

From Handoffs to Co-Creation: Deepening Collaboration between Designers, Developers, and Data Science Workers in UX Design

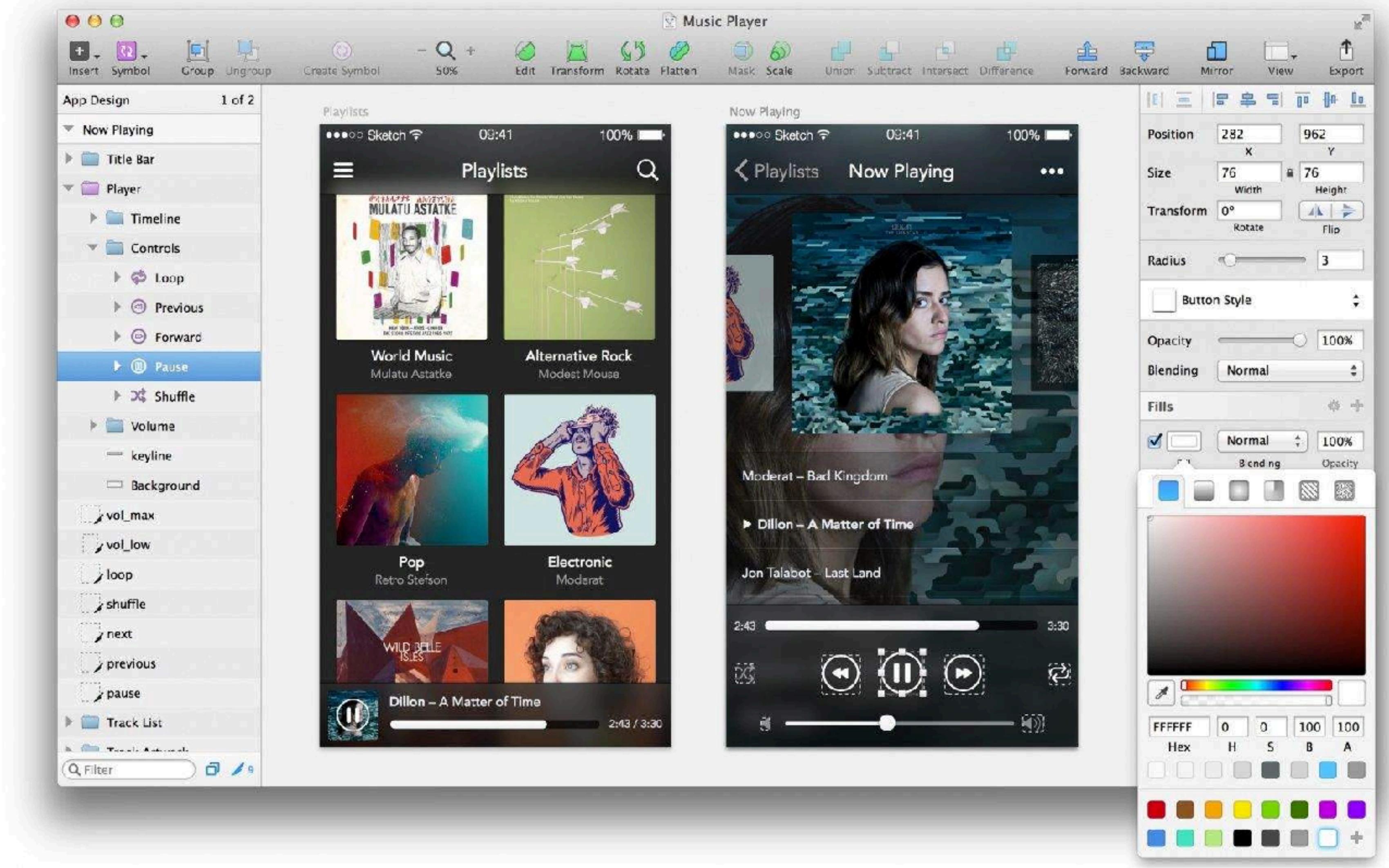


K. J. Kevin Feng
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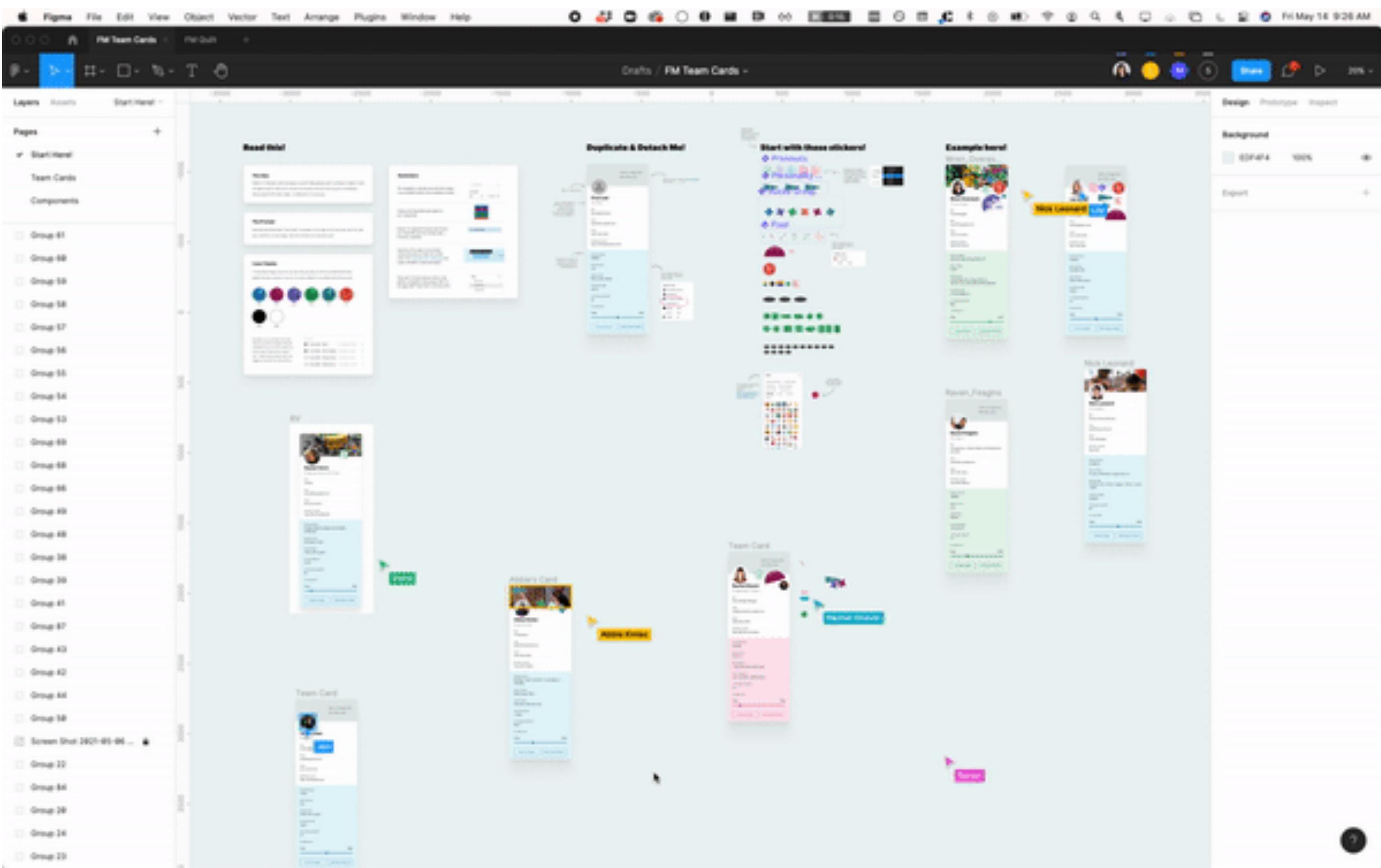


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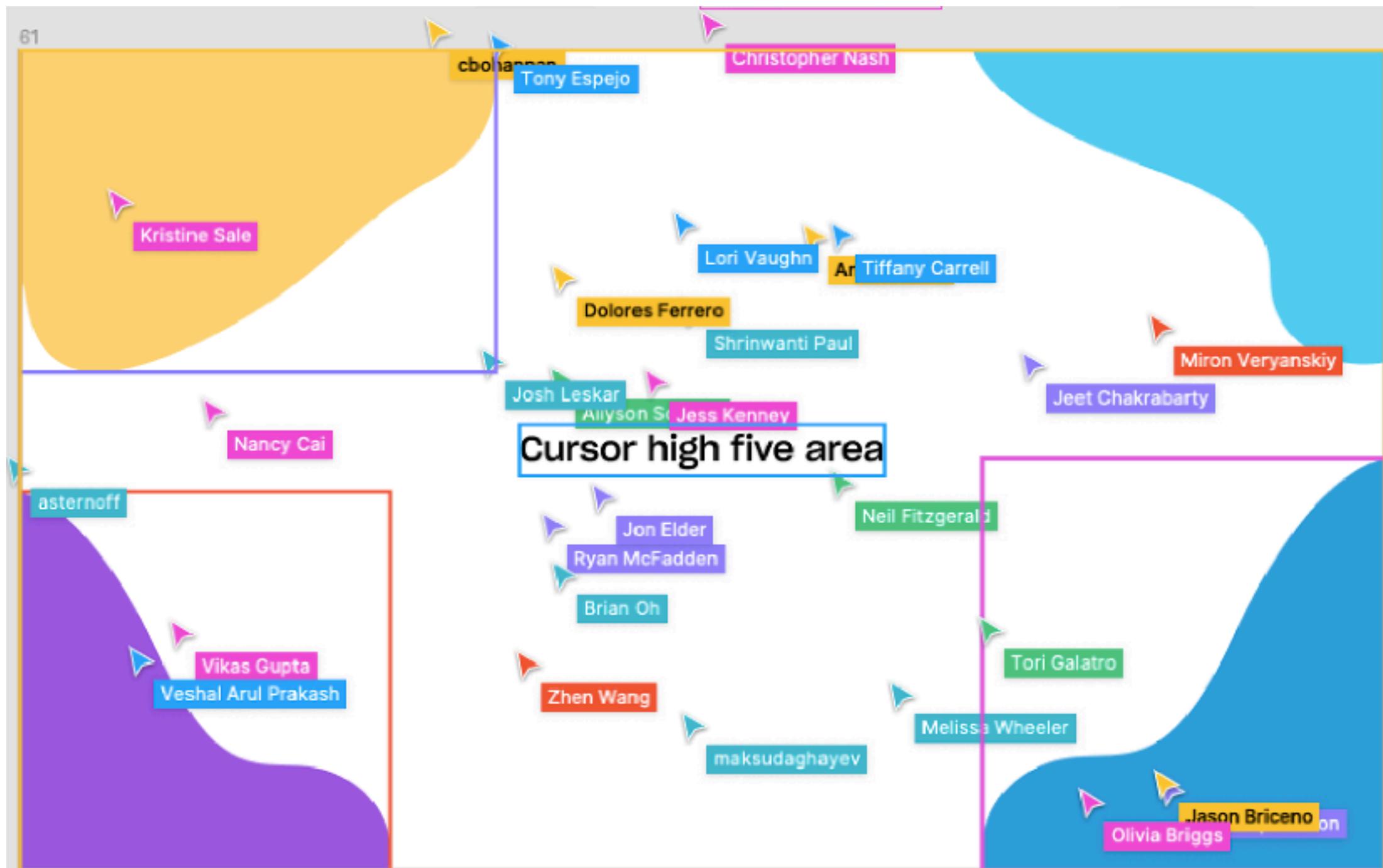
Background



Background



Background



Multiplayer mode and emotional triggers

- General Discussion



timburg82

6 · Jun '21

TL;DR

I'd love to hear thoughts from Figma users that are dealing with anxiety caused by the multiplayer feature - if there is anyone.

