



UNIVERSITY OF  
MICHIGAN

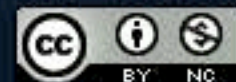
# What is User Experience?

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## INTRO TO UX

Mark W. Newman

Associate Professor, School of Information



# **What is UX?**

## **Why does it matter?**

**Mark W Newman**



# What is a **Good UX**?

Useful

Helpful

Easy to  
Learn

Attractive

Accessible

Fun

Delightful

Satisfying

Connected



# What is a **Bad** UX?

Stressful

Ugly

Confusing

Inefficient

Distracting

Tedious

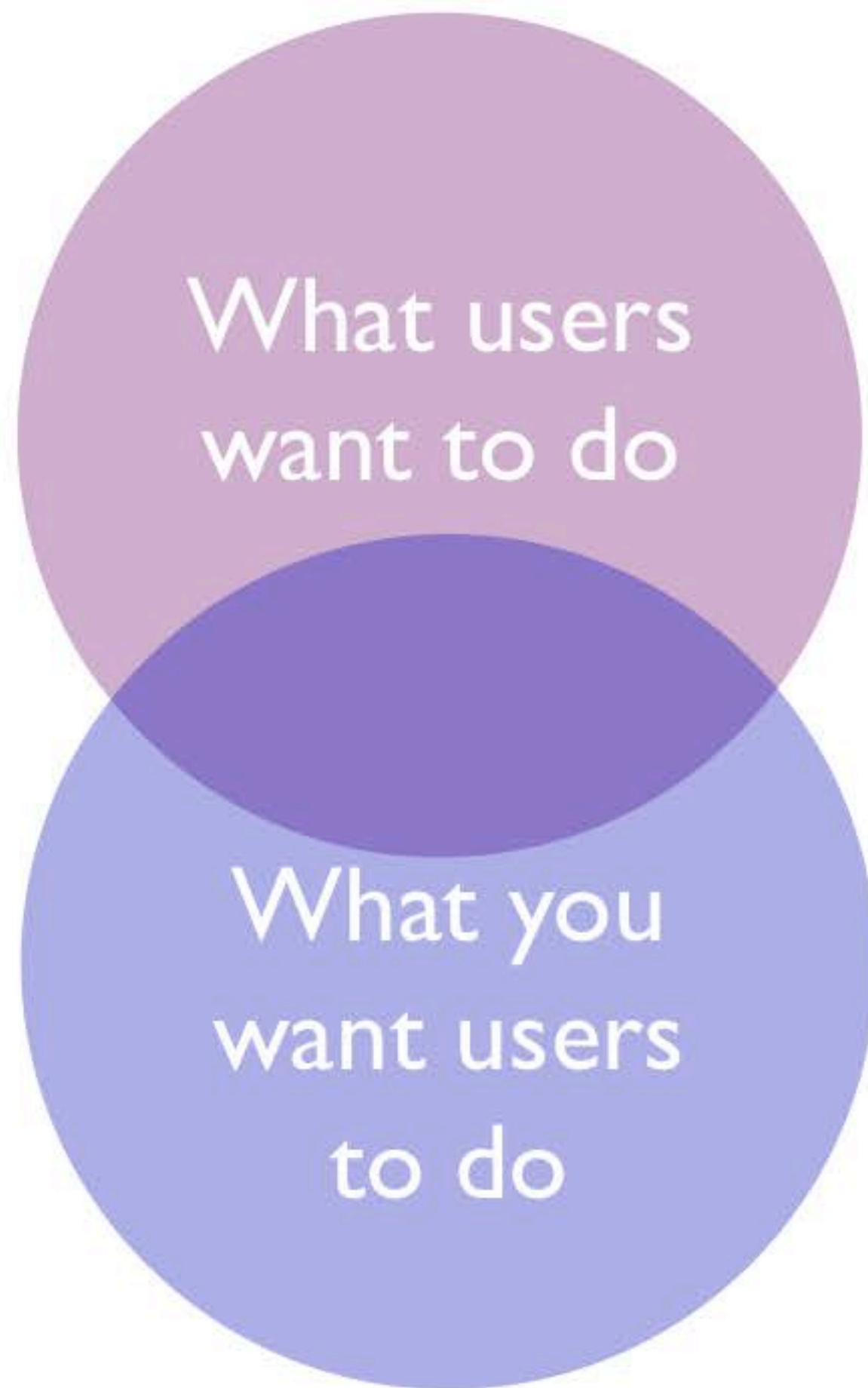
Inconsiderate

Frustrating

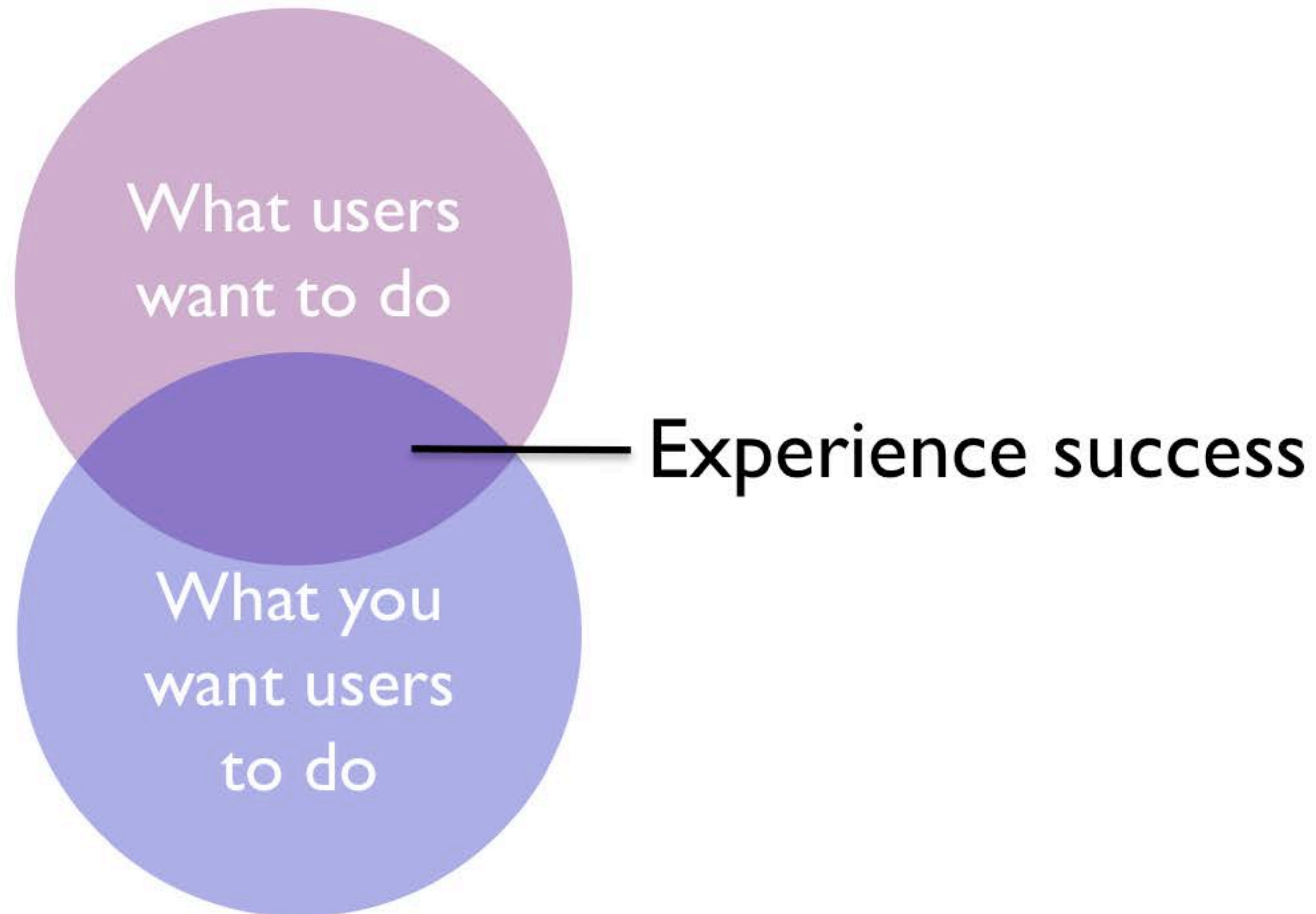
Condescending



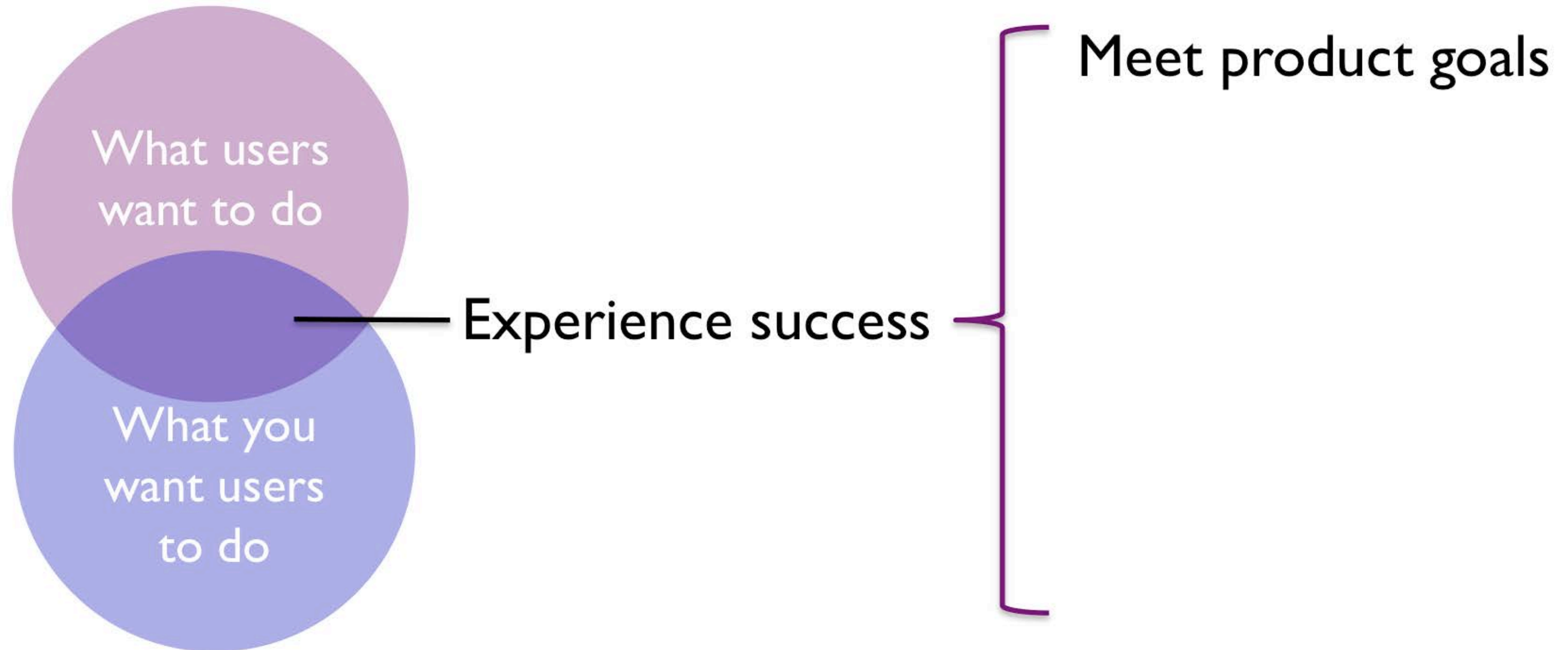
# Why Does it Matter?



