

Portfolio

Selected work of User Experience designer Christopher Avore



Resumé (recent significant work)

User Experience Strategist

Merck • 2009 - Present

Design and model a social interaction design strategy across Merck's enterprise portal, reaching over 100,000 global employees.

User Experience Design Consultant

Library of Congress • 2009

- Designed the structure and interaction models of multiple Library web properties, including faceted search and collection paradigms and page patterns.
- Interviewed and observed stakeholders and users to understand behavior and expectations.
- Evaluated the usability of existing Library properties and recommend changes.
- Developed a pattern and component library for consistent documentation and modular reuse among many designers, information architects, and others.

User Experience Design Consultant

Hillcrest Labs, Inc. • 2008-2009

Designed pointing-based user interfaces for television-based applications for the home. Deliverables included prototypes, mockups, and strategy documentation. Clients included Kodak, Amazon and Blockbuster.

Director, User Experience

Folio Investing, Inc. • 2008

Led the overall user experience strategy and interface design process, including information architecture, usability analyses, and code structure of the online brokerage's flagship web site folioinvesting.com.

User Experience Design Consultant

FINRA 2005-2007

Designed the user interface and developed HTML-based functional prototypes of task-centric web applications.

Responsible for user research, IA, interpreting business and technical requirements, use cases, wireframes, and documentation.

Education

UMBC

Graduate coursework: Human Centered Computing, 2007-2008 GPA: 4.0

University of Maryland Bachelor of Arts: English, 1998

Deliverables

- · interaction & task flows
- functional prototypes
- wireframes
- · concept models
- · site & content maps
- · CSS, JS, and images

Services

- · UX strategy
- user interface design
- information architecture
- user research & analysis
- usability/heuristic analysis
- web site design



Selected Clients, 1999 – Today

General Public

- Brooklyn Museum* 2004
- Digital Sandbox 2009
- Folger Shakespeare Library* 2005
- National Geographic 2005, 2007
- PPM Lite 2008-2009
- Smithsonian Institution* 2004
- US News and World Report* 2005

Design Agencies

- Berman and Company 2004
- Brainstorm Creative Resources 2006-2009
- Brightline Media 2003-2004
- EightShapes LLC 2007
- EstcoNet 2005
- Link Studio 2003-2004
- Peak Two LLC 2009
- Queen Bee Design Studio 2007
- Ranablue LLC 2007
- Rabil + Bates Communication Design 2001
- Swim Design Consultants 2004-2006
- Vizual Communications 2007

Non-Profits and Associations

- American Chemical Society 2007-2008
- American Historical Association 2006
- Heritage Foundation 2002-2004
- Maryland Public Policy Institute 2002-2004
- National Breast Cancer Coalition 2009
- National Latino Council on Alcohol and Tobacco Prevention 2003

Government

- Library of Congress* 2009
- National Park Service* 2004-2005
- Nuclear Regulatory Commission* 2001
- Santee Cooper Power 1999-2003
- Tricare Military Health System* 2003-2004
- EDS 2004
- InfoReliance 2004-2005
- KEI Pearson 2003
- CACI 2009

Financial Services

- CC Pace 2007-2008
- FINRA (formerly NASD) 2005-2007
- Folio Investing 2008
- ProShares 2007, 2009

Interactive Television

Hillcrest Labs 2008-2009

Healthcare & Pharmaceuticals

- Dupont* 2000
- Johns Hopkins* 2004
- Johnson & Johnson* 2000-2001
- · Lippincott Williams & Wilkins 1999
- Merck 2009

Higher Education

- American College Personnel Association 2004
- American Council on Education 2004
- College Park Scholars Alumni Association 2003, 2005, 2007-2008, 2009
- Georgetown University 2006
- Interfolio 2007
- Middlebury College* 2005
- University of Maryland 2004, 2007, 2009



A Few Comments

I believe one of the primary benefits to hiring a user experience designer is the ensuing exploration of the behavior, design problems, and usefulness of a product that ultimately lead to what's found in the following pages here.