I've been searching without success for discussions or articles about this topic, so I decided to make my first post to see if anyone feels the same.

While I see multiplayer mode as one of the most innovative features ever for design processes and collaboration (especially during pandemic remote work), it has also created several anxiety triggers for me due to excessive-always-on collaboration. Every time I see an avatar or a cursor popping out, my anxiety hits me badly.

I've been working with digital + web design for some years now, so naturally experimented with dozens of design software and tools and none of them caused me this type of feeling.

I wonder if the Figma team got any user feedback or data about this, but sometimes I have the feeling that it's a burden because it empowers non-designers, especially managers and CEOs (that can fire you, you know what I mean...), to collaborate **too much**.

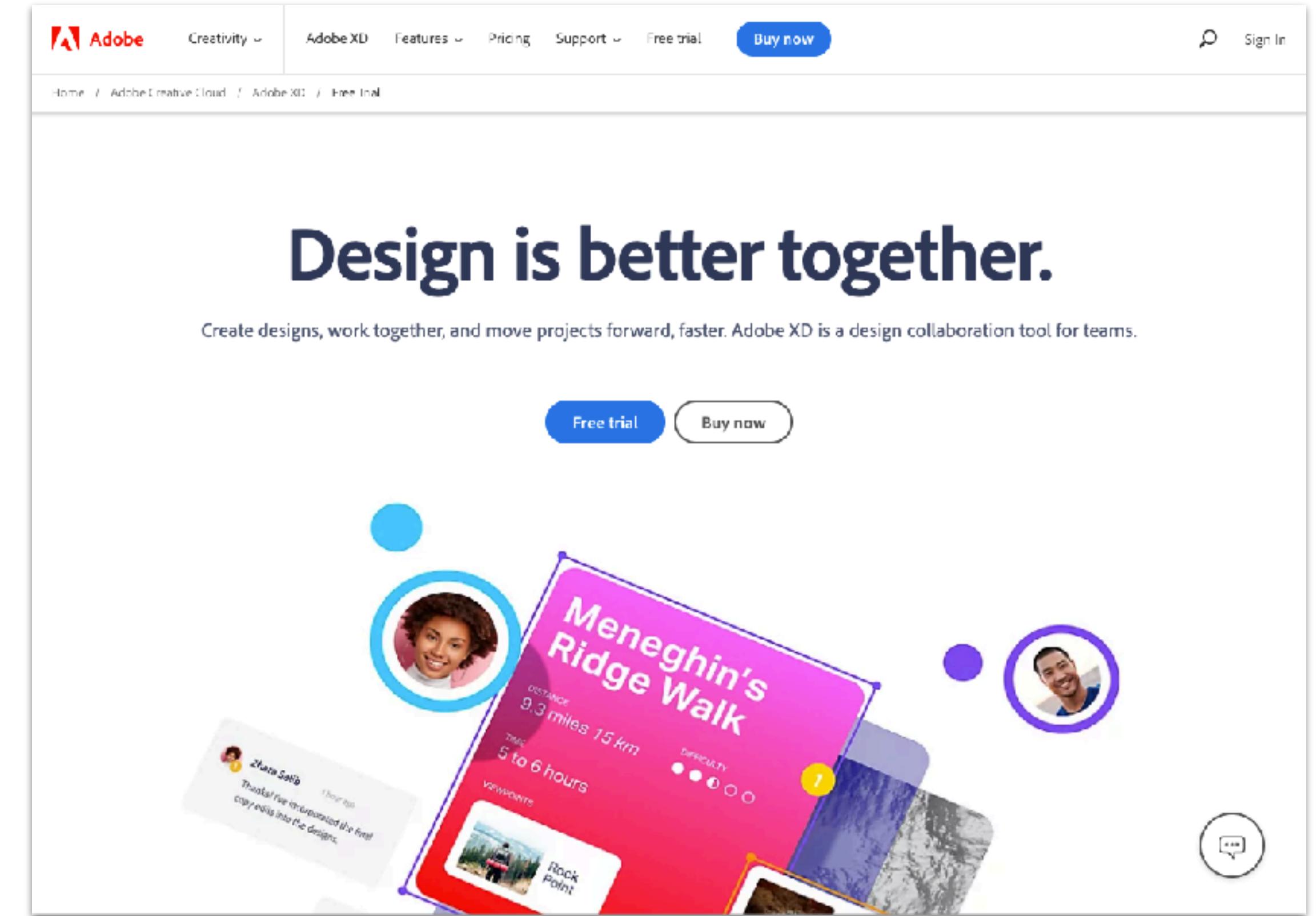
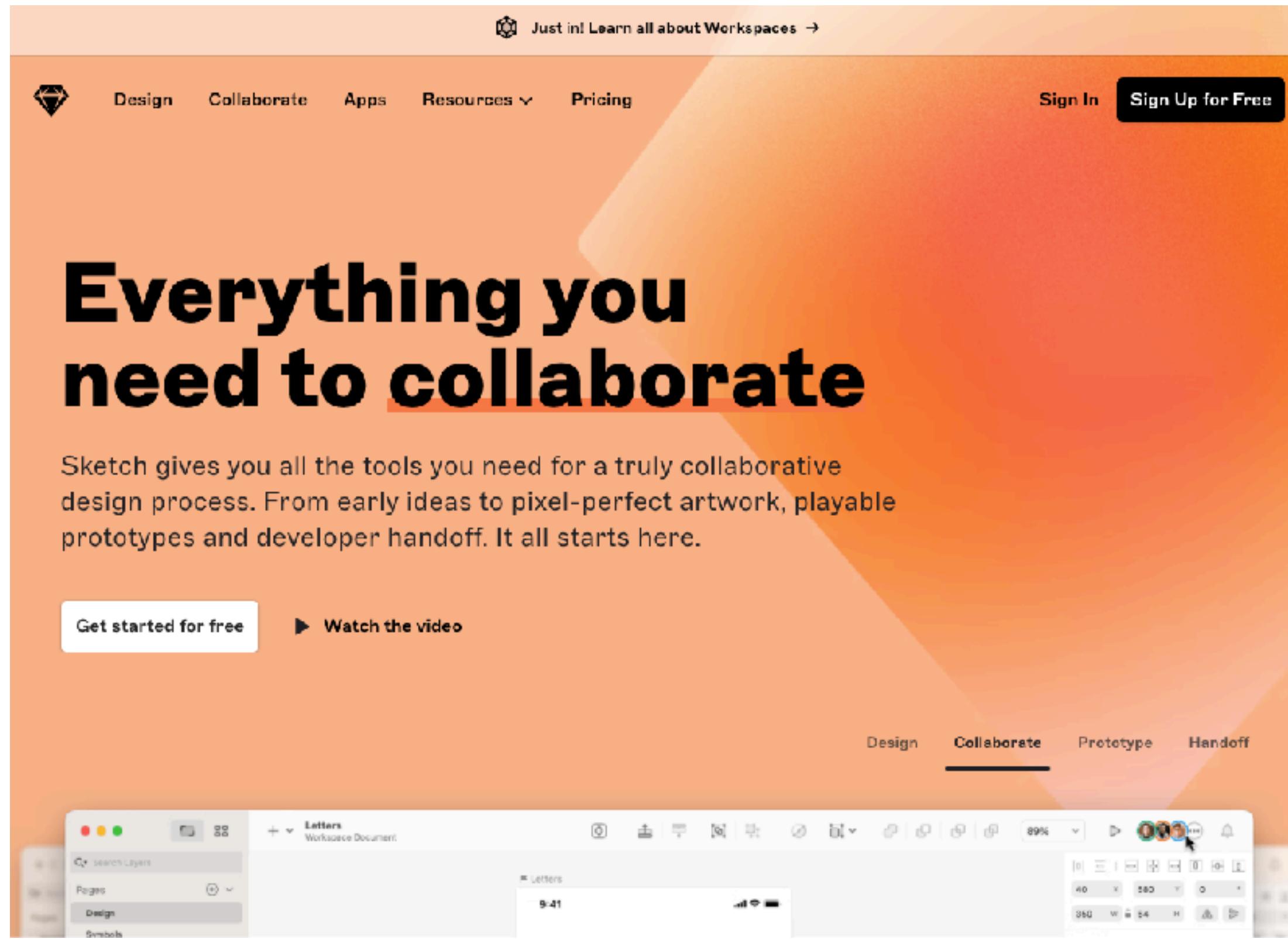
On several occasions I found myself being real-time pixel pushed/maneuvered during video calls. On others, I woke the next day to find my designs completely changed (blessed be version history). Also, people clicking and editing the same elements, at the same time as me, is disturbingly annoying and feels like a tug of war.

As a quick turnaround for this, I started making private copies to work and focus on my own, but everyone is aware of the feature, so they will ask you to keep it shared.

Does anyone feel this or am I alone? Certainly, it's a personal struggle, but I think an option to turn off the multiplayer feature, not only the avatars/cursors, would solve this problem for the sake of my mental health.

