

# Un site web c'est comme Disneyland

Emma QUINIO


**onepoint.**  
beyond the obvious



**Cloud Toulouse**

11 Juin 2024

STACK LABS

 zenika

 <Monkey Patch/>

 Ccl Consulting

akawan

 **ippon**  
POSITIVE TECHNOLOGY

 devoteam

 **Betclic**



@Capicorn\_song  
Unsplash



@mike\_van\_den\_bos  
Unsplash

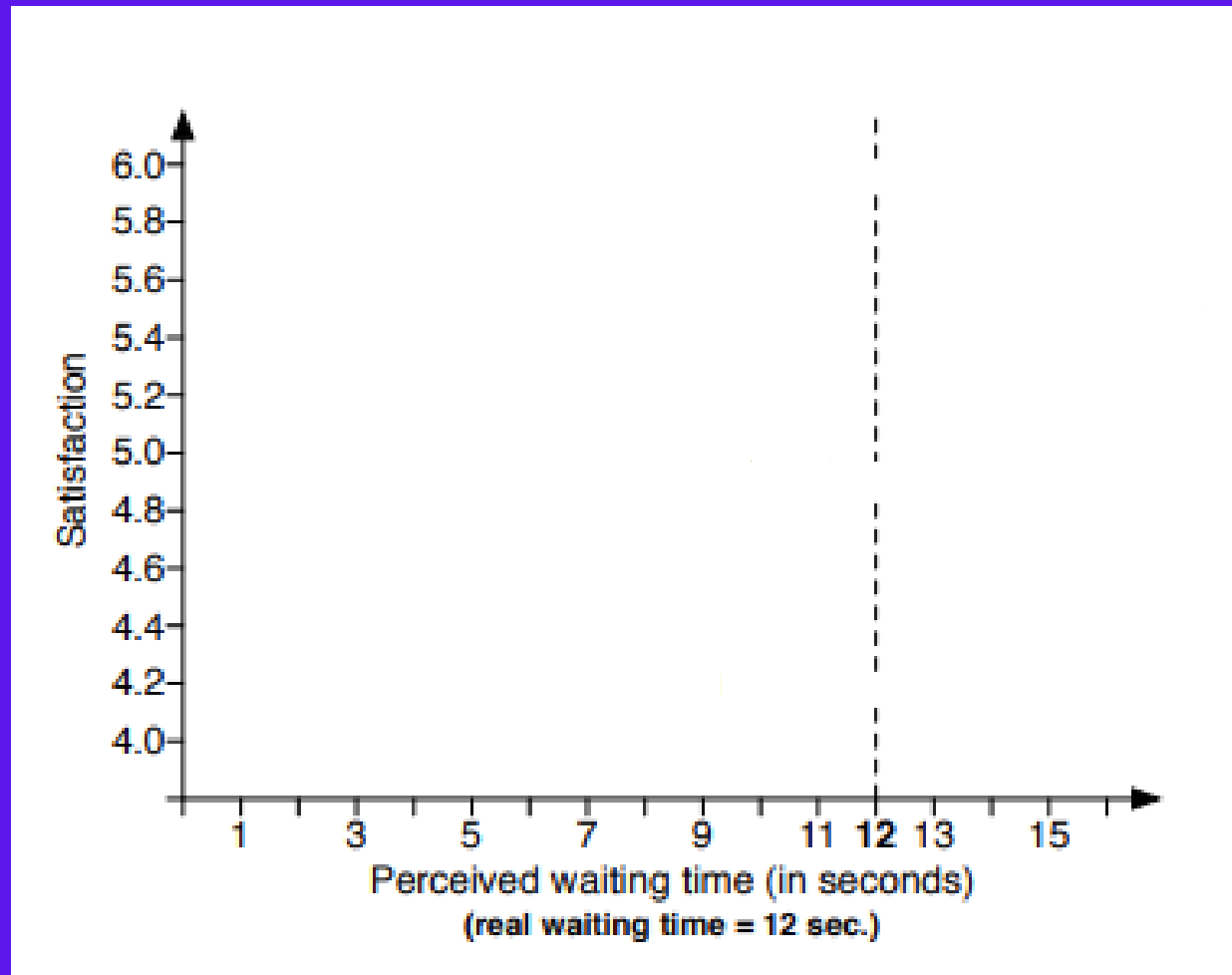


