

So, do you wanna be a unicorn? by Jordan Deja

DSC UP | 03.11.2021 | @jrdndj



the two types of people listening to my talk...

Google

cramming professor meme

Google Search

I'm Feeling Lucky

Google offered in: Filipino Cebuano



If you think you're good at cramming, my prof makes his slides and prepares his presentation for an international conference IN THE CONFERENCE ITSELF





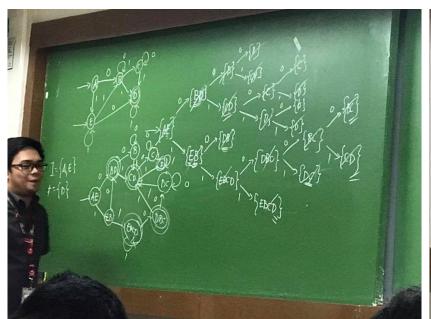


But seriously...

Internship @ accenture



I teach ...





What I think Im teaching vs What my students see

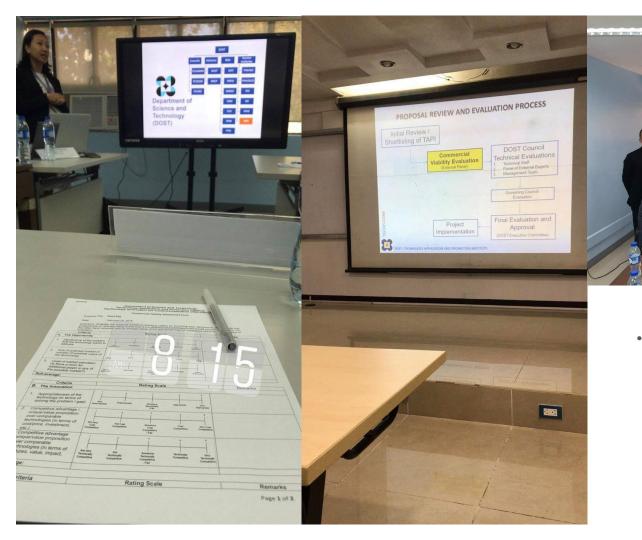


.. do talks at meetups (yay free food!),



.. manage volunteers for conferences,





... serve as a govt consultant for startups and funding applications,



helped me do so many things



what?

Lets begin with an activity:



STAND UP!
GRAB A PARTNER!
FACE YOUR
PARTNER!



1 - 2

1 - 2 - 3



1 - 2 - 3 - 4

ON HUMANS AND LONG THINGS

LONGER IS NOT ALWAYS HARDER IF THERE ARE PATTERNS

It is not all the time that long is ayt. It is not all the time short is better.

CONTACT US

If you would like to get ahold of us, please fill in the form below...

Salutation	(optional
()	

Mr. ‡

First and Last Name

Company or Organization (optional)

Email Address

Phone Number (optional)

Fax Number (optional)

Subject or Topic Technical support

Comments or Questions

Newsletter (optional) Yes, I would like to receive a monthly newsletter about deals and offers!

SEND

CONTACT US

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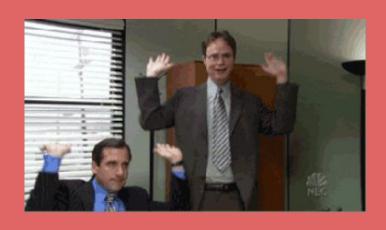
Name **Email Address Comments or Questions**

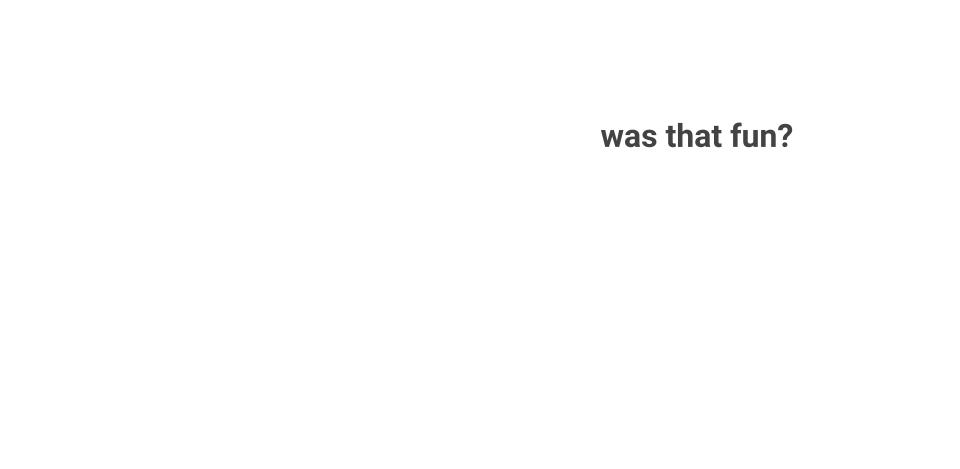
SEND

1 - CLAP - 3

JUMP - CLAP - 3

JUMP - CLAP -





Knowing how your users think is important when we design systems

Steve Krug



A Common Sense Approach to Web Usability

UX&U

Let's remove the 'U', what do we have left?