We find the insight, the patterns, and the nuances of behavior and design decisions that aren't always evident in requirements documents or wireframes.

Consequently, the work in my portfolio is one of two things: it is either a finished product, or, it's a document to reflect or crystallize hours, days, or weeks of research and study.

My process is also tailored to the needs of each project and depends on countless factors, some of which are in my control and others that are not.

Most of the work found here is recent; showing screenshots of web design work from 2002 is neither helpful nor relevant to the work I pursue today.

In addition, much of the work here is simply a sample representation of what I often provide to better serve my clients. It's not an exhaustive library of everything I do for every project, gig, or job.

I also chose not to annotate much of the work here to provide lengthy descriptions summarizing what is painfully obvious or delving into what software I used to create the deliverable. I'll gladly go into such details over email, a phone call, or a face to face consultation when that time is appropriate.

Much of my strategy work is confidential and protected by intellectual property and non-disclosure agreements. But what is found here is a glimpse into how I work and what I produce, and hopefully will convince you and your company that I'm the right person for your project.

Work represented in this collection:

Site maps

Page Description Documents

Personas

Behavior Maps

Concept Models

Process/Task Flows

Sketch-based Storyboards

Paper Prototypes

User Interface Specifications

Usability Reports

Heuristic Reviews

Original High Fidelity Mockups

Web Site Design Screenshots

Wireframes

for the following clients:

Library of Congress 2009

Digital Sandbox and Peak Two, LLC 2009

University of Maryland 2009

Hillcrest Labs, Inc. 2008-2009

FINRA 2005-2007

National Geographic & Eight Shapes LLC 2007



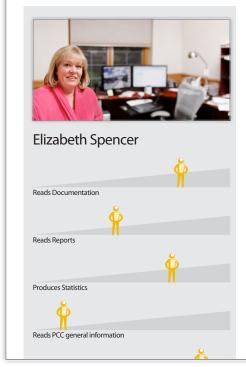
Site Maps and Page Description Documents



HigherVisual Priority 1. Primary	2. Secondary	Lower Visual Priority 3. Tertiary	Local Navigation
Documentation The primary focus of the PCC home page should be to disseminate time-senstive information relevant to the entire PCC, not just individual programs. As many users find PCC information elsewhere (list-serv, email, etc), it's essential to display critical changes to how people do their jobs. Provider-Neutral E-Monograph MARC Record Guide Guidelines and Metadata Application Profile Provider Neutral E-Monograph Task Group Final Report Implementing the Repeatability of the MARC 21 260 Field LC/PCC guidelines for repeatable 260 Calendar Members of the PCC should be able to quickly see upcoming events, regardless of what program they may be a part of. Program-specific event calendars can be found on each program pathway screen.	PCC Governance Issues Administrators need to find PCC, not program-centric information. I recommend providing a few links to timely content, followed by a link to the main governance pathway screen. Standing Committee updates New leadership Responsibilities My research suggests our users consider "timely "information to be no more than 20 days old. If there are no new leadership appointments or agendas on the immediate horizon, we should simply put direct links to OPCQ, PCCQ and Standing Committees. Join the PCC The PCC home page should also provide information to interested institutions to become members of the PCC. Useful links: Benefits of joining the PCC How to join the PCC The home page should also feature a concise statement summarizing the strategic direction and mission of the PCC, and a link to the full About the PCC pathway screen. PCC Statistics The user should be able to easily find relevant statistics. If publishing a few statistics on the actual home page is impossible, we should at least provide direct links.	Cataloging Resources The PCC home page can also provide easy access to important information to the cataloger, even if such information isn't new or recently updated. PCC Series Policy Diacritic sheet Membership Directory Institution Individual When Relevant: Webinars/Webcasts Annual Reports	Event Calendar About the PCC PCC Institutions Membership Directory PCC Governance Network Meeting & Event Archive Catalogers Learning Workshop Cataloging Resources PCC FAQ Contact the PCC

User Research: Personas and Behavior Maps

Primary Persona: Cataloger



Elizabeth is a 54 year old cataloger at a major research institution's library. She works with three other catalogers but feels like she's short staffed. She's been cataloging as a member of NACO and CONSER within the PCC for over 12 years. She was named a NACO Liaison about three years ago. She uses a 5 year old PC with two 19" displays. Printed emails from the PCC and a diaretics cheat sheet are thumbtacked around her desk.