@niclassflorr  
Unsplash

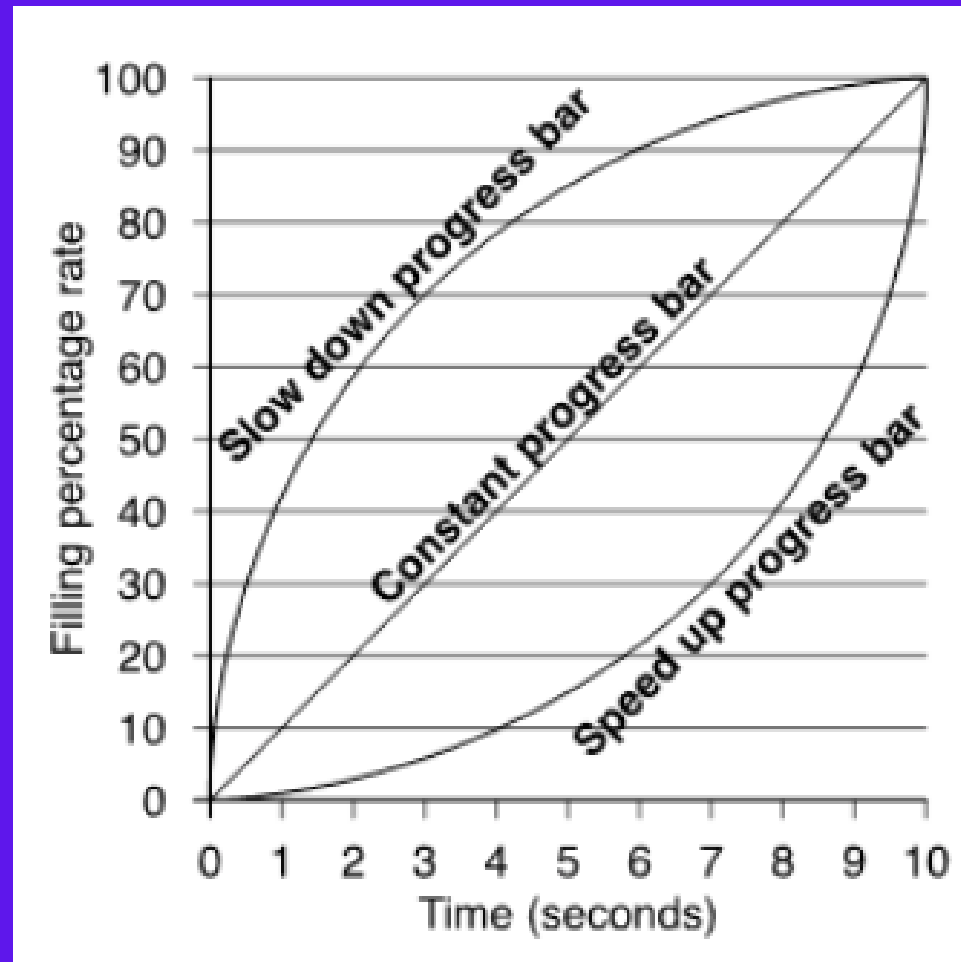
**Comment donner l'impression à  
l'utilisateur de moins attendre ?**



@jontyson  
Unsplash

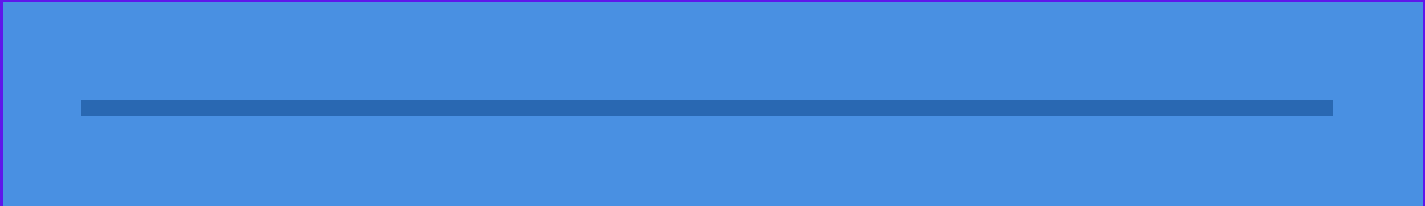


How to Improve Perceived WaitingTime in HCI:  
A Psychological Approach by Guillaume Gronier and Carine Lallemand

