

UX Design

Related Roadmaps

- Design System Roadmap
- Frontend Roadmap

Frameworks

BJ Fogg’s Behavior Model

Stephen Wendell’s CREATE Action Funnel

Spectrum of Thinking Interventions

Dual Process Theory

UX Design

Understanding Human Decision Making

Buzzwords to Lookout for

Nudge Theory

Persuasive Technology

Behavior Design

Behavioral Science

Behavioral Economics

Classifying Behavior

BJ Fogg’s Behavior Grid

Making Users Addicted

Nir Eyal’s Hook Model

Cue Routine Reward Model

New Behavior

Existing Behavior

Help User Avoiding the Cue

Replace the Routine

Use Consciousness to Interfere

Mindfulness to Avoid Acting on the Cue

Crowd Out Old Habit with New Behavior

Changing User’s Behavior

Support Conscious Action

Cheating

Make or Change Hobbits

Educate and Encourage User

Help User think about Their Action

Defaulting

Make it Incidental

Automate the Act of Repetition

Business Model

Existing Business Model

Business Model Canvas

Lean Canvas

New Business Model

Business Model Inspirator

Competitor Analysis

Five Forces Model

SWOT Analysis

Understanding the Product

Clarify Product

Target Outcome

Target Actor

Target Action

Define Target Users

Create User Personas

User Stories

Create Product Backlog

Good Layout Rules

UX Patterns

When you have many opportunities to Influence User

Decision-Making Support

Behavior Change Games

Gamification

Planners

Reminders

Social Sharing

Goal Trackers

Tutorials

Wieframing

Figma

Adobe XD

Sketch

Balsamiq

Things to Lookout for

In general, Keep it Short and Simple

Make it Easy to Understand, Easy t Complete

Make Progress Visible to User

Make Progress Meaningful in order to Reward User

Make Successful Completion Clearly Visible

Deliverables

Customer Experience Map by Mel Edwards

Simple Flowchart

Event-Driven Process Chain Model (EPC)

Business Process Model and Notation (BPMN)

ProtoTyping

Conceptual Design

UX Best Practices

Measuring the Impact

Get a Favorable Conscious Evaluation

Prime User-Relevant Associations

Leverage Loss Aversion

Use Peer Comparisons

Use Competition

Avoid Cognitive Overhead

Avoid Choice Overload

Avoid Direct Payments

Creating Urgency to Act Now

Frame Text to Avoid Temporal Myopia

Remind of Prior Commitment to Act

Make Commitment to Friends

Make Reward Scarce

Getting Positive Intuitive Reaction

Make UI Professional and Beautiful

Deploy Social Proof

Deploy Strong Authority on Subject

Be Authentic and Personal

Make sure Users can Easily do it

Elicit Implementation Intentions

Default Everything

Lessen the Burden of Action/Info.

Deploy Peer Comparisons

Testing

Incremental A/B Testing

Multivariate Testing

Gather Lessons Learned, Prioritize, Integrate

Continue Improving the Product