am I almost finished?
  - Should I cancel this, or wait a little longer?
- Do not interrupt the experience
- Feedback for error prevention:
  - Describe what happened
  - Explain why it happened
  - Suggest a fix



#### 3. Constraints

- Limiting the range of interaction possibilities for the user
- Limitless possibilities often leave the user confused

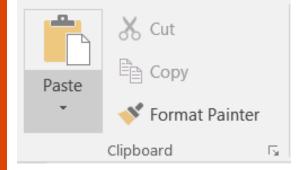


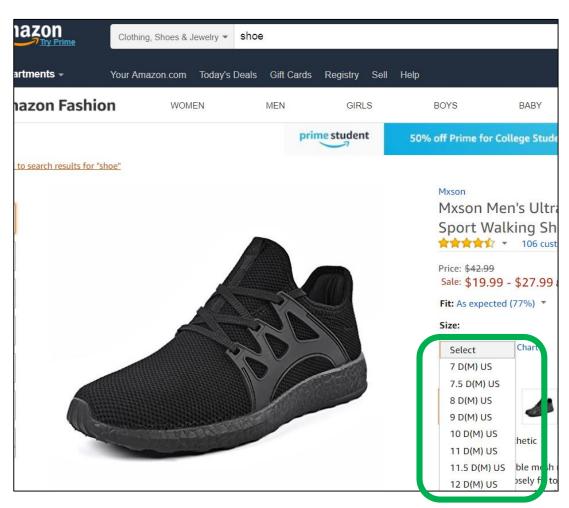


#### 3. Constraint

• Limiting the range of interaction possibilities for the user to simplify

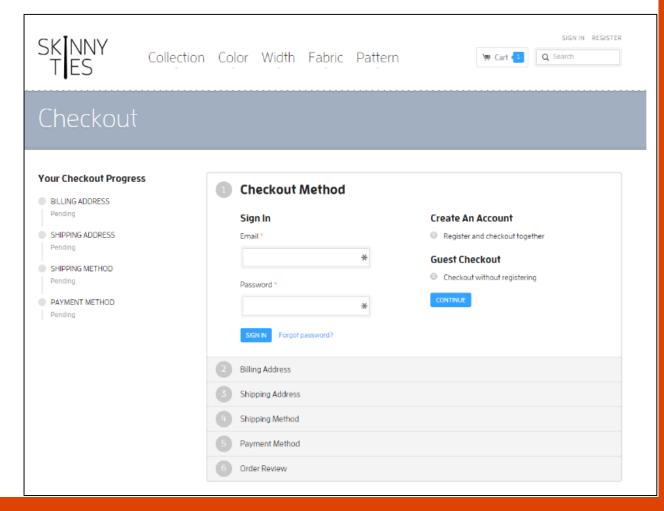
the product.





### 3. Constraint

- Limiting the range of interaction possibilities for the user:
  - Help users understand status of the system
  - Simplify the product
  - Less confusion
  - Error prevention



## 4. Consistency

• Having similar operations and similar elements for achieving similar tasks.

Film Camera (1980's)



DSLR Camera (2018)

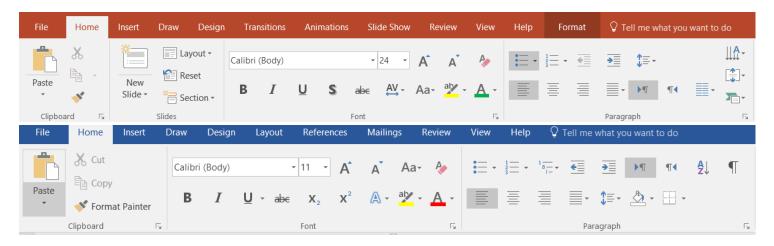


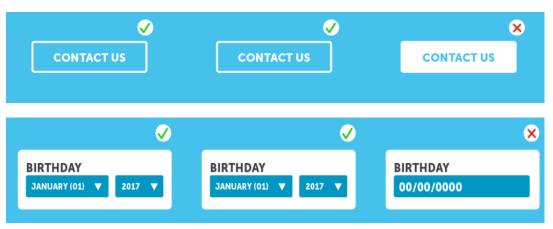
Point & Shoot Camera (2010)

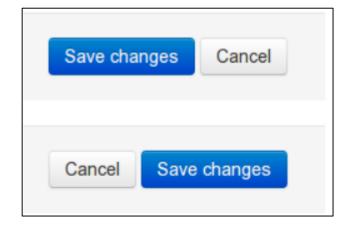


## 4. Consistency

• Having similar operations and similar elements for achieving similar tasks.