Primary Scenario

Elizabeth is at her desk going back and forth between cataloging a stack of books and a number of electionic records when she notices a name record with an open date for a 20th century author.

After confirming the record doesn't exist in Voyager, Elizabeth opens a browser window on her primary LCD monitor and moves Voyager to the other display.

Since Elizabeth hasn't used the PCC site in a few weeks and doesn't frequently encounter open death dates, she goes to her bookmarks to find the direct link to the NACO program's home page.

Secondary Scenario

As a CONSER representative, Elizabeth often needs to provide her supervisor with statistics that show how many records have been submitted to the database.

When Elizabeth opens her browser and uses her bookmark for the form where she provides the

She's surprised to see the new, clean layout that prioritizes documentation and prominently features more FAQs and direct links to answers from specific, common questions.

Since the Personal Name question is fairly common, she clicks the link and immeadiately sees how to update the record, complete with a link to the documentation supporting the answer. In case she has any more related questions, she can click a link to related frequently asked questions as well, in the familiar long-screen format she's been using for years.

Since the links only show content no more than 30 days old, most of the information is relevant to her since she doesn't regularly visit the PCC web sites or make her way to the PCC home page.

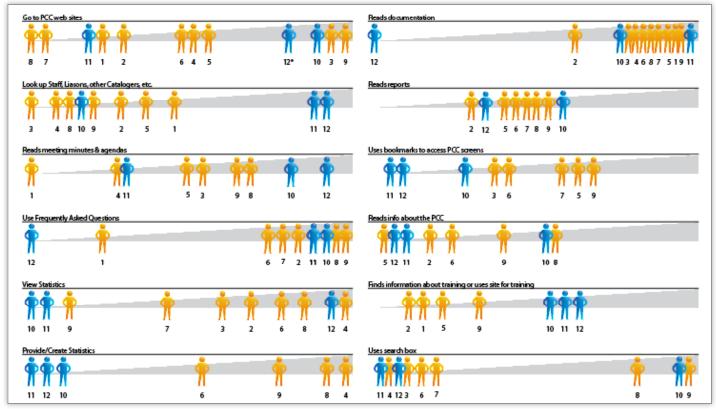
Elizabeth also notices there's no Clear button next to the submit button; she's relieved to see she

Goals

- Stay informed of cataloging rules
- Resolve cataloging
 questions
- Find event agendas and committee meeting minutes when she needs them