Experiences

Let's remove the 'U', what do we have left?

UX&HCI

Let's look at the first words shall we?

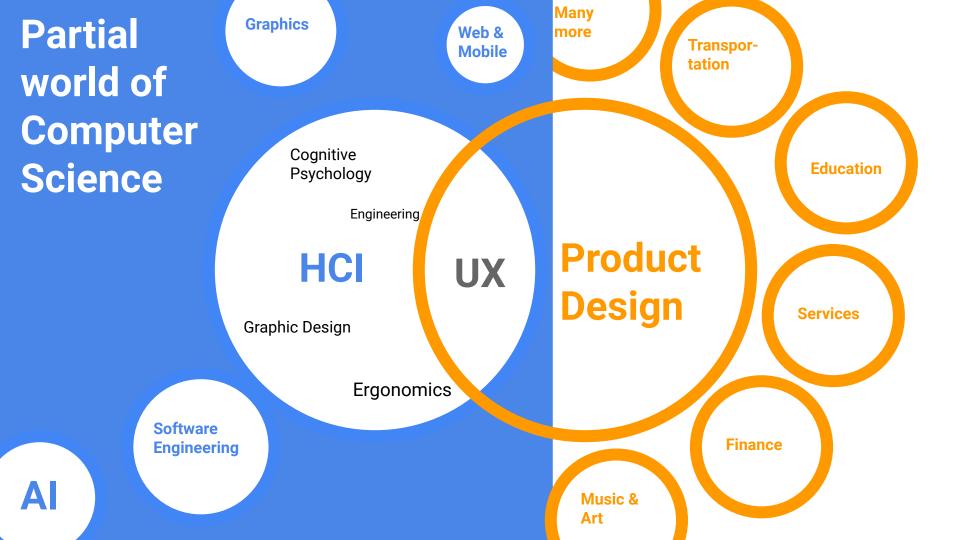
UX&HCI

User Experience
Human Computer
Interaction

Let's look at the first words shall we?

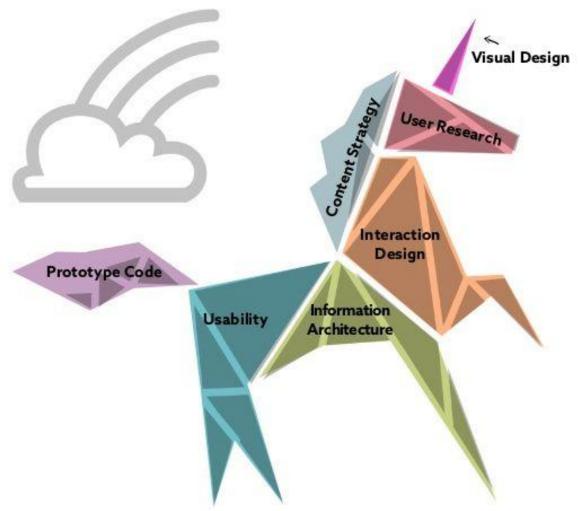
areas Interaction Design User Research

Experience Design
Interaction Design
User Research
Visual Design
Information Architecture
Service Design
Product Design



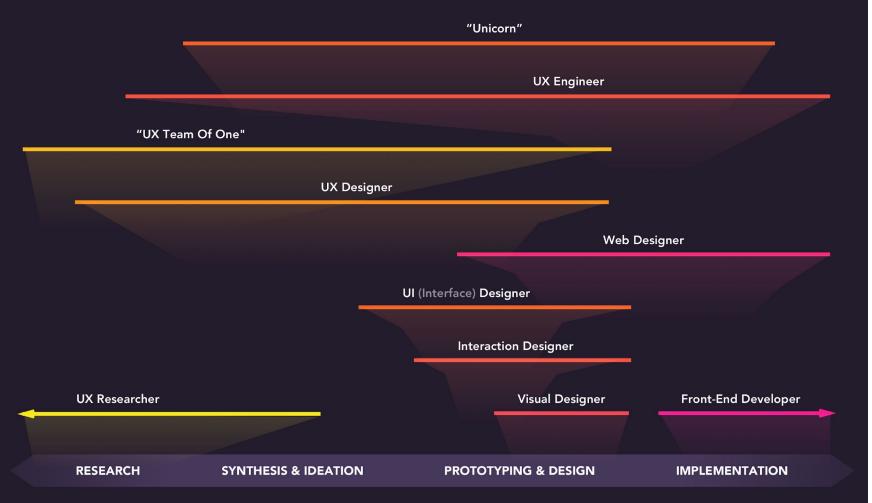


Wait, so why unicorn?



