



Software Product Management

Principles of UX design

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- Different aspects of UX design
- Evaluating UX Nielsen's heuristics

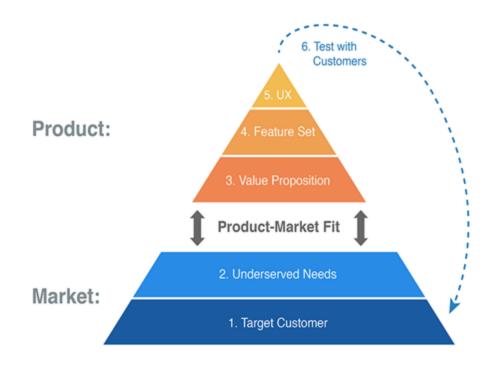
Introduction

Have you come across User interfaces that exhibit the following:

- Unintuitive and hard to use.
- You can't find what you're looking for
- You're not clear what to do next.

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One way to evaluate UX is to consider how much it helps or hinders the functionality / features in realizing the value proposition (the desired customer benefits) (Product – Market fit pyramid)







- Learnability: How easy is it for users to accomplish basic tasks the first time they encounter the design?
- Efficiency: Once users have learned the design, how quickly can they perform tasks?
- **Memorability**: When users return to the design after a period of not using it, how easily can they re-establish proficiency?
- **Errors**: How many <u>errors</u> do users make, how severe are these errors, and how easily can they recover from the errors?
- Satisfaction: How pleasant is it to use the design?



Consider the following:

- Learnability: How quickly can you learn to use these washing machine,
 Gmail, online banking
- Efficiency: How efficiently can you accomplish your task using these MS
 Word, 50 process templates to choose from in Kissflow
- Memorability: How long does it take to use these when you return again to use them - Airport kiosk to print boarding pass, Movie theatre kiosk to print ticket
- Errors: How many errors do you make while buying a product on Flipkart?
- Satisfaction: How pleasant was your experience using MakeMyTrip.com?

Exercise: Give examples



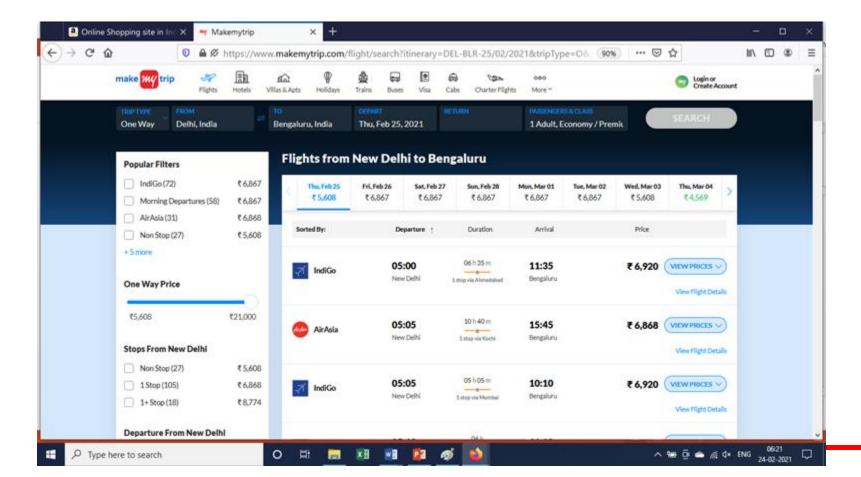


Dimension	Good product example
Learnability	
Efficiency	
Memorability	
Error	
Satisfaction	





Comment on the "Efficiency" dimension of booking an flight ticket in MakeMyTrip.com