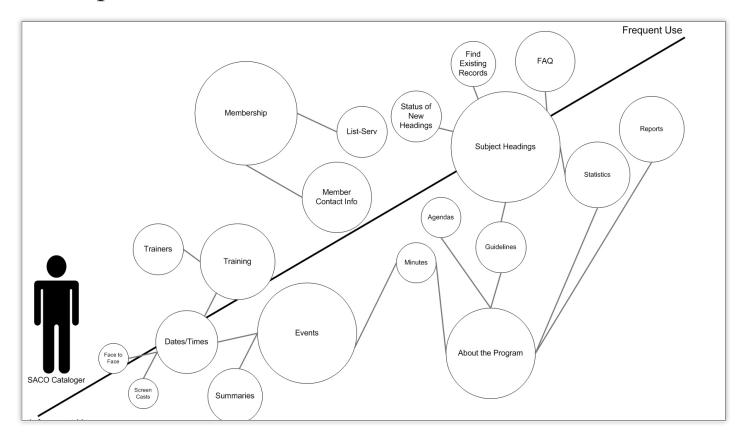
Pain Points

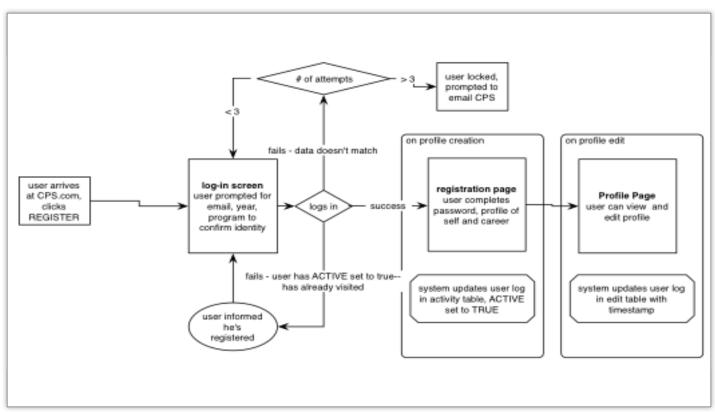
- Elizabeth was to wade through too many links to find what she's looking for
- Has to jump around from program to program to find common answers
- Different labeling from program to program makes Elizabeth stop to think where she'll find the content she needs
- Can't tell when new means new
- Difficult to learn what else is going on within the PCC