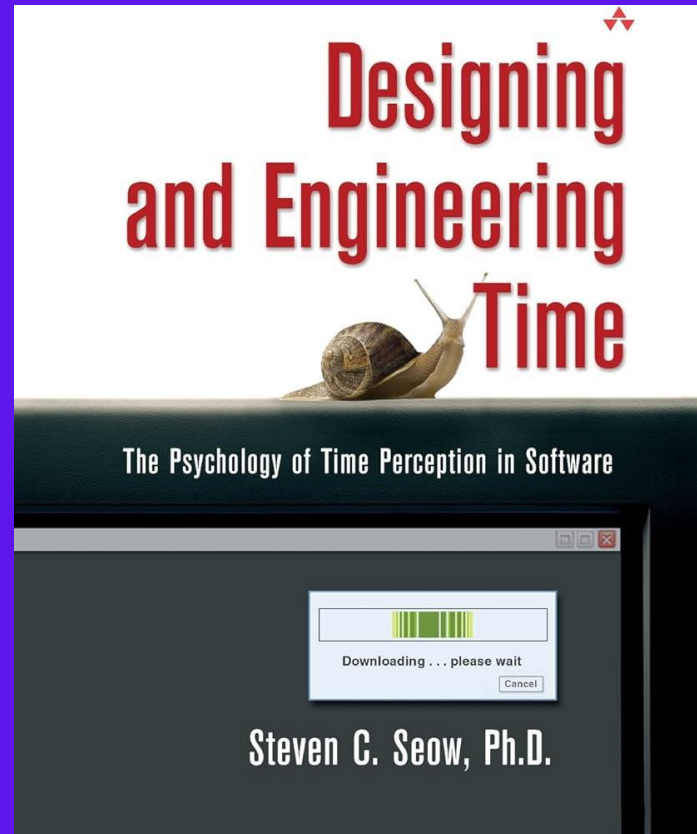


How to Improve Perceived WaitingTime in HCI:  
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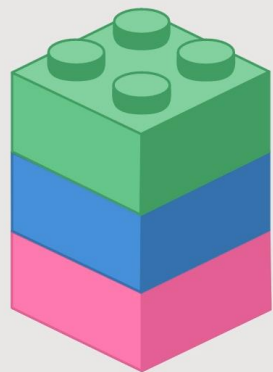


@Volorf  
dribbble.com

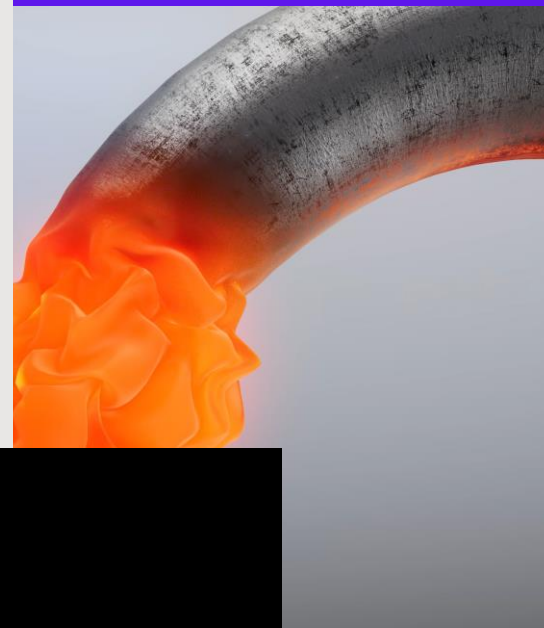


**Steven Seow**

« *Designing & Engineering Time :  
The Psychology of Time Perception in Software* »