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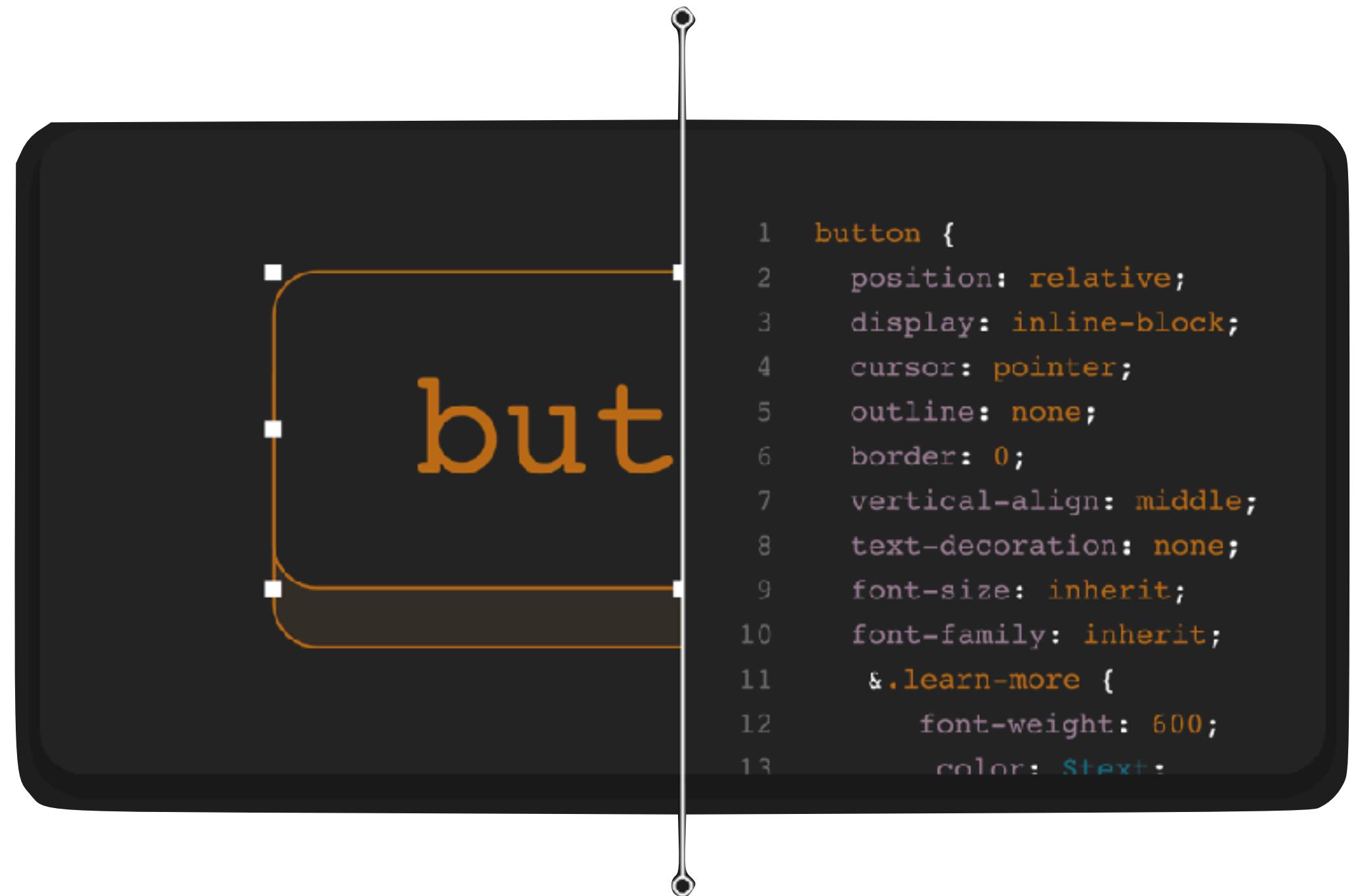
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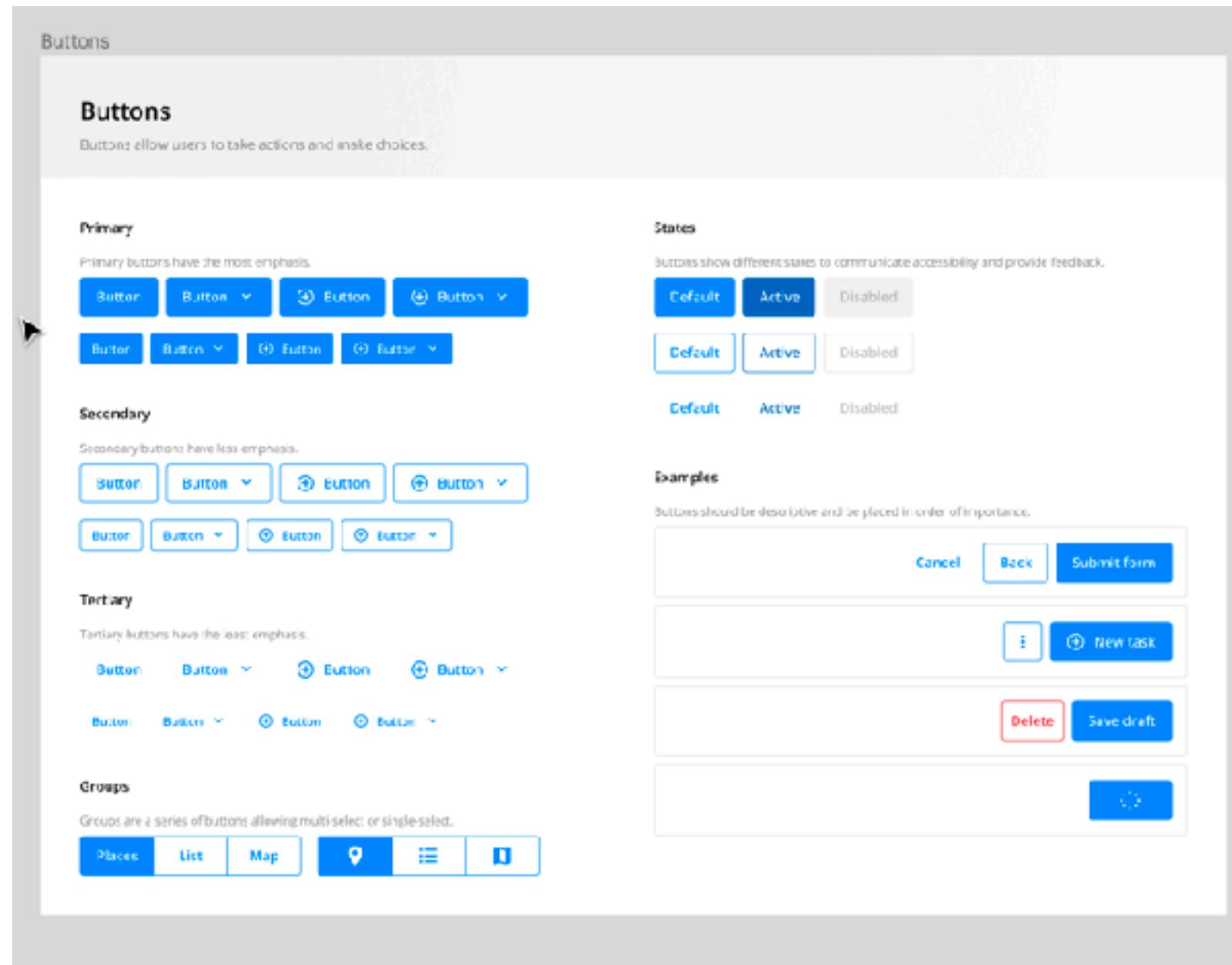
Handoff to Developers

- Design → code
- “Throw [the design] over the wall”
- Implementation might diverge
- What happens when it’s time to iterate?
 - Design debugging