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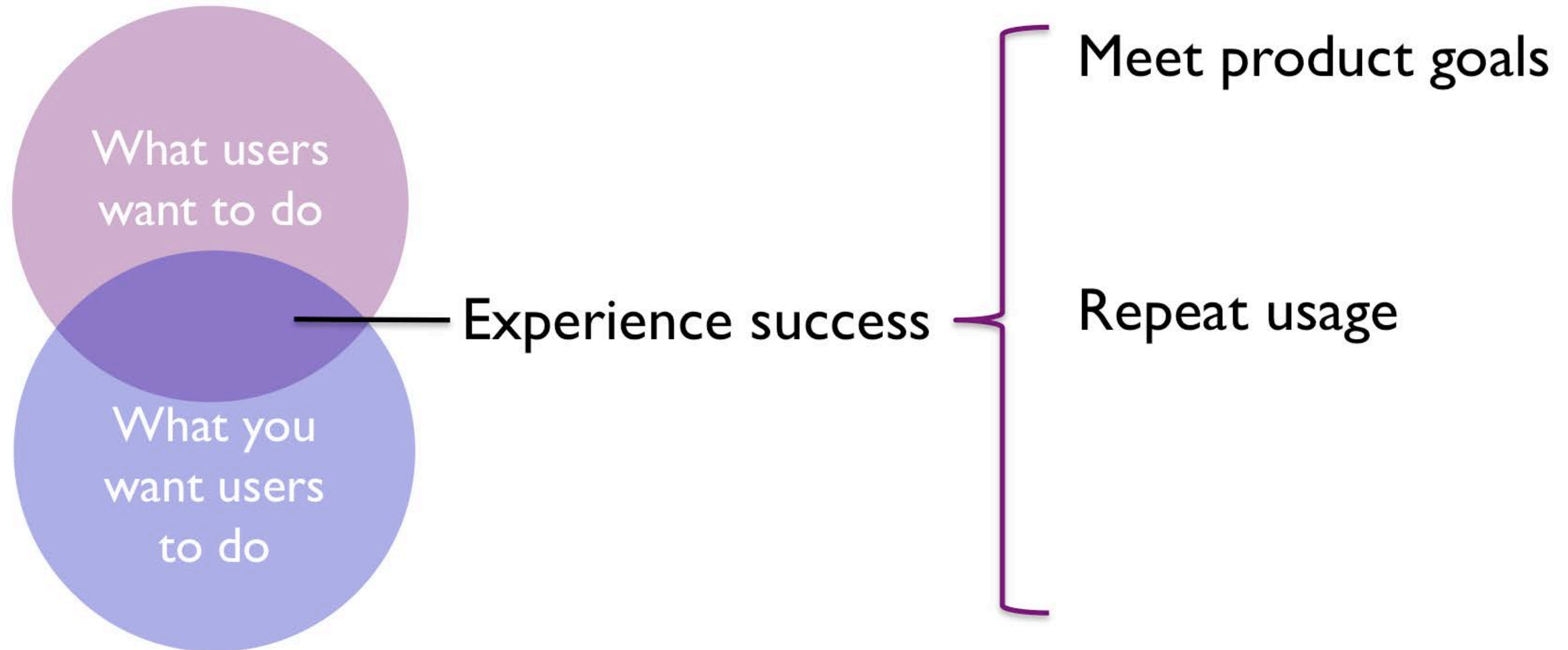