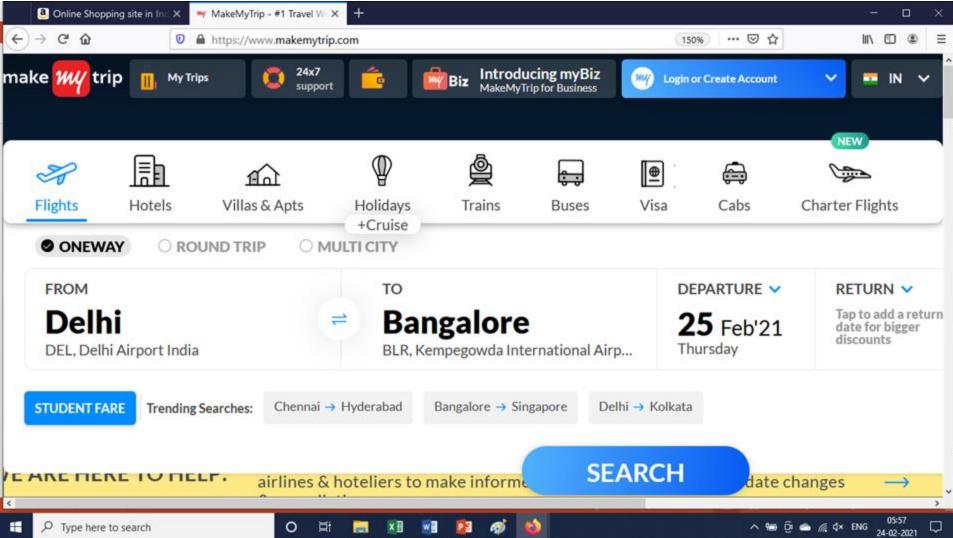
Basic steps

- 1. Design the overall structure
- 2. Consider the different scenarios (use cases)
- 3. Design navigation & screens for each scenario