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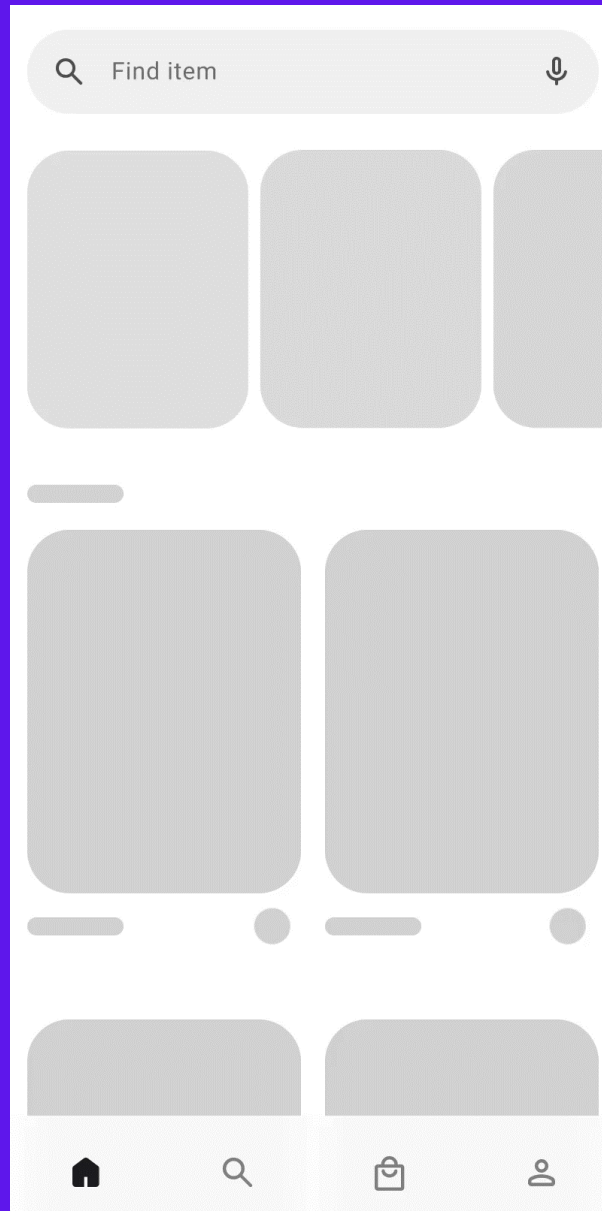
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# Feedback **Systeme reactif**

