Jess Martin Relevance 17/05/2010



Rule #1 Know the person

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Ugly! Speak Interface

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Jess Martin Comic sans?
Relevance
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Software is for people

Talk Overview

- Constructionist Communication Theory
- Ontology
- Epistemology
- Axiology
- Framework for user-centric communication



Rule #2 Know their purpose

Overview

Know the personKnow the purposeKnow the priority

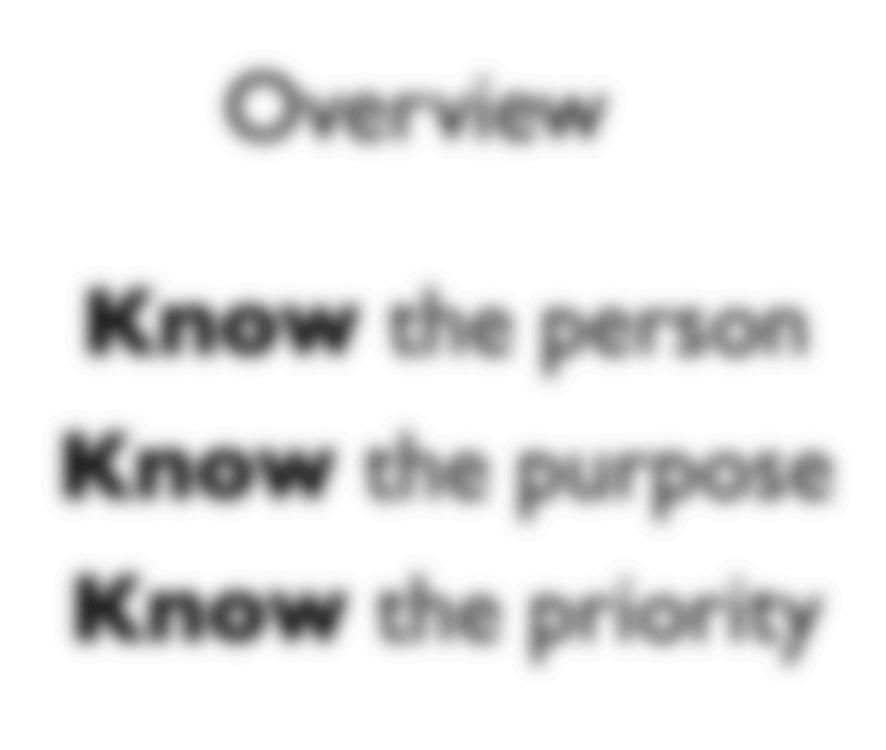


Thursday, May 27, 2010

Rule #3 Know the priority

Overview

Know the personKnow the purposeKnow the priority



Design a PAGE by

knowing PURPOSE PRIORITY

I'm Jess

I build web applications

I work at Relevance

Let's build something together



Michael is a designer



Jon is a developer

Jon ~ Function Michael ~ Form



The client wants it done

Typical development process

Who's missing from this picture?



Software is for people

Three Questions

WHO is the user?WHY are they here?WHAT is most important?

PERSON

WHO is the user?

PURPOSE

WHY are they here?

PRIORITY

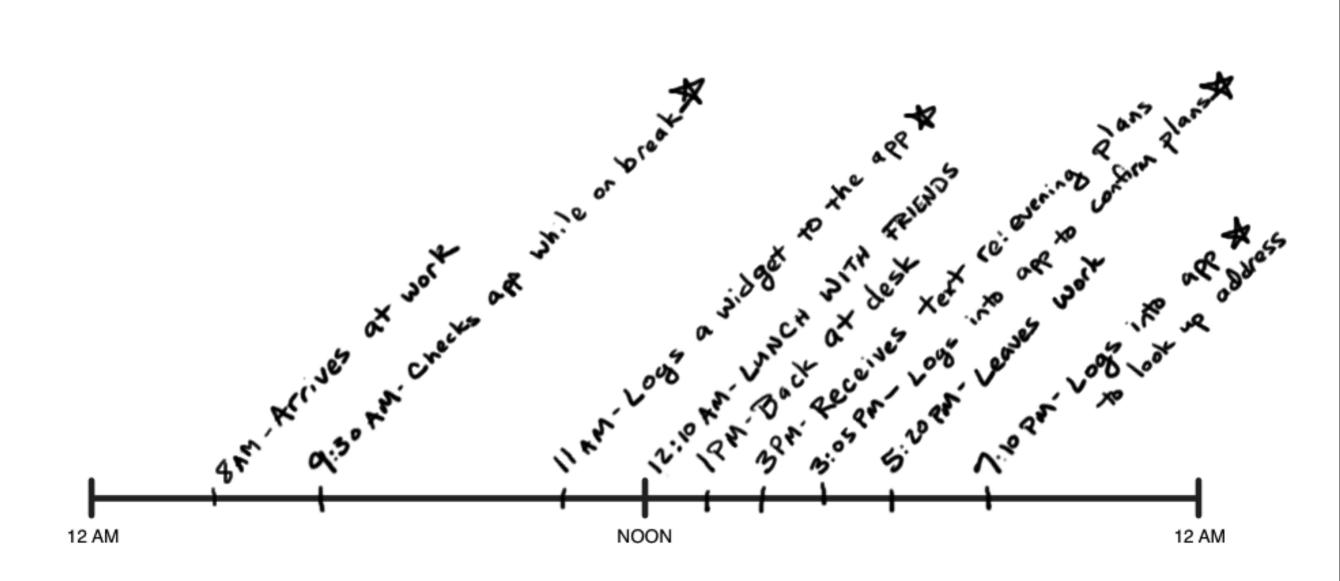
WHAT is most important?

PERSON WHO is the user?

Software is for people

Day in the life Exercise #1





Gotta Wanna Exercise #2



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PURPOSEWHY are they here?

Back-seat Driver Exercise #1

Imagine showing the page to your mom. What would you tell them to click next?

Cotton-Eyed Joe Exercise #2

Where is the user in the flow of the application?

PRIORITY WHAT is most important?

You know the PERSON and the PURPOSE

MVP Test Exercise #1

What's the single most important information on the page?

Squint Test Exercise #2

Squint at the page.

What stands out?

Font Size Test Exercise #3

What's the largest font size on the page?

WHO is the user?

- Day in the Life
- Gotta Wanna

WHY are they here?

- Back-seat Driver
- Cotton-Eyed Joe

WHAT is most important?

- MVP Test
- Squint Test
- Font Size Test

Questions?

@jessmartin

Feedback: http://spkr8.com/t/3336

Slides: http://github.com/jessmartin/talks