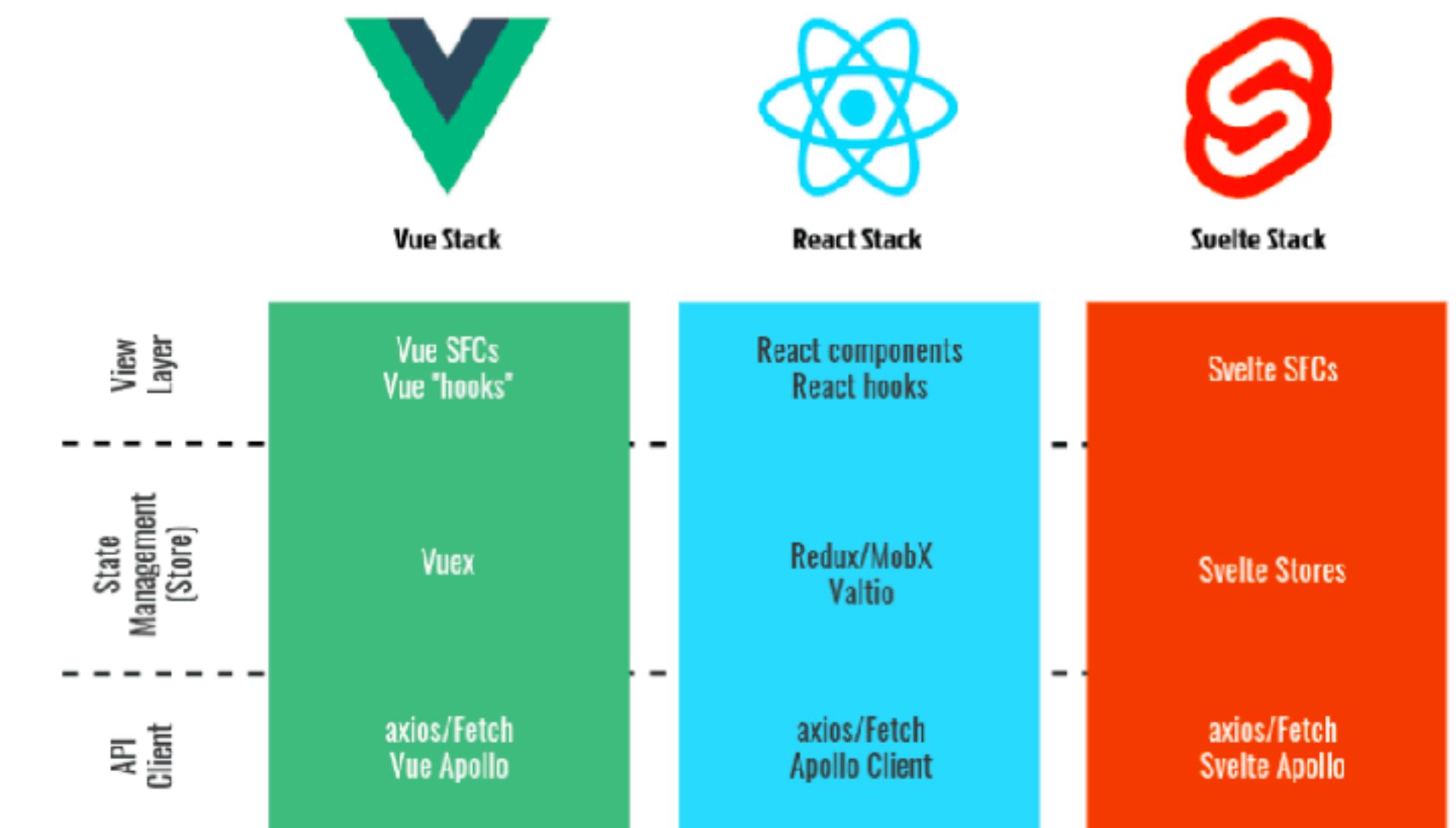


Linked Artifacts

Component-based Linking of Design + Code



Components in a design system

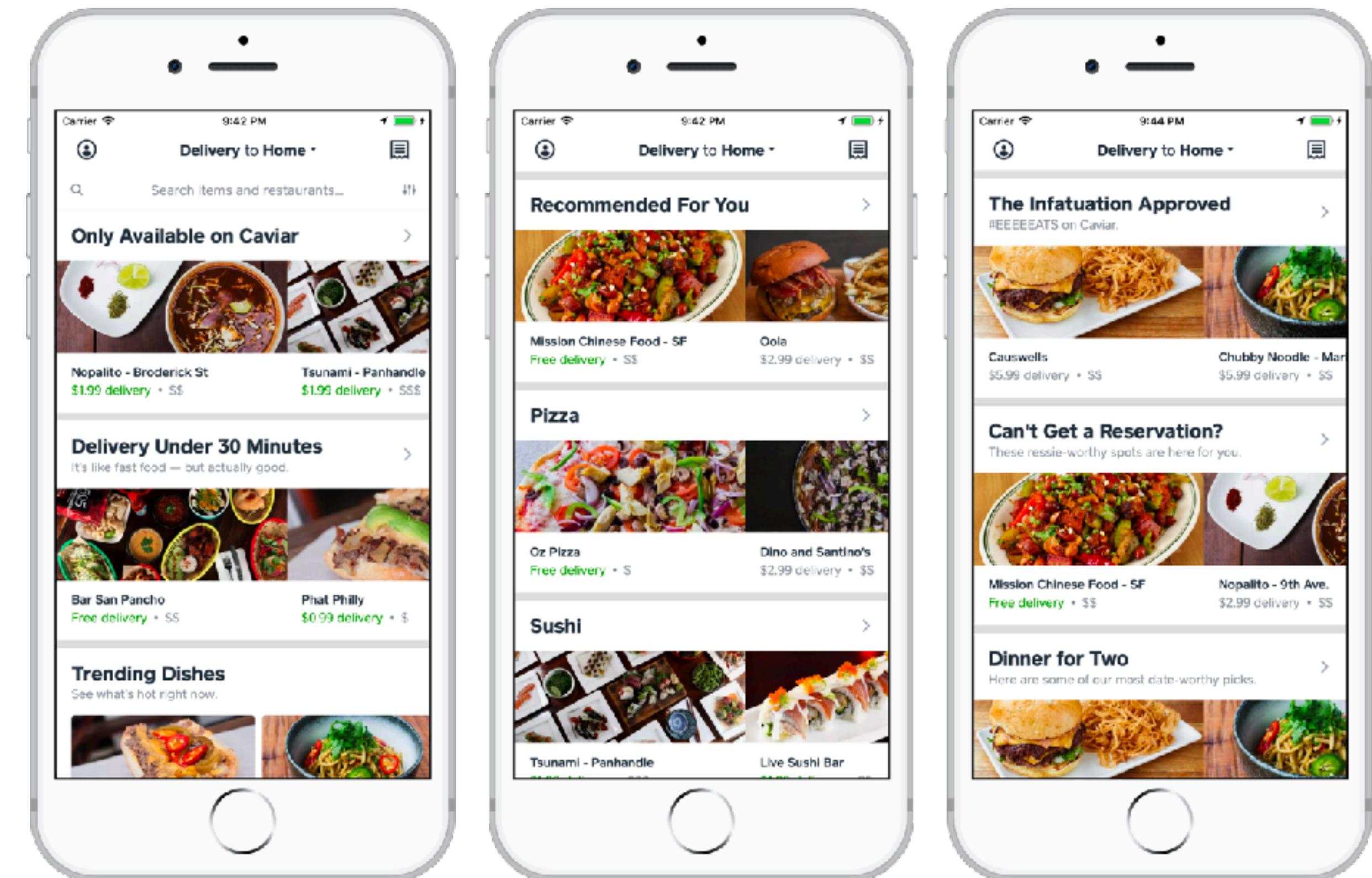
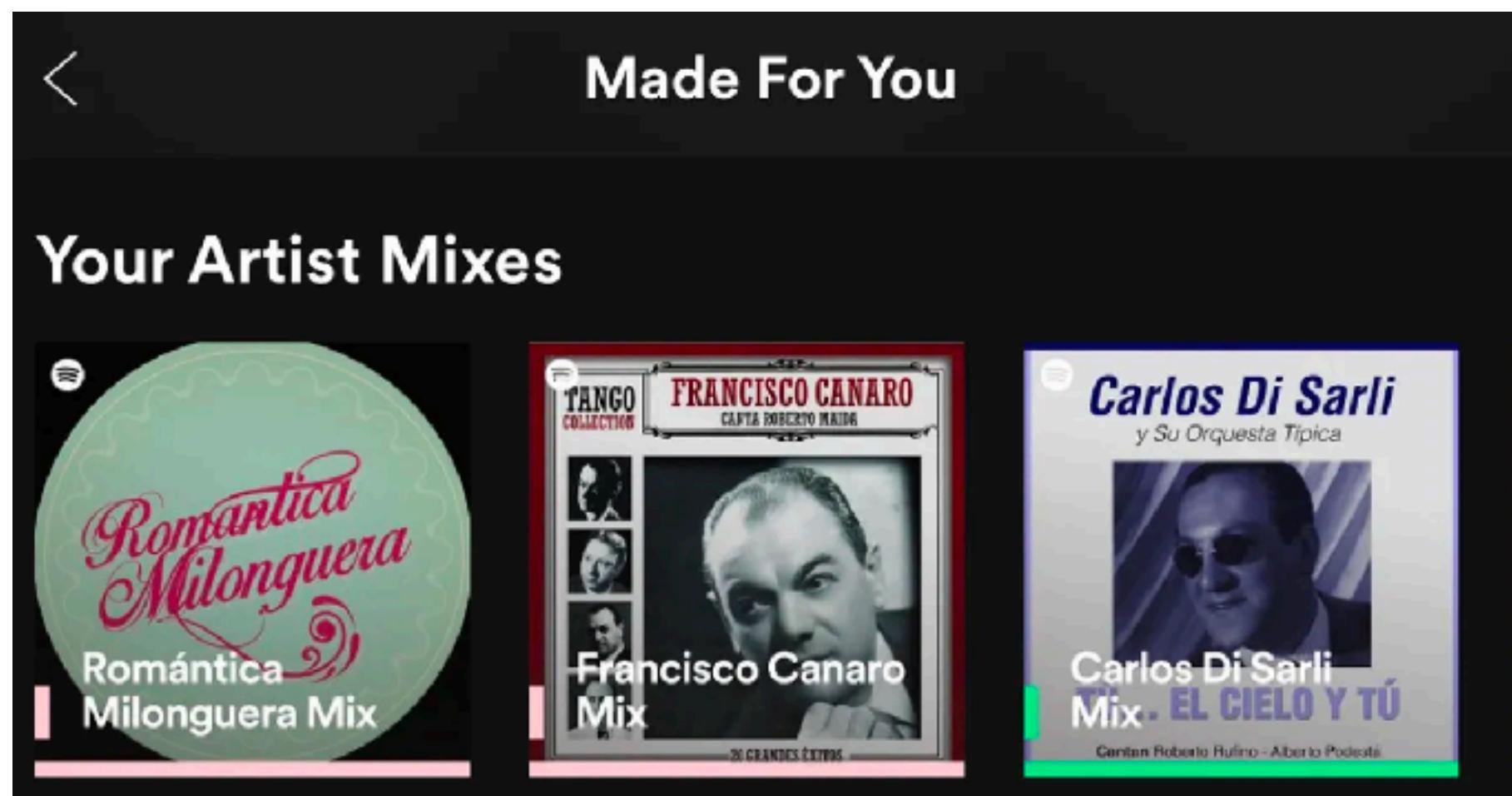


Frameworks for component authoring

Collaborative Co-creation?

- Potential benefits
 - Designers can see + test real behaviour
 - Developers can communicate limitations immediately
 - Deliberation can happen efficiently
- Potential drawbacks
 - Too open and transparent
 - Messiness from each type of work may trickle into another

Prototyping with Data



Designerly Understanding of Data + ML

- How to incorporate data into the design process?
- How to design ML-powered interfaces?
- How to collaborate with data science workers?

Prototyping with Data

Designing with ML is Different

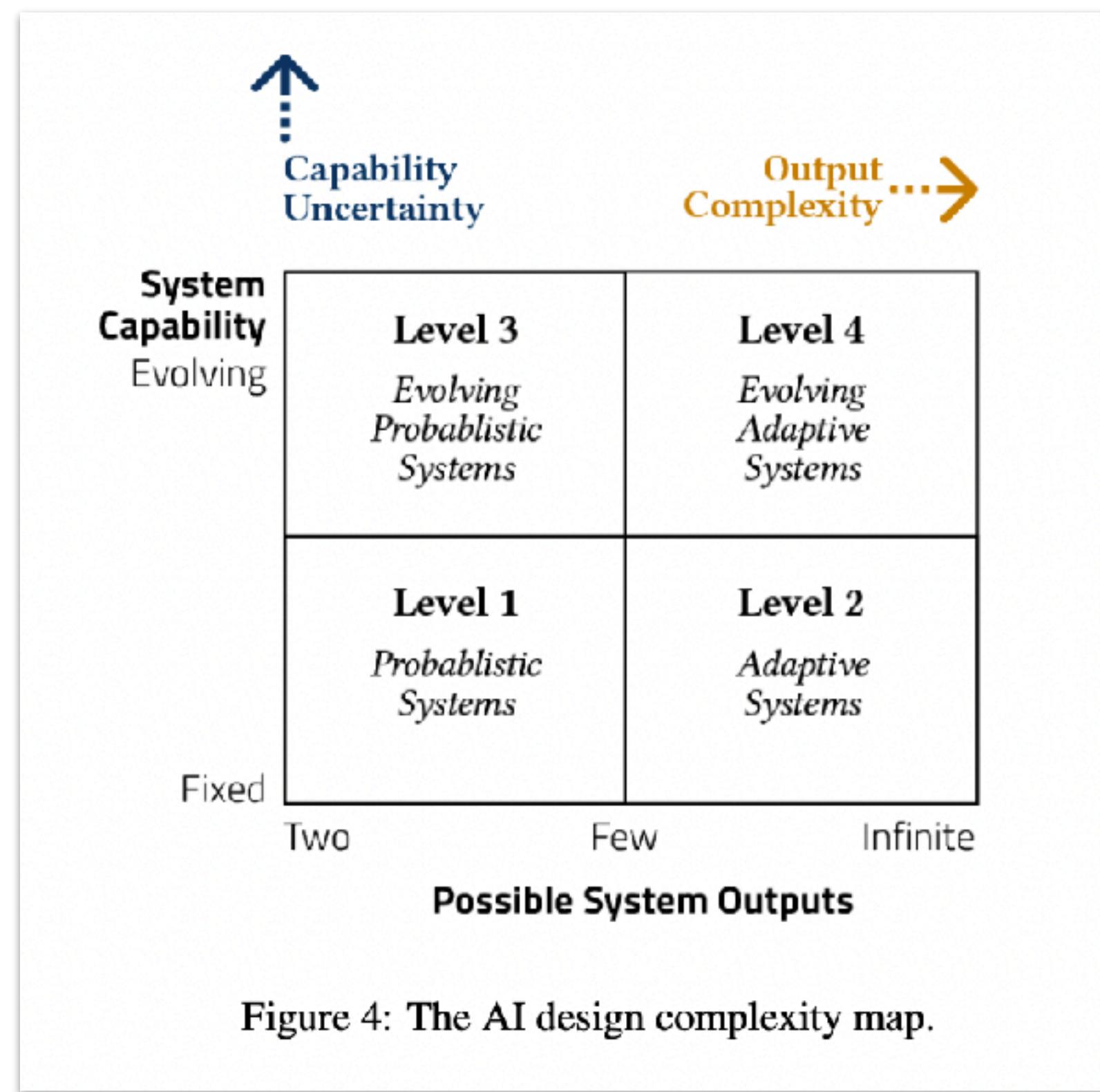
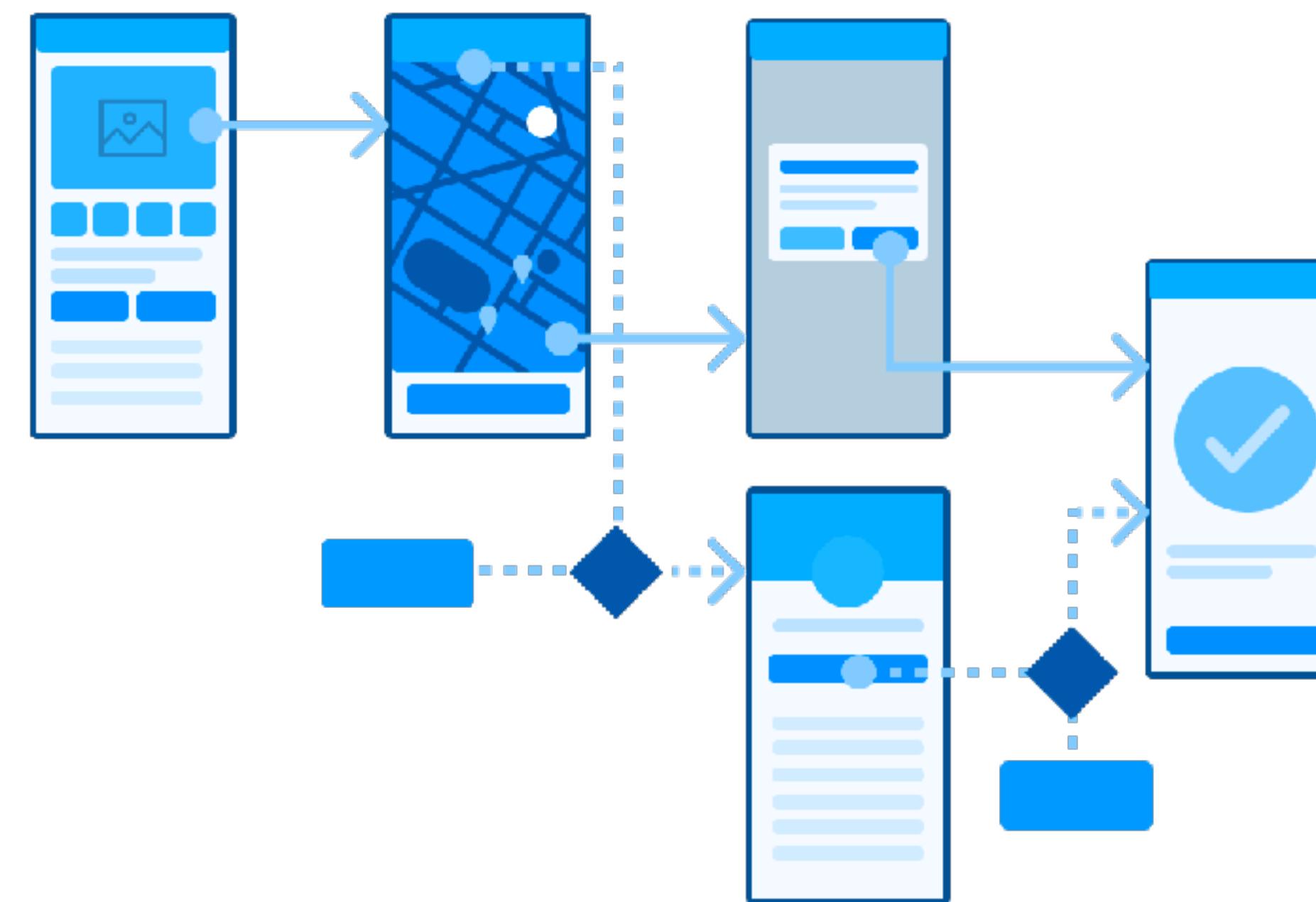