« *Designing with the Mind in Mind* » par Jeff Johnson

- Liberté



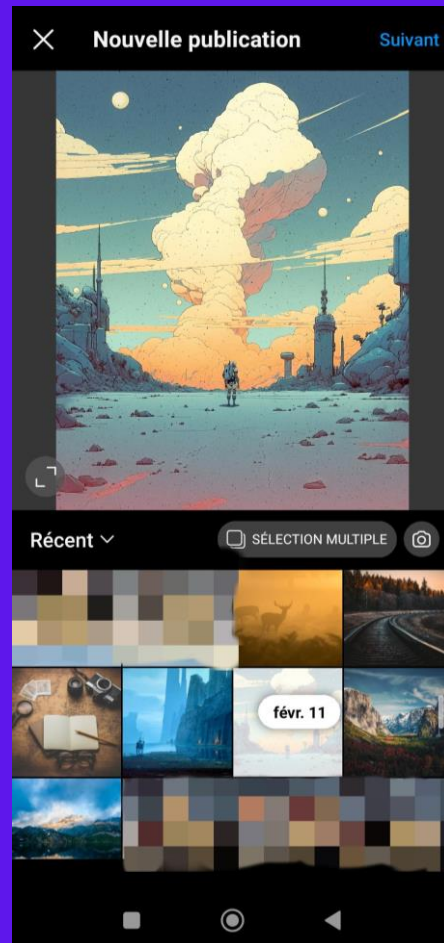
@IrenIrenDyuzheva  
dribbble.com



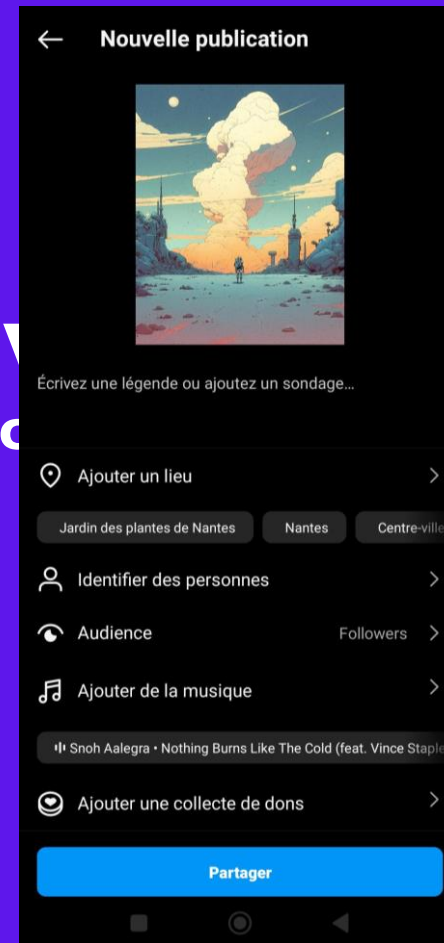
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twitter.com



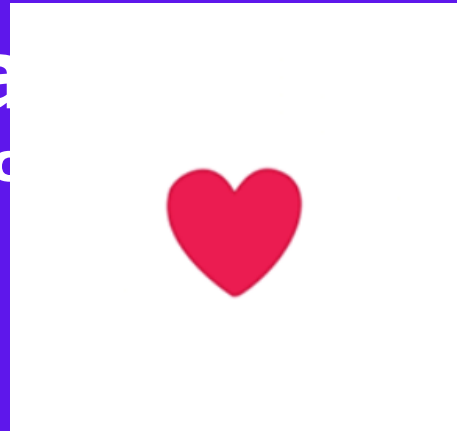
emptiv  
départ antic





# The easiest completion

(L'admission simplifiée)



@letuscreatesomething  
dribbble.com



Unsplash+  
Unsplash



@hannahbusing  
Unsplash



@jon\_chng  
Unsplash





@javaistan  
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# Emma QUINIO (she/her)

Développeuse frontend chez onepoint



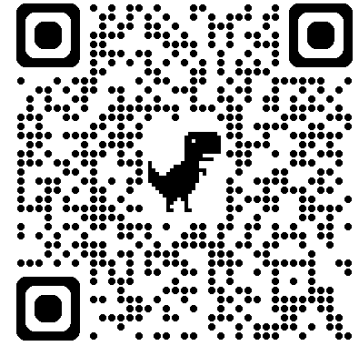
cloud-toulouse



@cloud\_toulouse



Slides,  
script et  
sources



**Feedback**

# Source

- [1] : <https://www.thinkwithgoogle.com/marketing-strategies/app-and-mobile/mobile-page-speed-new-industry-benchmarks/>
- [2] : Bouch, A., Kuchinsky, A., and Bhatti, N. Quality is in the eye of the beholder: meeting users' requirements for Internet quality of service. Proceedings of the SIGCHI conference on Human factors in computing systems, ACM (2000), 297– 304.
- [3] : Nielsen, J. Usability Engineering. Morgan Kaufmann Publishers Inc., San Francisco, CA, USA, 1993.
- [4] : Nah, F.F. A study on tolerable waiting time: how long are Web users willing to wait? Behaviour & Information Technology 23, 3 (2004), 153–163.
- [5] : How to Improve Perceived WaitingTime in HCI: A Psychological Approach by Guillaume Gronier and Carine Lallemand
- [6] : Designing with the Mind in Mind by Jeff Johnson
- [7] : Designing & Engineering Time : The Psychology of Time Perception in Software by Steven C. Seow, PhD
- [8] : Perfetti, Christine. The truth about download time. Web article, Centre Centre, Feb 14, 2006, [https://articles.centercentre.com/download\\_time/](https://articles.centercentre.com/download_time/)