In UX there's a creature called the UX Unicorn

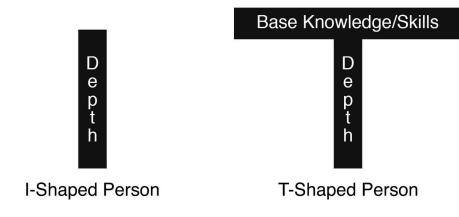
Image acquired from 901beab84c55d8e026e0a692439d9558.jpg



So.. How does one become a "unicorn"?

Be

lettershaped



Specialist Generalist

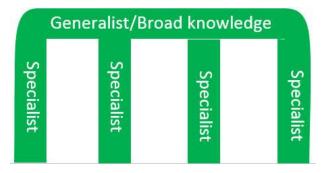
Generalising Specialist

Base Knowledge/Skills

Dash-Shaped Person



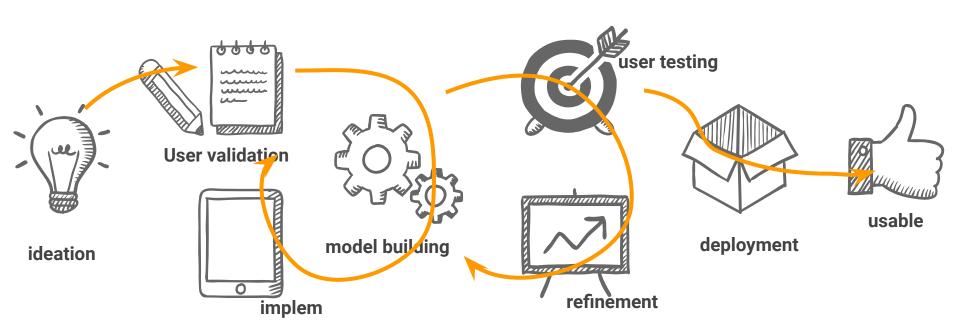








the standard journey of tasks that I do in general



what I do in any of the jobs that I work on





eye tracking



Customer feedback



Journey mapping



Service blueprint



personas







A/B Testing



field studies



business origami



AIDA Storyboarding



User empathy and value proposition

And many more...

And regardless, we always try to solve real problems in any project that we work on

UX is one of the many ways to future-proof your career.



Developer Student Clubs







https://developers.google.com/products/develop



Android

Get your apps ready for the latest version of Android.



Google Workspace

Automate, extend, and connect with Google Workspace to empower your users.



Cloud

Everything you need to build and scale your enterprise, securely.



Maps Platform

Build customized, agile experiences that bring the real world to your users.



Firebase

The tools and infrastructure you need to build better mobile and web apps.



TensorFlow

An open-source software library for Machine Intelligence.



Flutter

A UI toolkit to build beautiful, multi-platform, natively-compiled apps.



Web

Develop the next generation of applications for the Web.



Google Assistant

Build apps and content to help your users get things done.

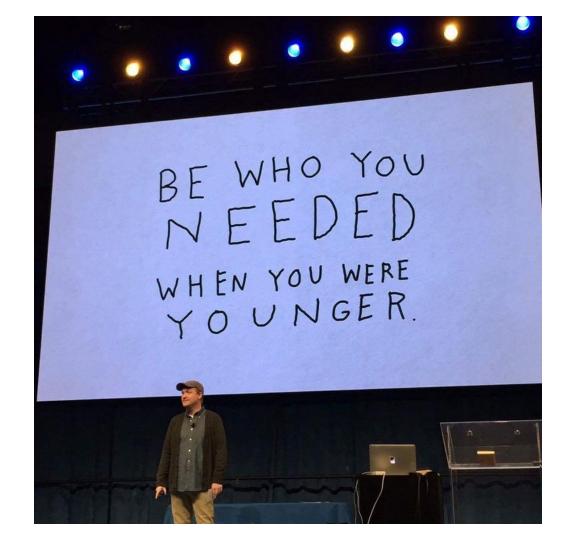


YouTube

Add YouTube functionality to your sites and apps.

So what's next?

- join DSC UP
- learn! (coding workshops, google tech tutorials)
- grow! (earn certifications, take courses)
- network! (join hackathons, meet people!)
- pay it forward! (get mentored, mentor others)



How do I start? Begin with the goal of building something useful. And as you build stuff, you grow yourself (and your portfolio too!)

And when you do, never forget to keep the target user in mind. This way, every step you do, every product you build will be future proof.



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