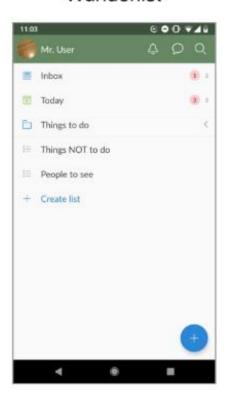




## 4. Consistency

- Provide a consistent experience throughout your products
  - Reduce the learning time for a product
  - Inconsistency → frustration

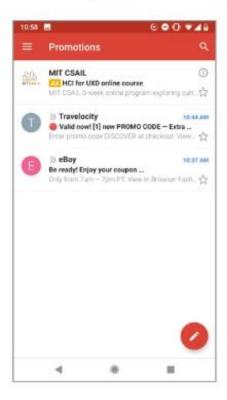
#### Wunderlist



#### Twitter



#### Gmail



## 5. Affordance

- An attribute of an object that allows people to know how to use it.
  - "To give a clue": Mouse button









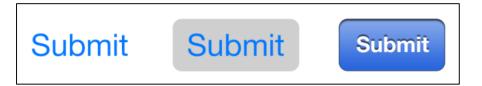


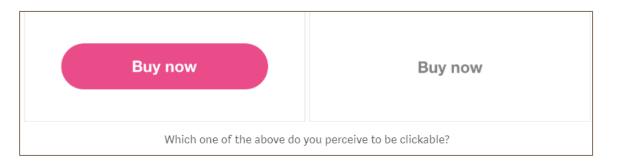




### 5. Affordance

- User can perceive possible actions based on the properties of an objects.
- Use cues to suggest actions that are possible by a system element
- Giving incorrect visual cues can ruin user experience and lead to frustration.

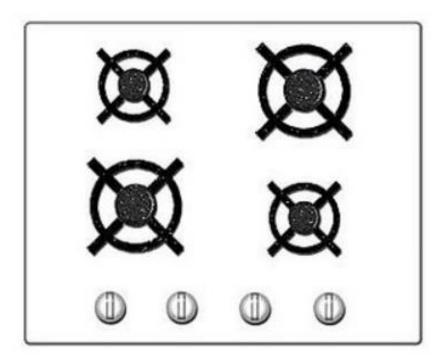


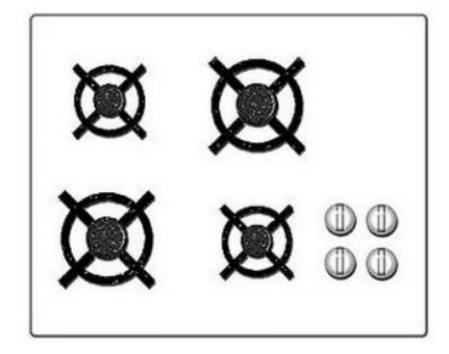




## 6. Mapping

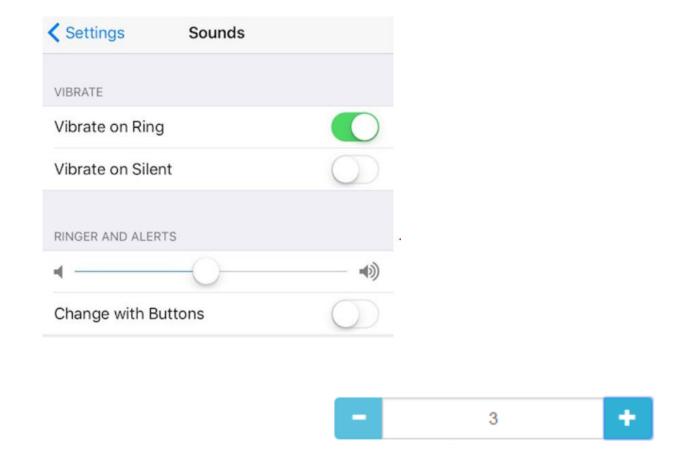
- Mapping is about having a clear relationship between controls and the effect they have on the world.
- Which one is a better mapping, why?





## 6. Mapping

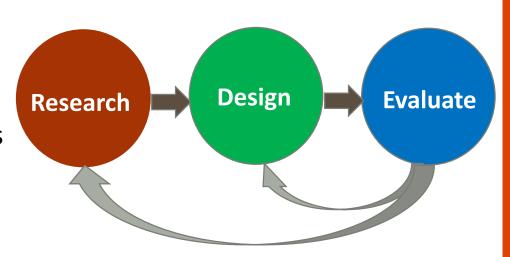
• Mapping is about having a clear relationship between controls and the effect they have on the world.