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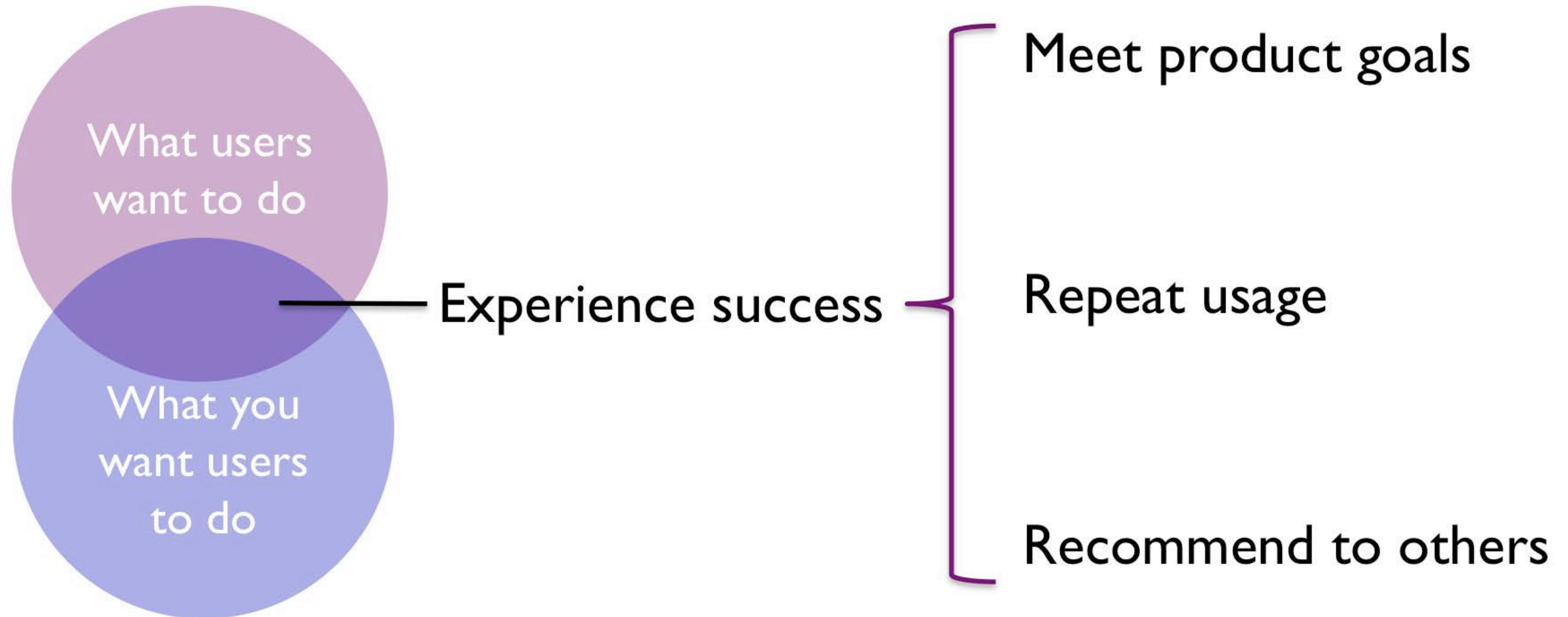