Example: Overall structure



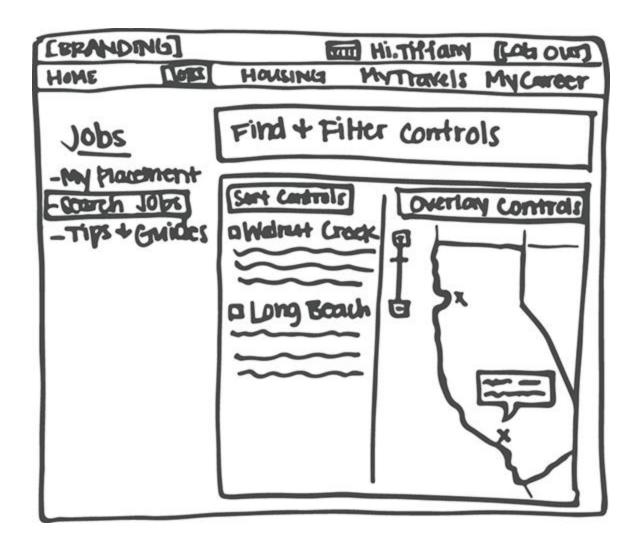




Example: Sketch of overall structure







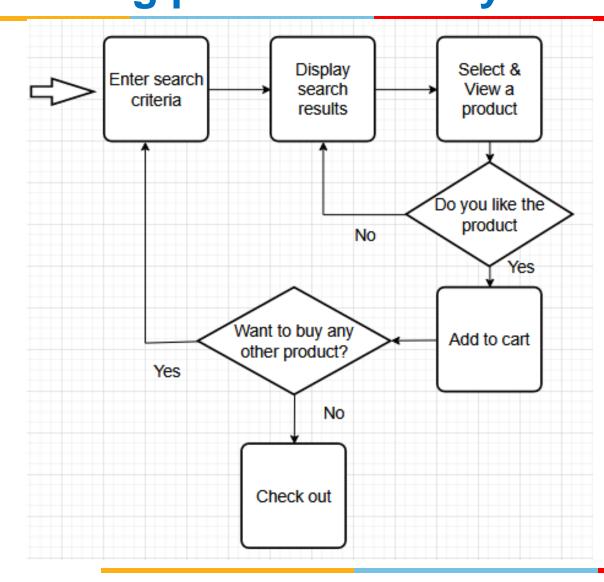
Portal for travelling nurses

- Show different areas using rectangles
- This is an iterative process

Example: Scenario: Searching & selecting products to buy



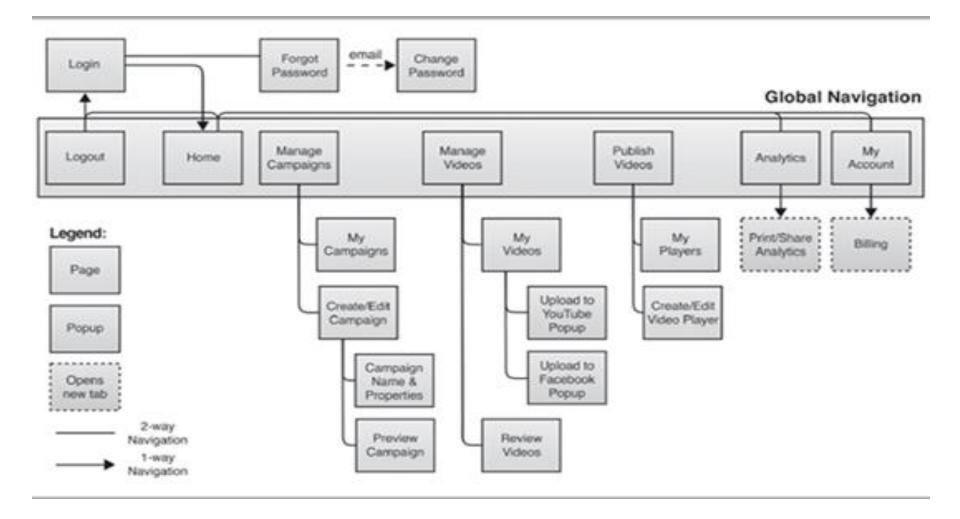


















Calculation	Notification
Period Jan ▼ Scenario Actual ▼ Year 2017 ▼	Allocation Rule2 is 58% complete
Run All Rules	✓ Today at 11:30 AM:
Specify Rule Set Range	Database Deploy (
Select First Rule set	
Select Last Rule set	✓ Today at 10:54 AM
	Allocation Rule1 Co
Stop After Rule	
Rule Set Name	
Rule Name	
Run a single Rule from a RuleSet	
Select RuleSet ▼	
Select Rule	







Calculation					
Select the required POV and click on the 'Refresh' button.					
Period Jan → Scenario Actual → Year 2017 → Version Final → Refresh					
Calculation Parameters					
Job Comment					
Processing Range					
Run All Rules					
☐ Specify Rule Set Range					
Select First Rule set					
Select Last Rule set					
☐ Stop After Rule					
Rule Set Name					
Rule Name					
Run a single Rule from a RuleSet					
RuleSet Name					
Rule Name ▼					





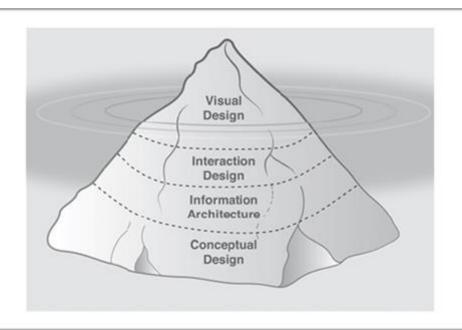


Sketch => Wireframe => Lo-fi Prototype => Hi-fi Prototype => Code

Different aspects of creating UX

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- Conceptual design
- Information architecture
- Interaction design
- Visual design



Conceptual design

Should resonate with how the users think (Mental model)

Examples:

- Quicken used checkbook as a metaphor, which customers found very intuitive.
- Uber's conceptual design was to show users the location of nearby cars in real time:
- Tally: User's language not Accountant's language
- MakeMyTrip: Steps to book ticket match users expectations

Need to understand users and their goals (personas)

- How tech savvy is the customer?
- What is the age?
- What is the environment in which he will be using the product (in a car while driving, in a noisy factory)

Exercise: Conceptual design



 Comment on the conceptual design of the "Funds transfer" feature of your bank's online banking software

Information architecture



- Deals with how you organize information on the screen
- Findability is a key measure
- Organize features, label them in a way that is easy to understand
- Organize in sections and screens within sections (Site map)
- Global navigation pattern

Information architecture: Example of bad design



How you like this screen design?