#### **UX Process**

#### Research:

- Identify needs/requirements
  - Of the user experience.



#### Design:

- Develop many alternative design ideas
  - That meet the requirements.
- Mock-up and later build versions of the designs
  - To communicate/evaluate.

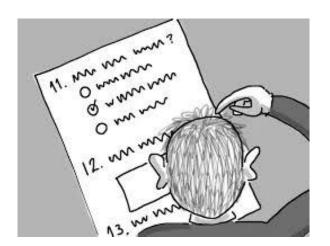
#### • Evaluate:

Throughout the process.

# **User Experience Methods: Research**

- Ethnographic Field Studies and Observations
- User Interviews
- Diary studies
- Surveys



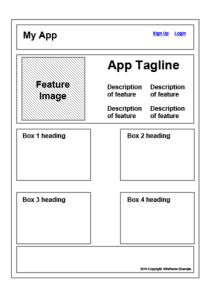


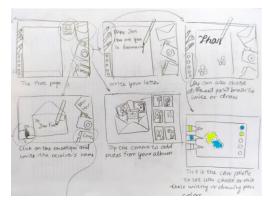




## **User Experience Methods: Design**

- Low fidelity to high fidelity prototype
  - Sketching
  - Storyboarding
  - Wireframing
  - Digital



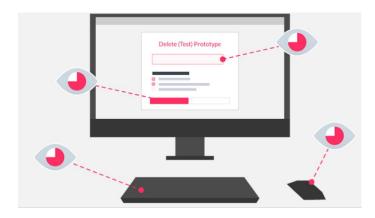






## **User Experience Methods: Evaluation**

- Heuristic evaluation
- Cognitive walkthrough
- Usability testing





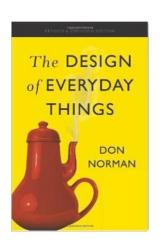


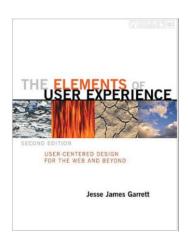
## **Summary**

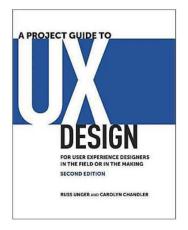
- What is User experience and UX design and why is it important?
- What are the design principals we should care about?
- What is a user experience process?

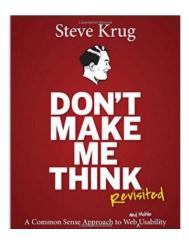
#### And More...

- A practice for you:
  - Apply the design principles of visibility, feedback, constraints, consistency, affordance to an existing piece of software:
    - Can you find a concrete example of how the software supports/violates that principle
- Some other Suggested books









## **References and image Sources**

- Don Norman Image: https://newschoolarch.edu/events/lecture-series-don-norman/
- Usability Testing images: <a href="https://www.experiencedynamics.com/services/usability-testing">https://www.experiencedynamics.com/services/usability-testing</a>
- User Experience Diagram: https://commons.wikimedia.org/wiki/File:User-experience-diagram.png
- User Experience as a whole: <a href="https://usabilitygeek.com/user-experience/">https://usabilitygeek.com/user-experience/</a>
- US Umbrella: http://www.helloerik.com/ux-is-not-ui
- Consistency images: Source: https://gofishdigital.com/guide-design-consistency/

#### **Sources**

 UX Design Learning Links: https://uxdesign.cc/ https://www.smashingmagazine.com/cate... https://www.uxpin.com/knowledge.html http://uxmag.com/ https://www.nngroup.com/ http://www.uxbooth.com/ UI design, short for user interface design, support the UX design visually through colors, fonts, icons and graphics. UI Design Learning Links: https://designcode.io/ http://trydesignlab.com/ https://teamtreehouse.com/library/mob... https://www.udemy.com/ui-web-design-u... http://learnui.design/

#### **General Resources**

- <a href="http://www.usability.gov/how-to-and-tools/methods/index.html">http://www.usability.gov/how-to-and-tools/methods/index.html</a>
- http://www.usabilitybok.org/what-is-usability
- https://en.wikipedia.org/wiki/User interface design
- https://en.wikipedia.org/wiki/User experience design
- https://uxmag.com/
- http://www.usabilityfirst.com/
- http://alistapart.com/article/usability-testing-demystified
- http://uxmyths.com/