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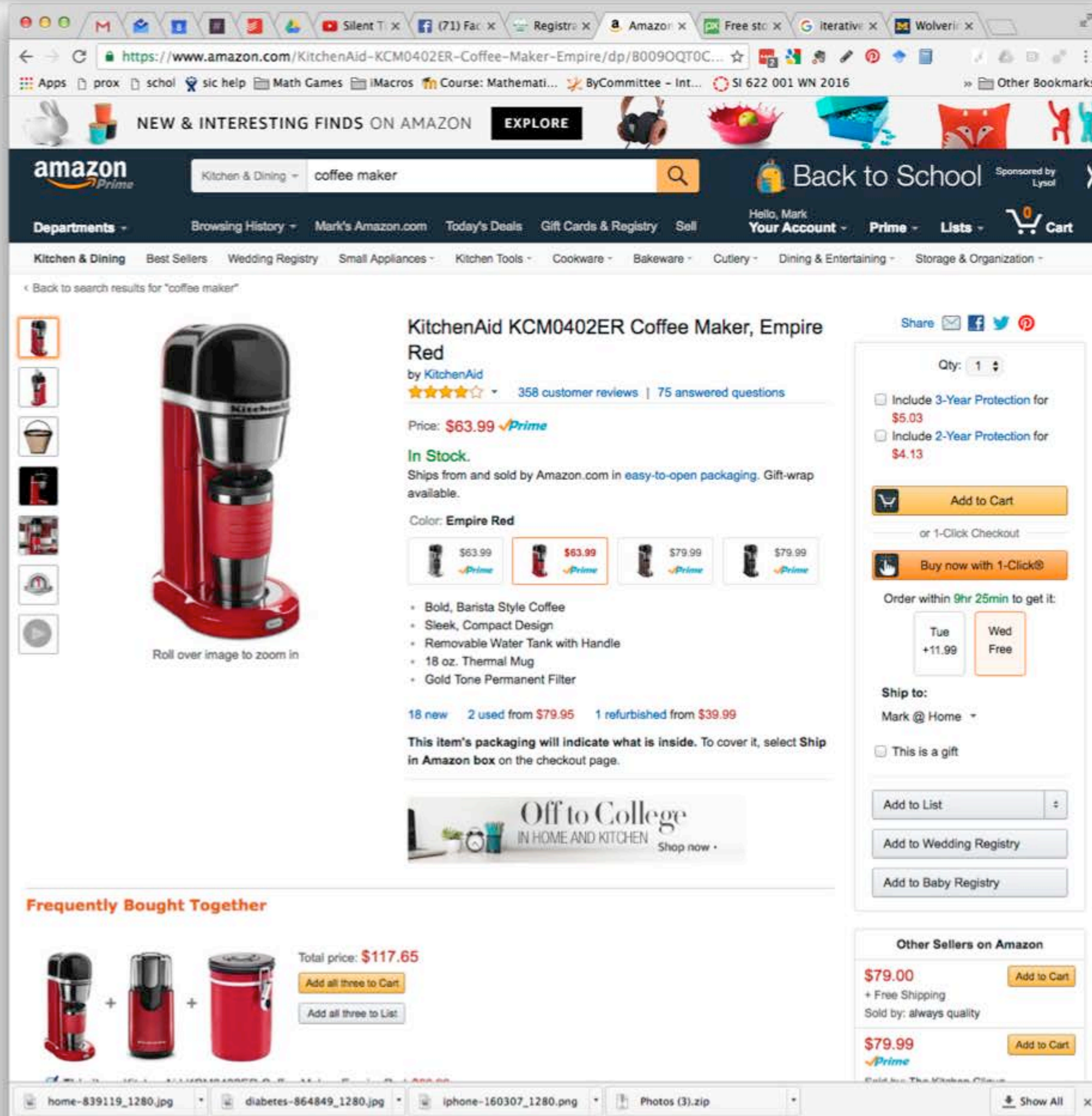