Figure 4: The AI design complexity map.

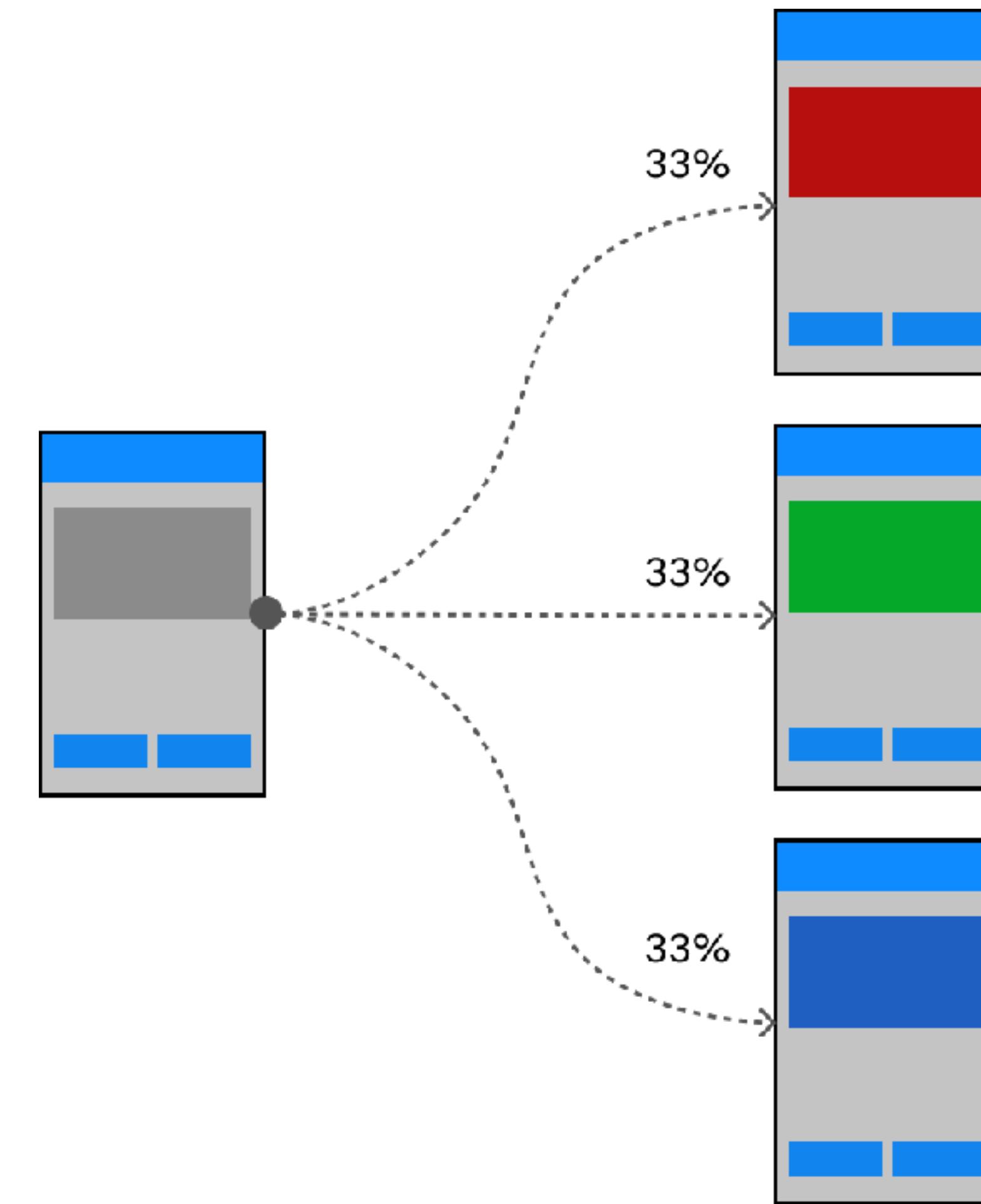
Yang et al. 2020



Deterministic user flow

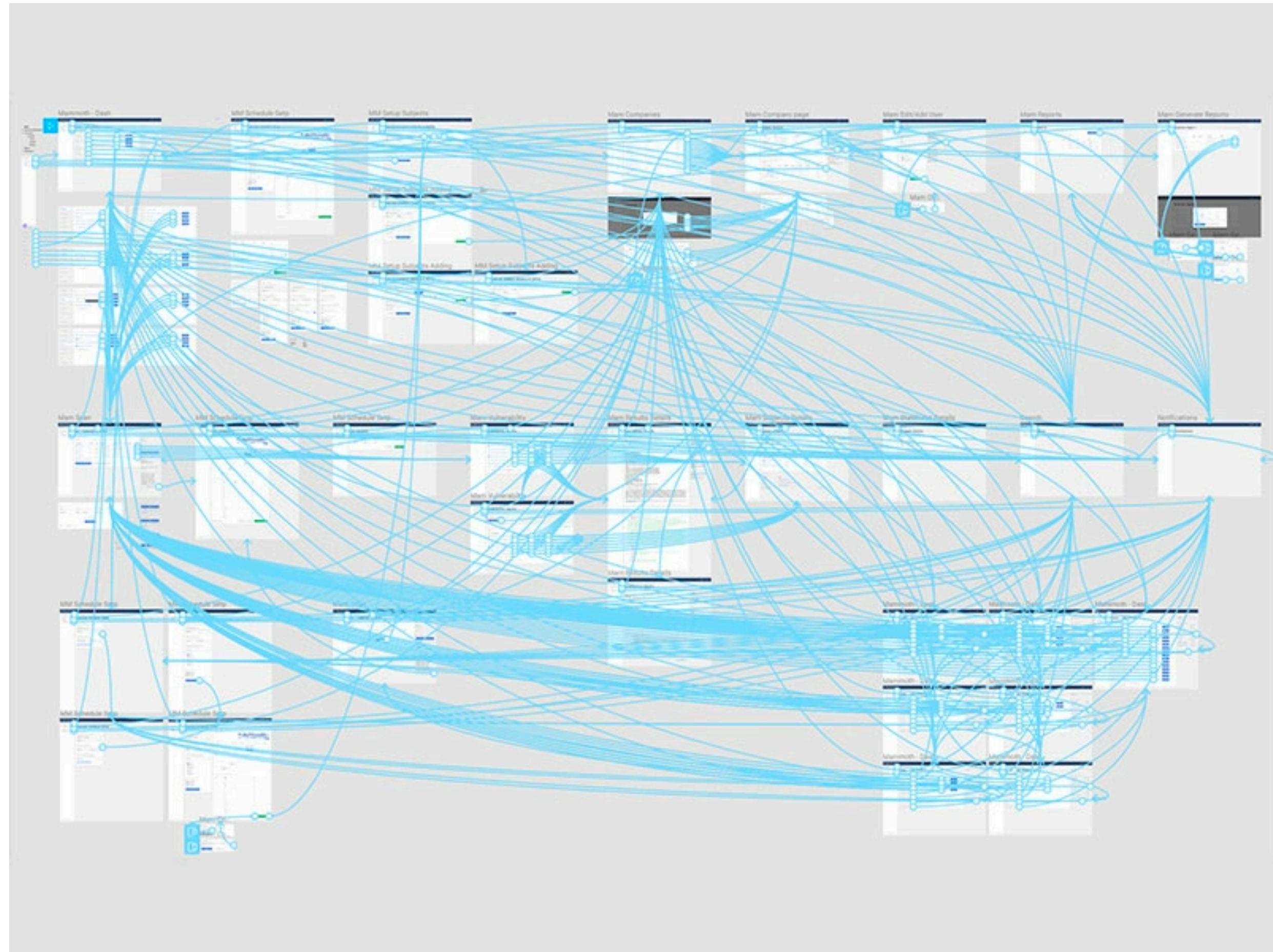
Designing Probabilistic Systems

Probabilistic user flows:



Prototyping with Data

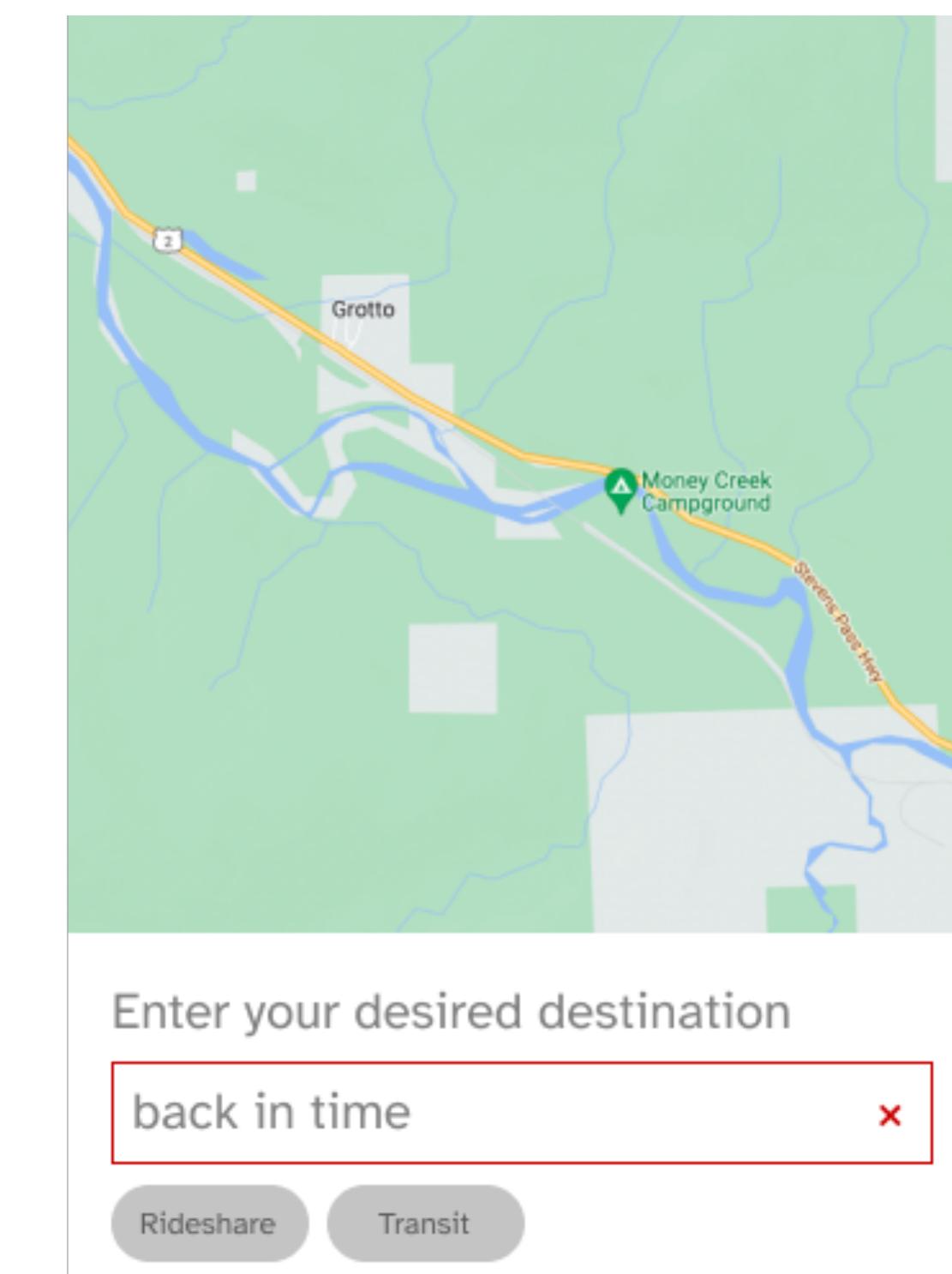
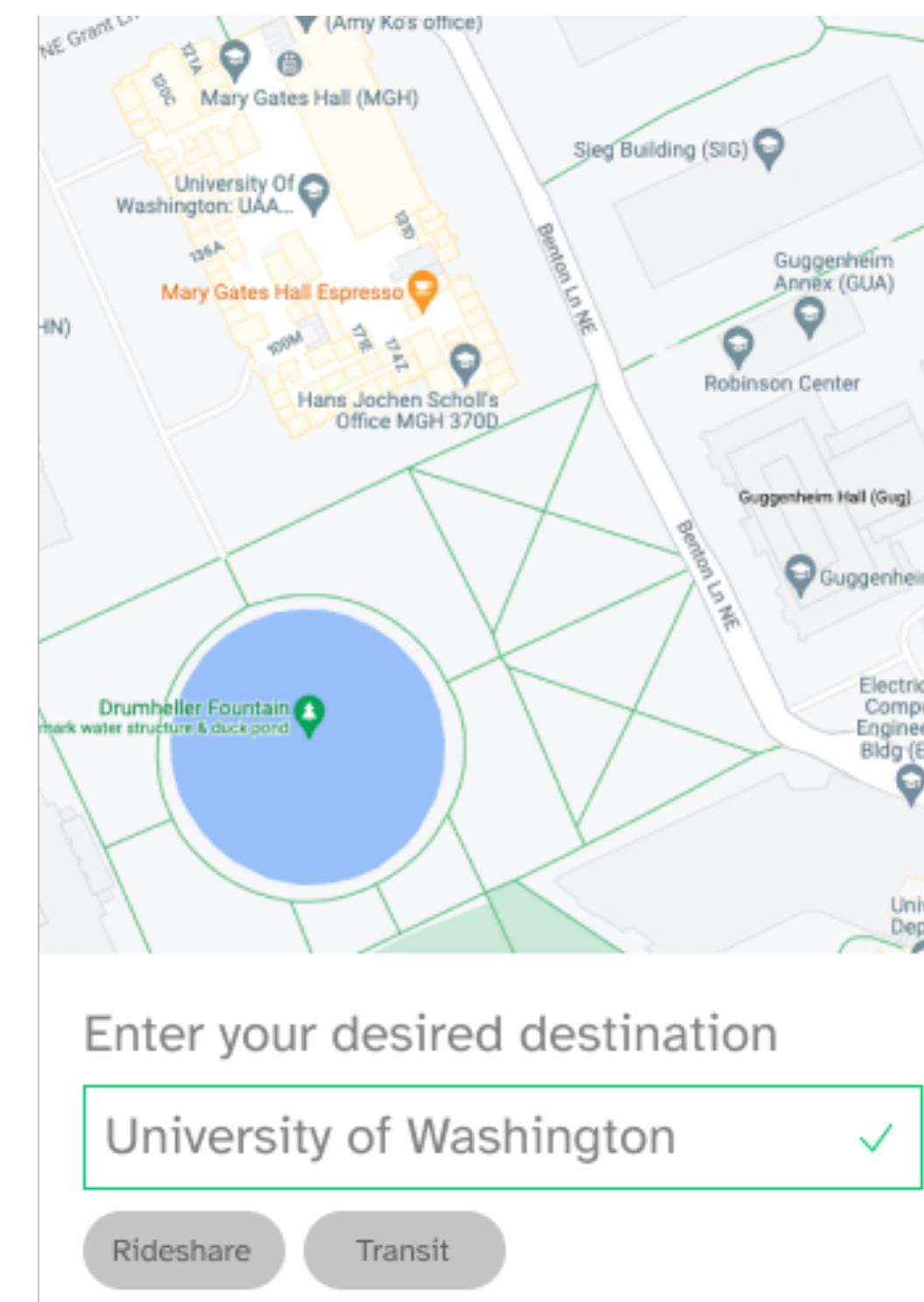
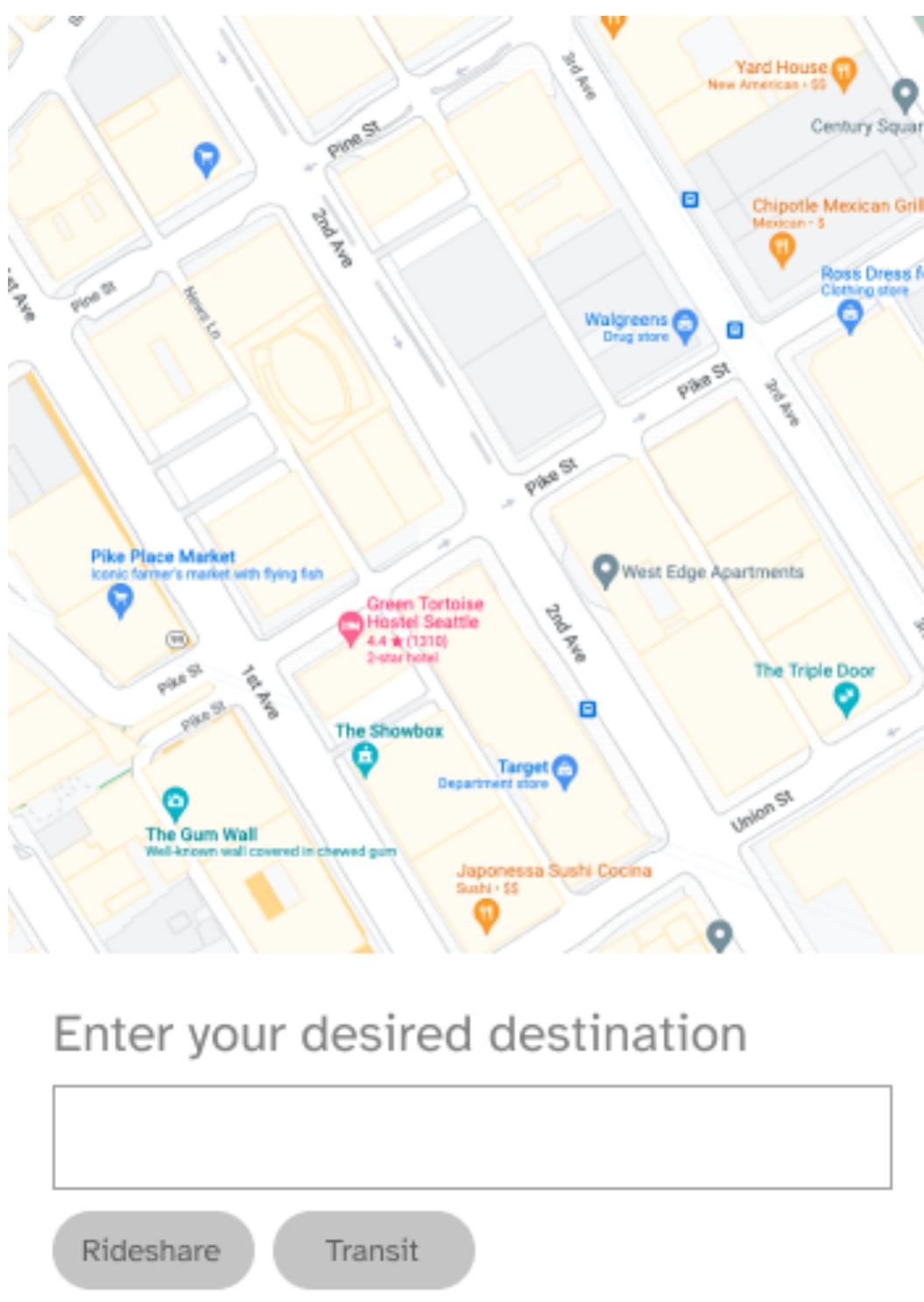
Managing User Flows