Form Title (appears above URL in mos	Backgound Color:			
Q&D Software Development Order Desk	FFFBF0			
Form Heading (appears at t	Text Color:			
Q&D Software Development Order Desk		000080		
E-Mail respones to (will not appear on	Alternate (for mailto forms only)	Background Graphic		
dversch@q-d.com				
Text to appear in Submit button	Text to appear in Reset button	O Mailto		
Send Order	Clear Form	© CGI		
Scrolling Status Bar Message (max length = 200 characters)				
WebMania 1.5b with Image Map Wizard is here!!				
KK Prev Tab		Next Tab >>		





Comment on the "Findability" aspect of your bank's online banking software

How easy or difficult it is to find the following features:

- a) Order cheque book
- b) Block debit card
- c) Access Form 16





Deals with:

- What actions can the user take at each step, and how will the product respond?
- How will the user interact: click, hover, drag, type, tap, swipe, etc.
- What navigations needs to be provided?
- Depicting the state, such as Product selected, checkout, payment
- How does the product provide feedback?
 - Error messages,
 - confirmation,
 - acknowledgement for pressing a button,
 - wait indicators (hour glass),
 - progress bar,
 - 'you are here' indicator in a multi step process
- Which product you have used that gives good feedback?

Customer journey mapping (different touch points)



A **customer journey** is the end-to-end process that a customer goes through in order to complete a task over time

Customers interact with an application using multiple devices – laptop, smart phone, kiosk – and in multiple ways – email, browser, sms. (touch points)

Example: Airline travel

- Book ticket using laptop
- On day of journey, the airline sends me a notification to check in
- I show my phone boarding pass at gate
- I print boarding pass on kiosk
- If there's a flight delay, I'm updated immediately by text message or email.

Exercise: Customer journey mapping





Can you give example of customer journey mapping for Customer complaint of lost credit card?

Visual design (Graphic design)



Deals with:

- Colour (highlight, borders, title)
- Hierarchies (Heading, sections, ...)
- Brand personality (Company logo)
- Fonts
- Images (AirBnB)
- Icons (Save, Edit, ...)
- Style guide for consistent design

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Visual design: Hierarchy



(A)

Create a Clear Visual Hierarchy

Organize and prioritize the contents of a page by using size, prominence, and content relationships. Let's look at these relationships more closely. The more important a headline is. the larger its font size should be. Big bold headlines help to grab the user's attention as they scan the Web page. The more important the headline or content, the higher up the page it should be placed. The most important or popular content should always be positioned prominently near the top of the page, so users can view it without having to scroll too far. Group similar content types by displaying the content in a similar visual style, or in a clearly defined area.

(B)

Create a Clear Visual Hierarchy

Organize and prioritize the contents of a page by using size, prominence, and content relationships.

Let's look at these relationships more closely:

- Size. The more important a headline is, the larger its font size should be. Big bold headlines help to grab the user's attention as they scan the Web page.
- Prominence. The more important the headline or content, the higher up the page it should be placed. The most important or popular content should always be positioned prominently near the top of the page, so users can view it without having to scroll too far.
- Content Relationships. Group similar content types by displaying the content in a similar visual style, or in a clearly defined area.

Evaluating design: Nielsen's heuristics



- Simple & Natural dialogue minimize concepts, match user's mental model
- Speak user's language avoid codes such as 44 for UK, 1 for US, avoid technical terms such as memory overflow
- Minimize user memory load Use menus and drop downs
- Consistency Example menu items across Word, Excel, Powerpoint
- Feedback Confirmation of action, Progress indicator
- User control & freedom Example Home, Back, Undo, Redo
- Clearly marked exits Cancel, Logout
- Shortcuts Ex. Word shows last files opened, prefill preferences, default values
- Good error messages Precise and helpful: Can not open file Chapter 5 because it is not on disk". It is possible that the file has been moved to new directory or might have been renamed"
- Prevent errors Example Drop down values, Calendar to select date, Describe the format ex. dd-mmm-yyyy 2-Oct-2048, Make primary action prominent
- Help & Documentation Task oriented search





We looked at:

- 5 dimensions of Usability: Learnability, Efficiency, Memorability, errors & Satisfaction
- 4 aspects of design: Conceptual, Information architecture, Interaction design, Visual design
- Evaluation heuristics of Nielsen

Question

What are the key learnings from this session?