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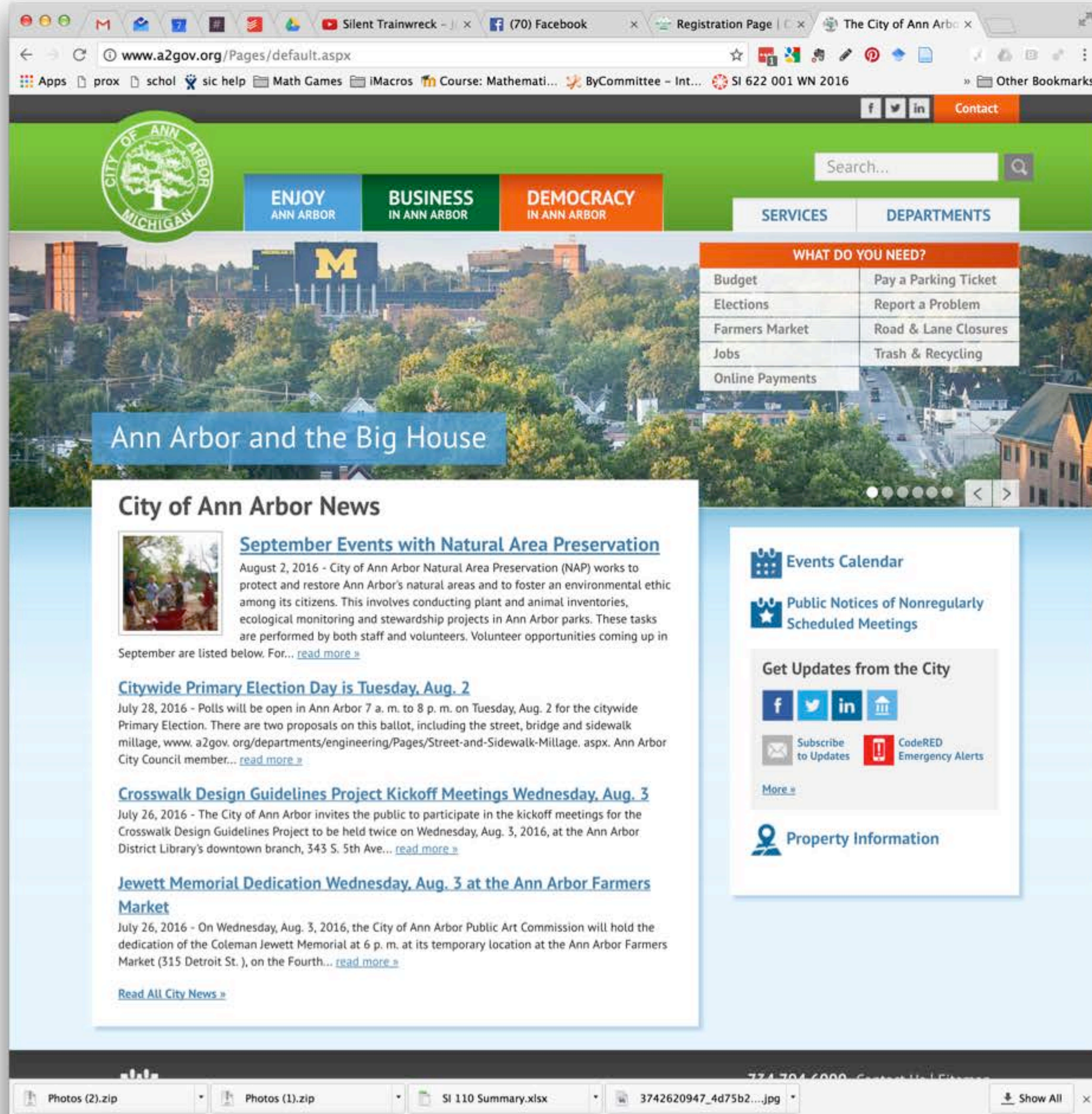






- **Buy stuff**
- **Enjoy stuff**
- **Come back again**
- **Recommend to others**





- **Find information**
- **Understand services**
- **Streamline city services**
- **Recommend to others**





- **Improve health**
- Do no harm
- Convince providers
- Recommend to others



# The Whole User Experience

- **UX = the experience people have when they interact with your product**
  - *Using the product*
  - *Choosing the product*
  - *Acquiring the product*
  - *Learning to use the product*
  - *Fixing the product*
  - *Upgrading the product*
  - ...

# Why is UX hard?

- 1. You are *not* the user**
- 2. Computers are *weird***
- 3. Software is (usually) *complex***



# How to make UX easy

- **Follow an *iterative prototyping* process**
- **Apply *user-centered* research and design methods**
- **Understand a bit about *human behavior***
- **Apply *common sense***