Design + Code + Data

Bringing It Together

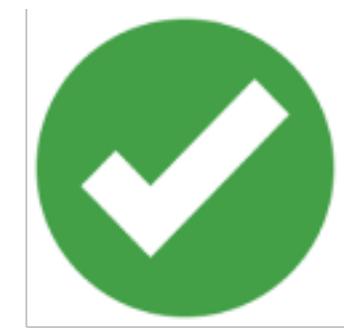
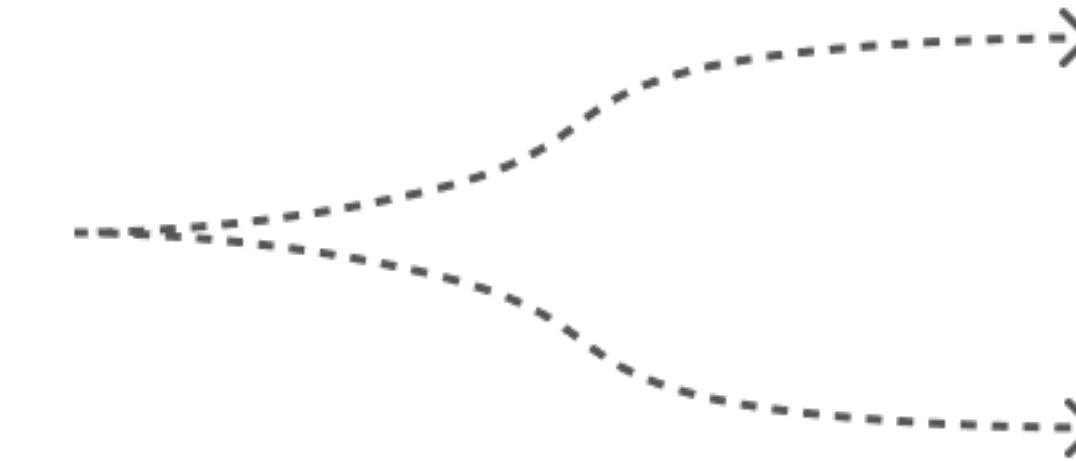
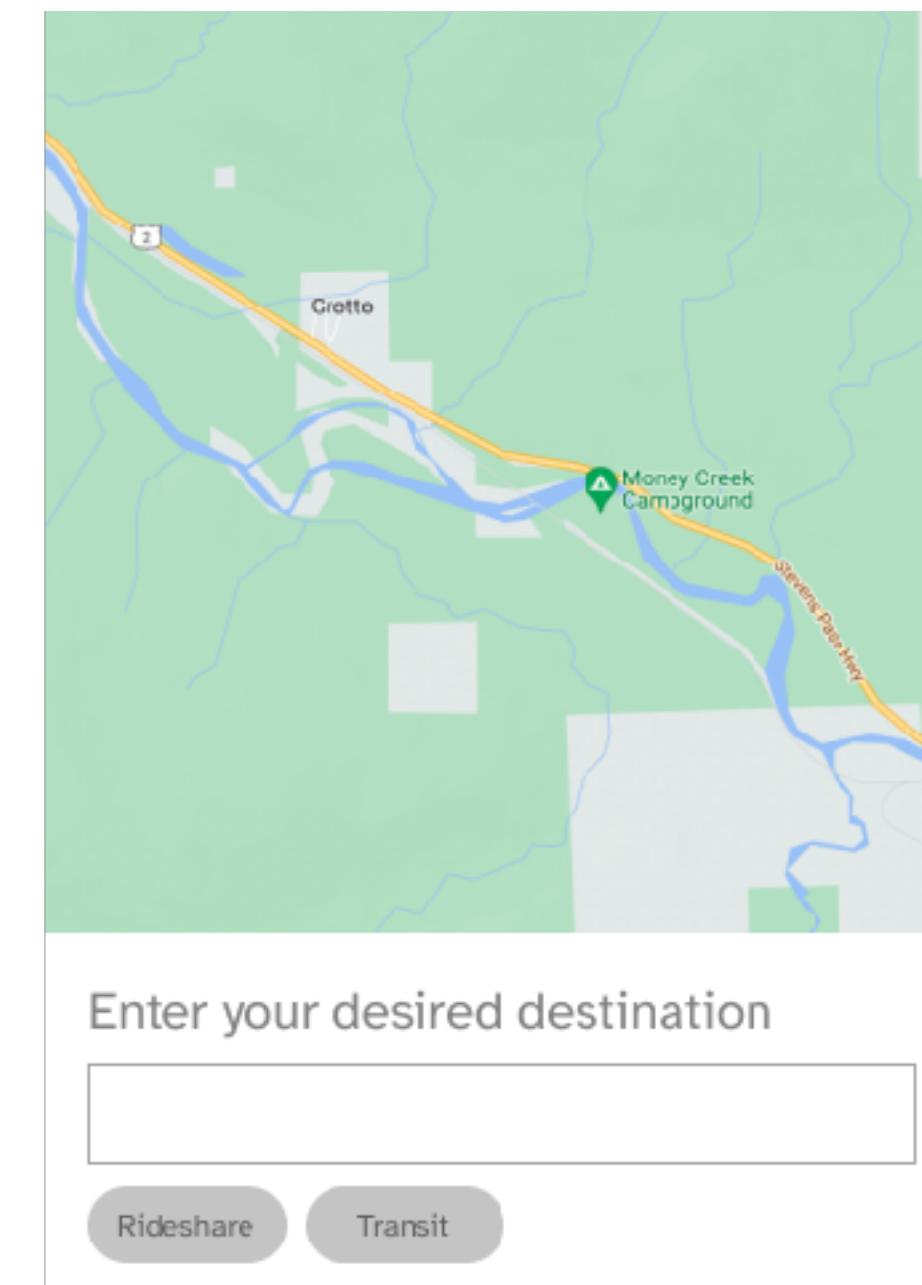
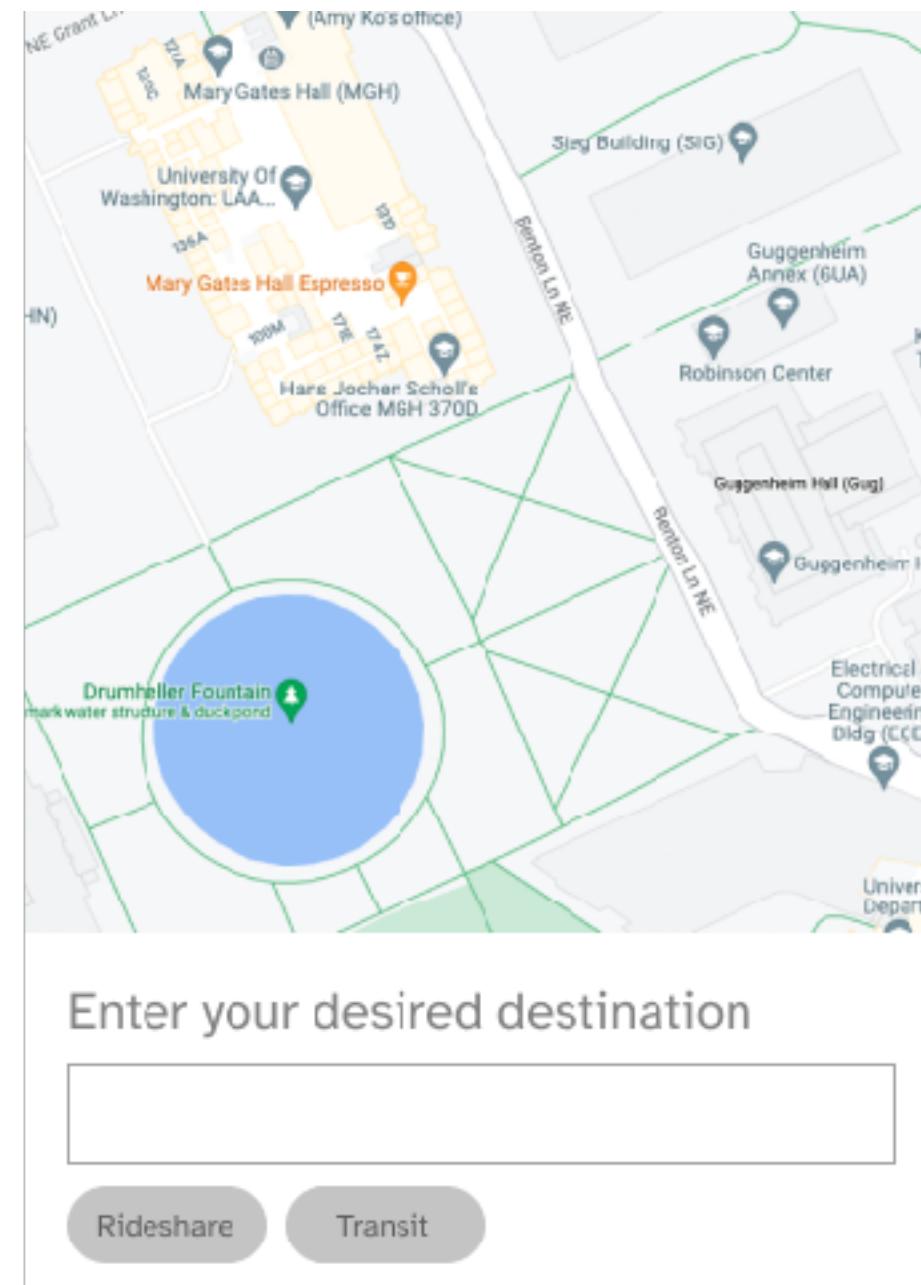
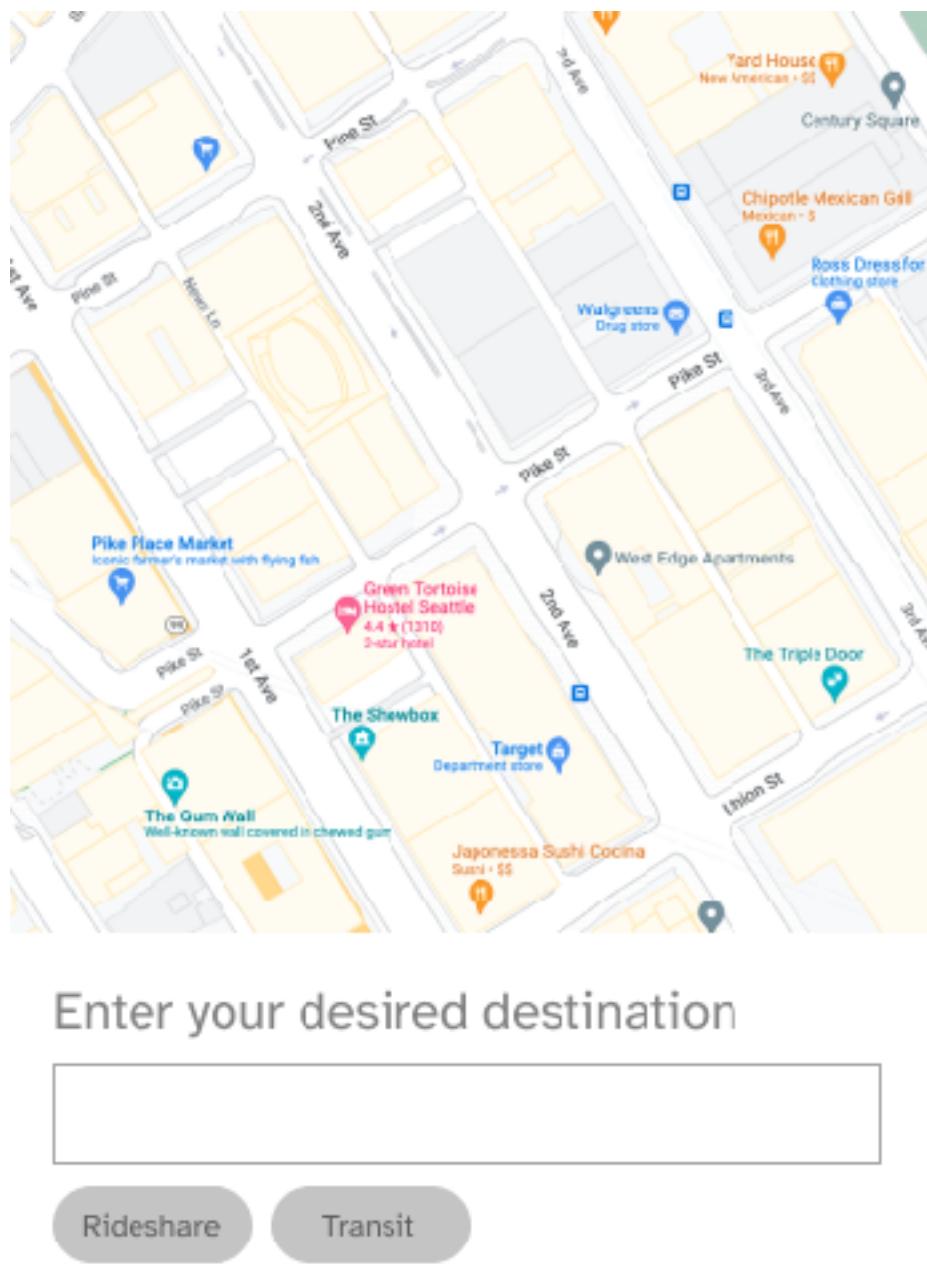
- Live components can be data-enabled to test behaviour