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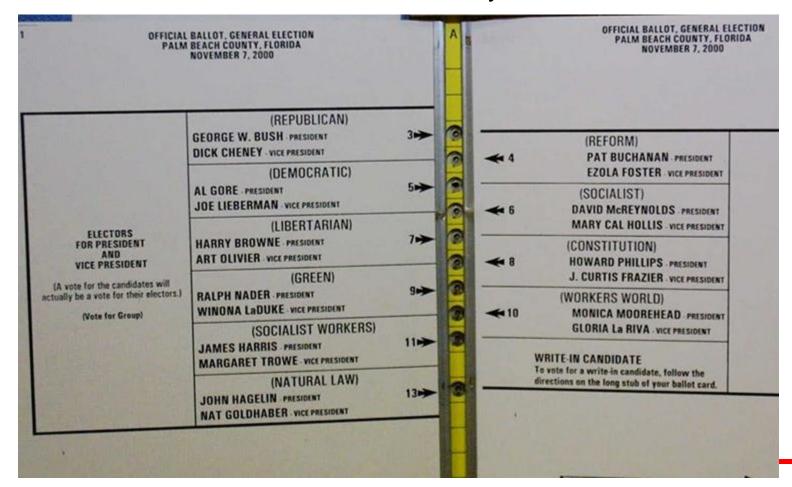
Appendix

Information architecture: Example of poor organization





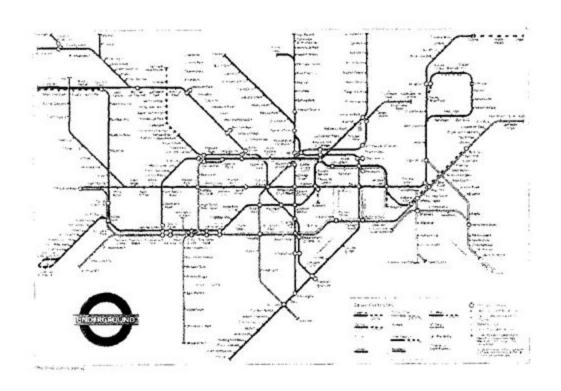
Al Gore from the Democratic Party, lost many thousands of votes, which instead went to the Reform Party.



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Elegance & Simplicity

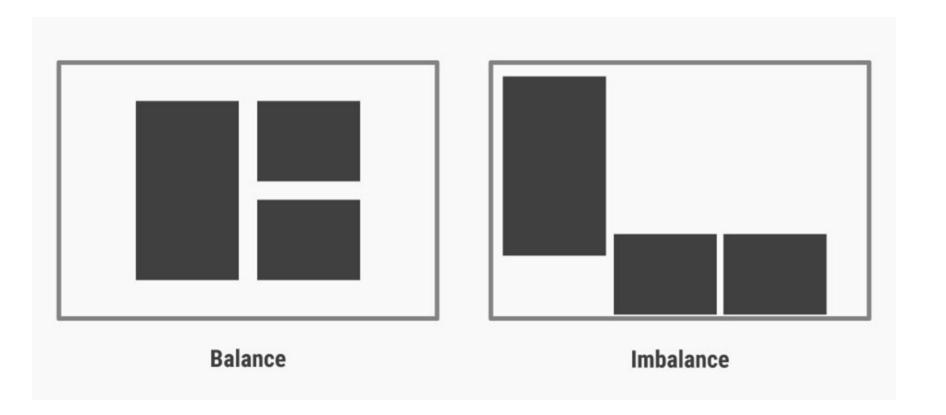




20: The network diagram for the London Underground reflects a problem-oriented refinement of the area's physical geography. By radically compressing the distances between outlying stations, this diagram became the first "fisheye" view. Design by Henry C. Beck, 1935. (See also color plate 2).

Balance





Source: https://www.interaction-design.org/literature/topics/visual-design