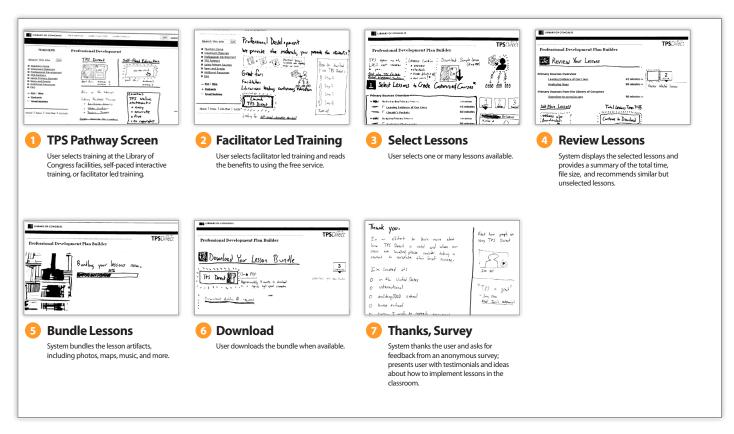


Concept Models and Process Flows





Sketch-based Storyboards and Paper Prototypes

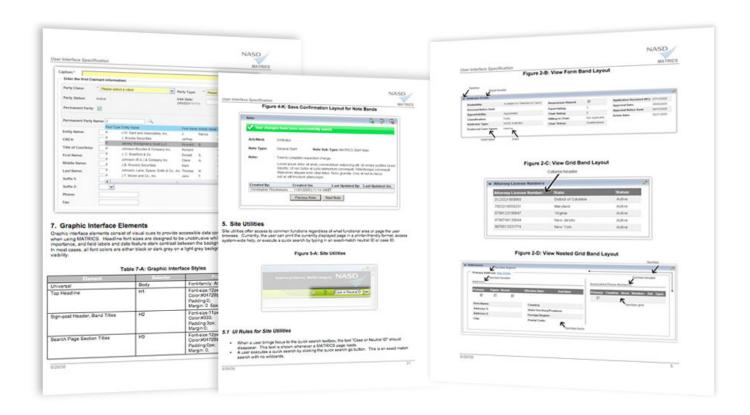








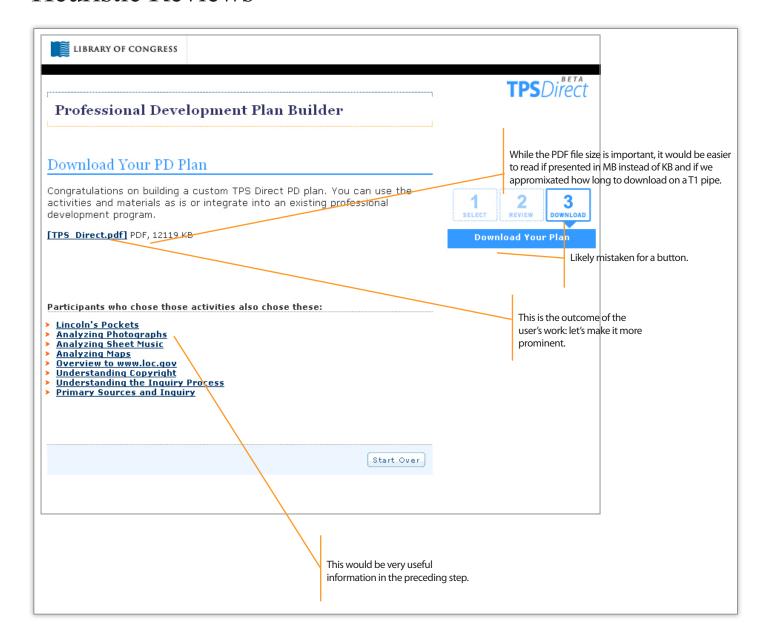
UI Specifications and Usability Reports







Heuristic Reviews





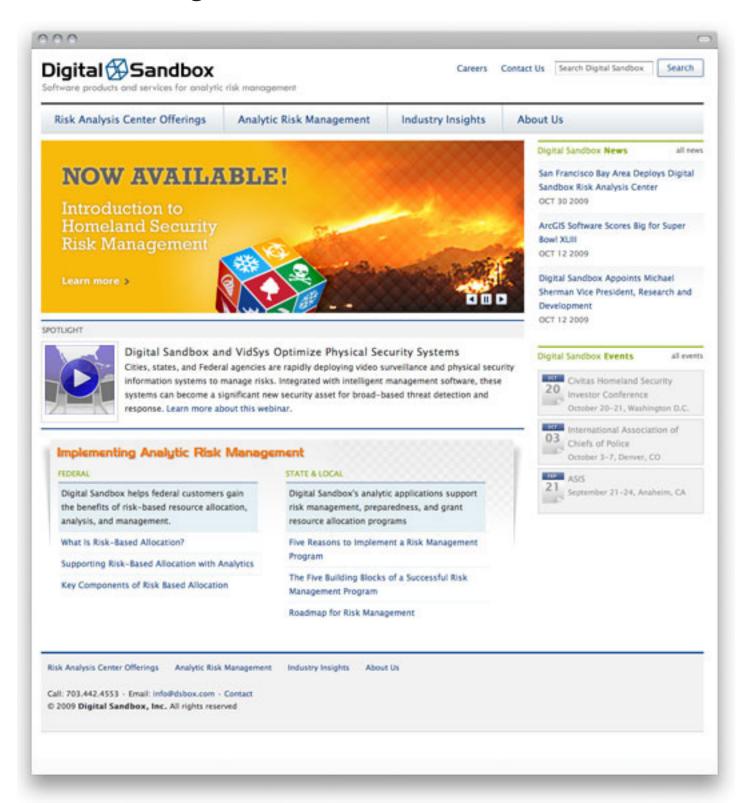
Interactive Television Mock-Ups







Web Site Design





Web Site Design

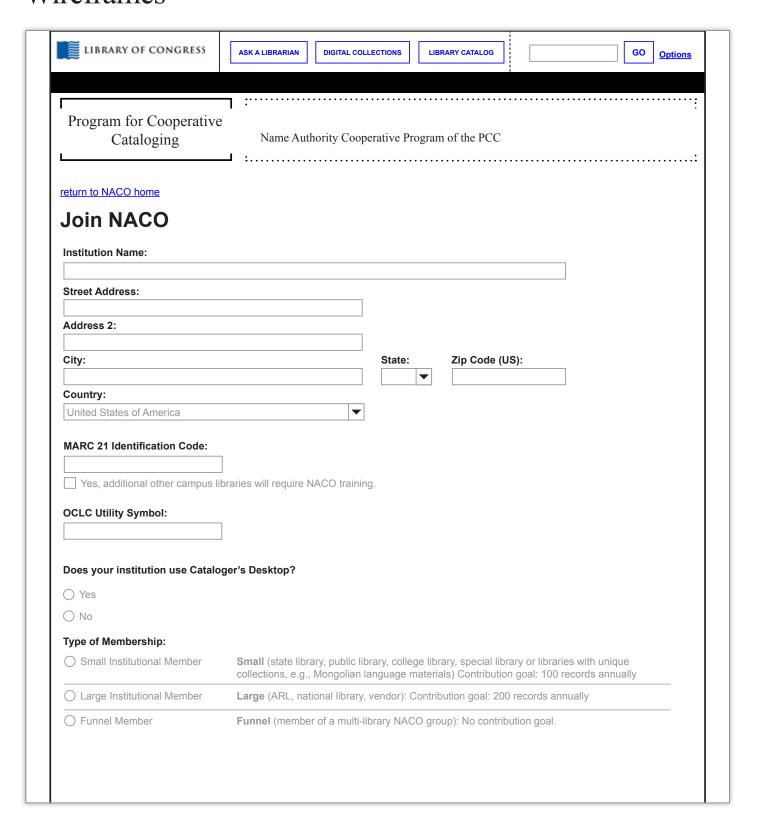




Web Site Design



Wireframes



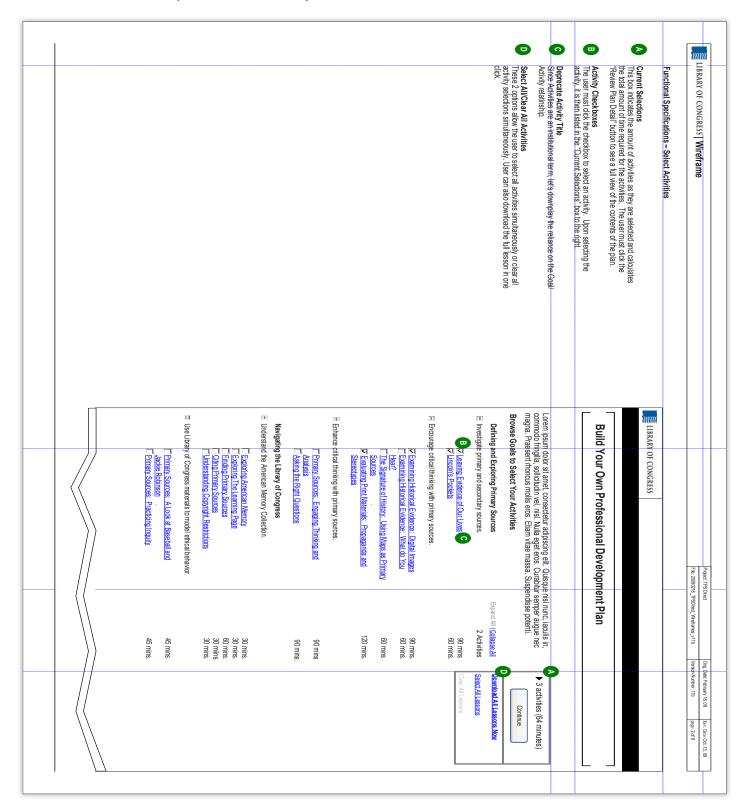


Wireframes





Wireframes (Annotated)





UX Show and Tell

I began organizing workshops where information architects, interaction designers, user experience professionals, and others could meet and share documentation in either draft or finished form.

To date, I've organized workshops in Baltimore, Washington DC, Philadelphia and New York City with groups ranging in size from 7 participants to 50.

In addition, the Interaction Design Association invited me to introduce the UX Show and Tell concept as an Activity at the Interaction 10 conference in Savannah Georgia in February 2010.

The premise of the workshop is simple: user experience designers use numerous and unique methods of documenting our strategies, recommendations, and conclusions to communicate with our clients, supervisors, and stakeholders.

Because let's face it: even the most involved practitioners of the UX community have few places to share work with other helpful colleagues in a face to face environment.

The workshops have attracted an engaging assortment of high-profile UX practitioners, junior and novice IAs and designers, and numerous industry veterans looking to see how other people conquer design problems and share insight into how future issues can be addressed.