Design + Code + Data

Bringing It Together

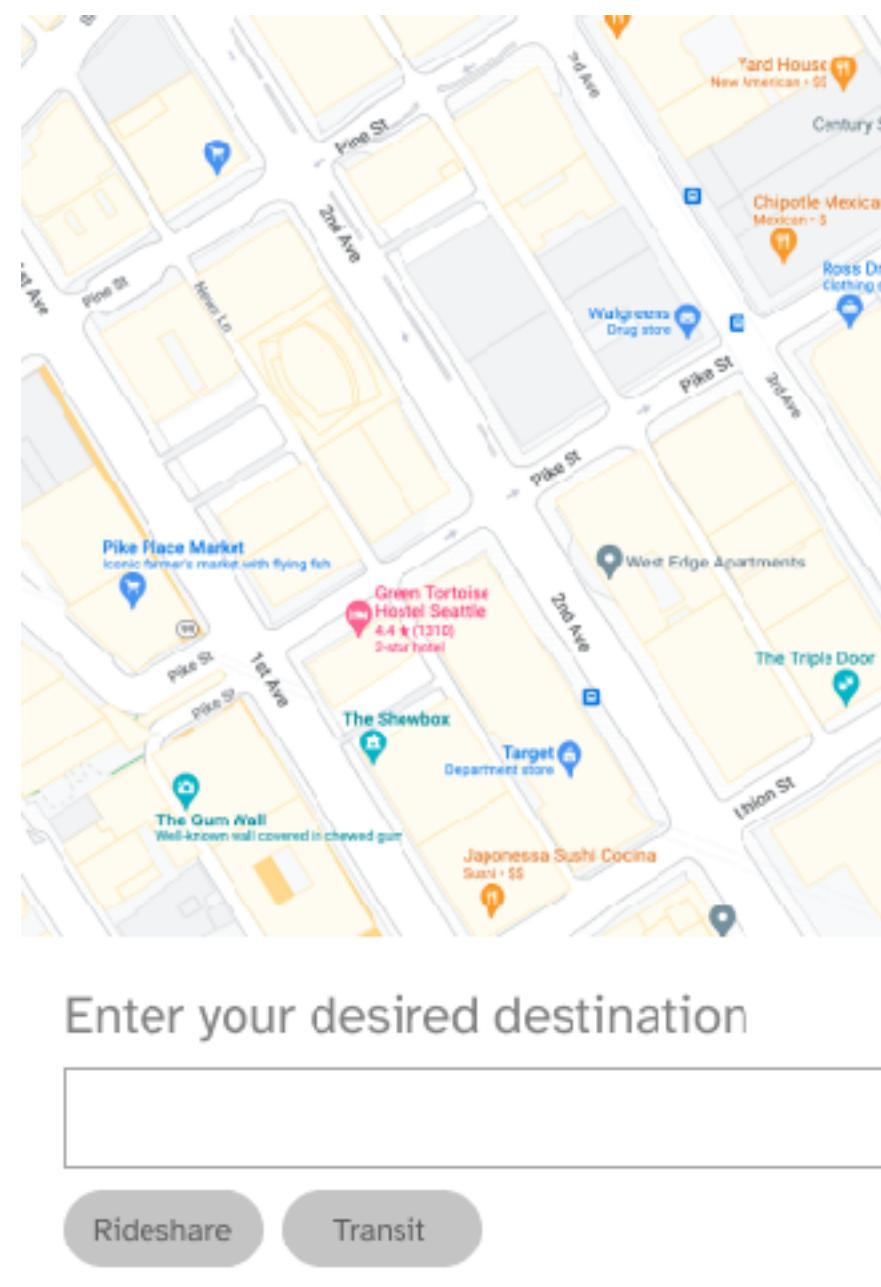
- Designers and researchers can prototype more realistic data-driven behaviours using probabilistic user flows



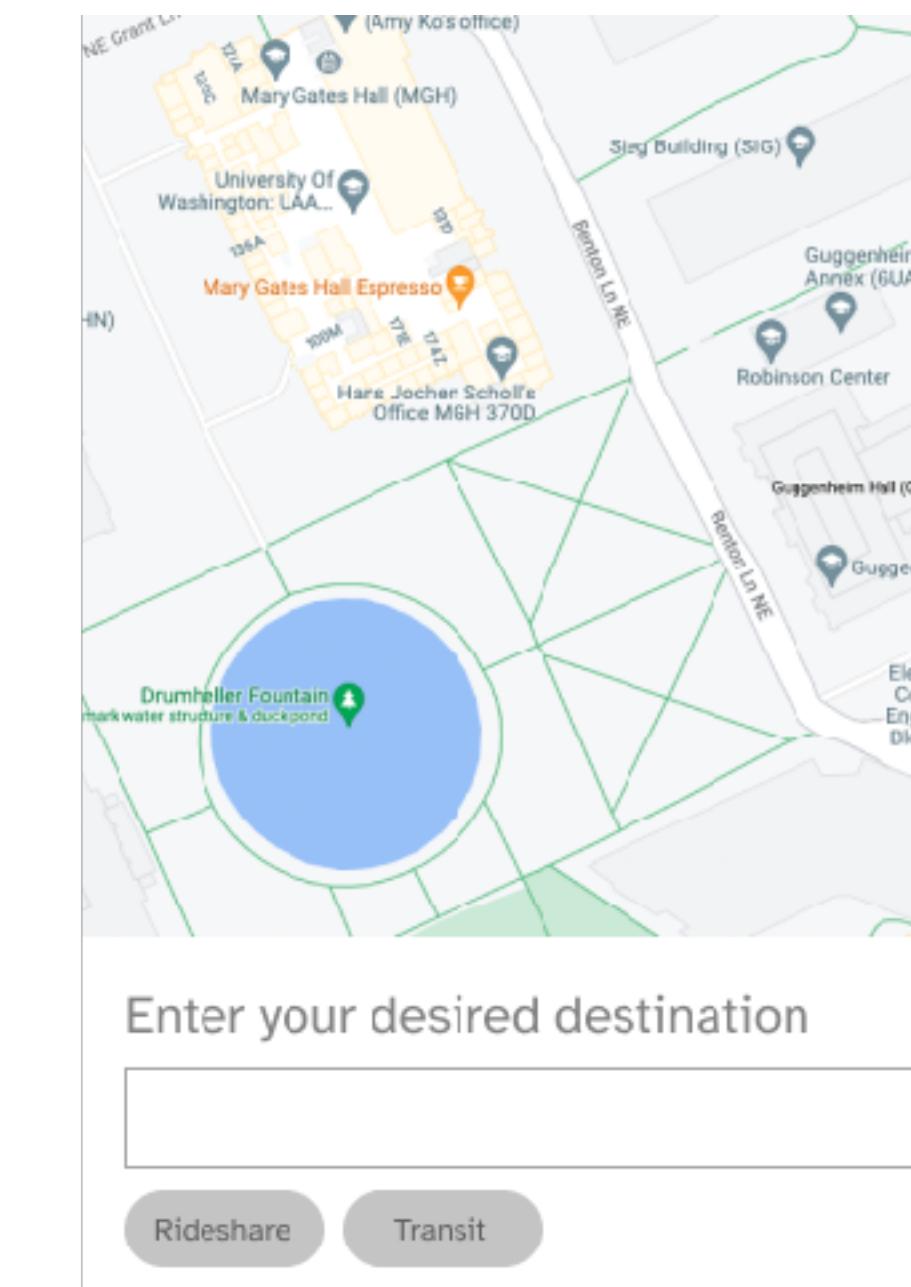
Design + Code + Data

Bringing It Together

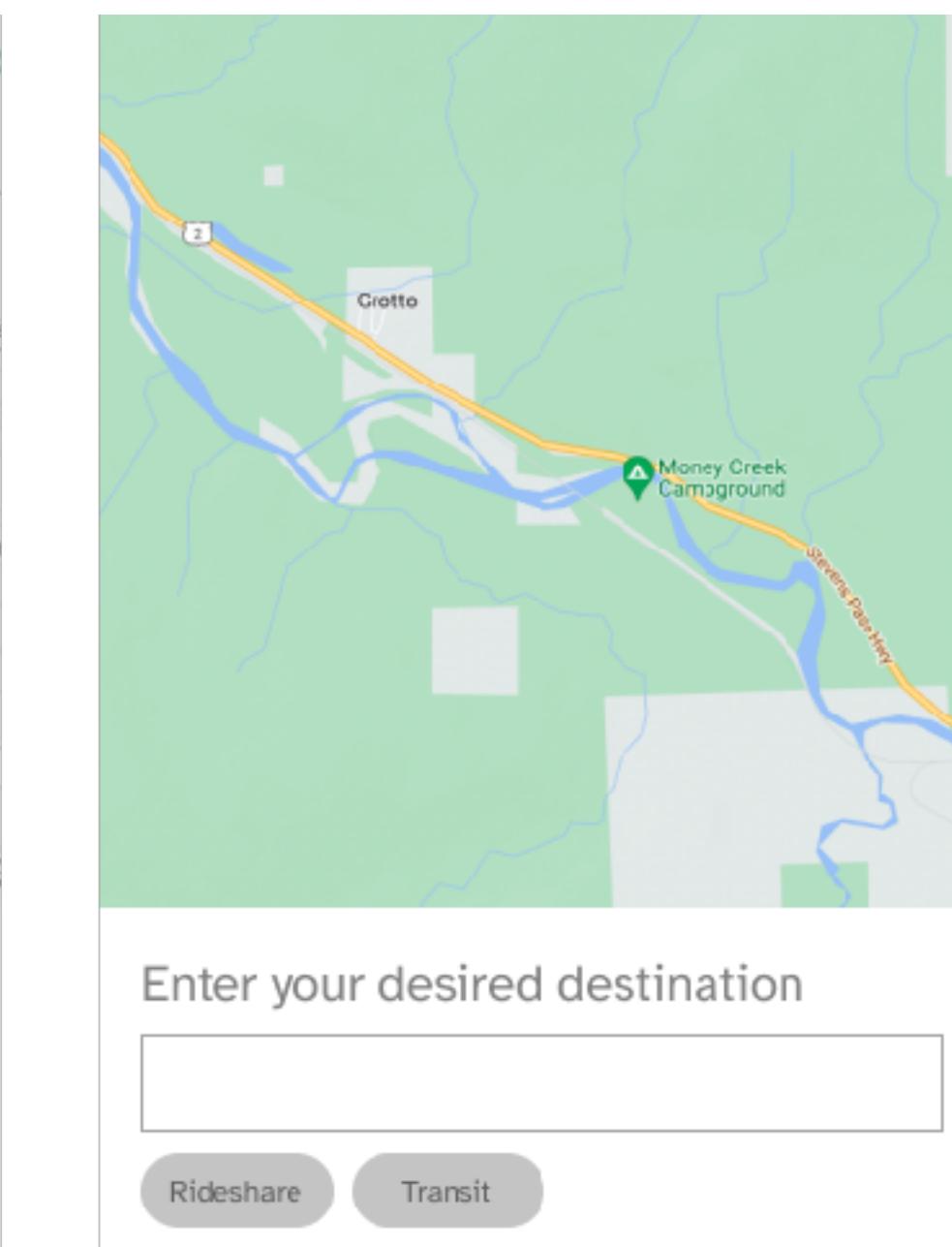
- Probabilistic user flows can mediate collaboration between designers and data science workers



Successful match: 85%



Successful match: 70%
(but would need to walk)



Successful match: 30%

Summary

- Design tools can nurture deeper collaborations between designers and technical stakeholders
- Live artifacts can anticipate design-development divergence and provide medium for discussion and interactive testing
- Data-enabled live artifacts can help envision probabilistic user flows, allowing designers and data science workers to collaborate on creating better adaptive user experiences

Thank you! Questions?

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