Design Hierarchy of Needs Mark O'Black

THE QUESTION

What are the five levels in Steven Bradley's pyramid of design hierarchy of needs?

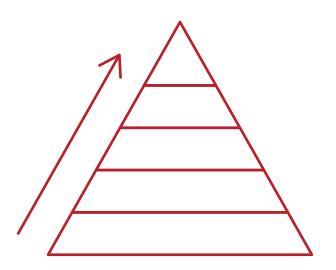


DESIGN HIERARCHY OF NEEDS

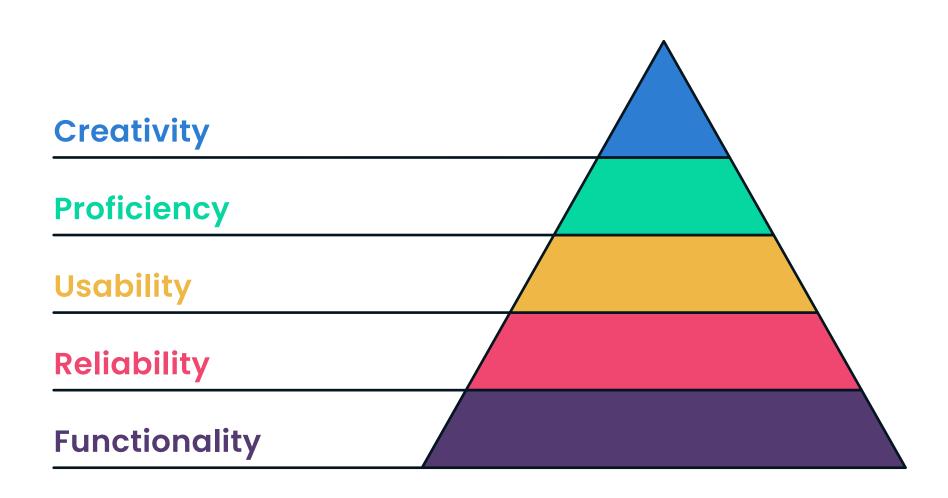
Based on Maslow's hierarchy of needs in human beings

In order to achieve a higher level in the pyramid, the levels below it must first be met

As a design climbs the levels of the pyramid, so too does its perceived value



THE FIVE LEVELS

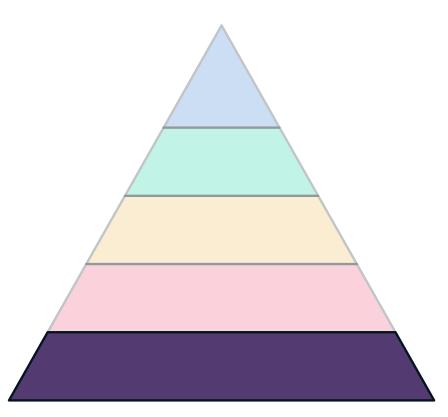


FUNCTIONALITY

Does it work?

Design needs to offer basic functionality before anything else

Ex: A note taking app that allows you to create notes

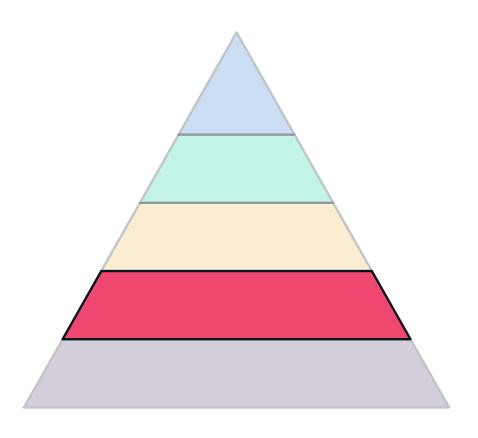


RELIABILITY

Does it work each time I use it?

Design needs to function and operate stably on a consistent basis

Ex: A note taking app that saves edits to notes and doesn't crash while typing



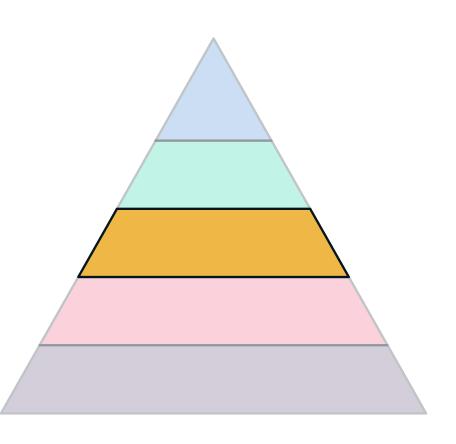
USABILITY

Can I figure out how to use it?

UI elements should be useful, findable, and accessible

Forgiving to user if they make an error

Ex: Accidentally clicking a button doesn't delete all your notes in a note taking app

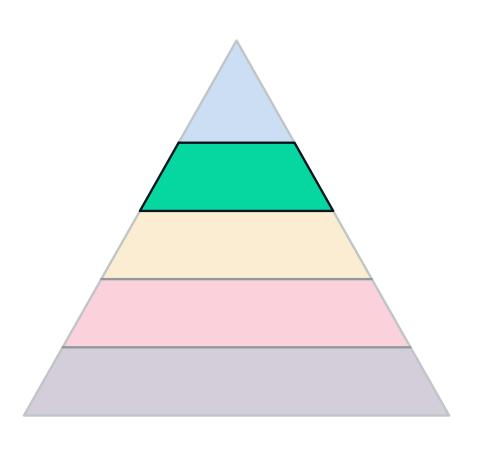


PROFICIENCY

Can it show me how to use it better?

Includes additional features that build on basics and allow a user to "do more"

Ex: A note taking app that allows a user to create notebooks or tags to organize notes



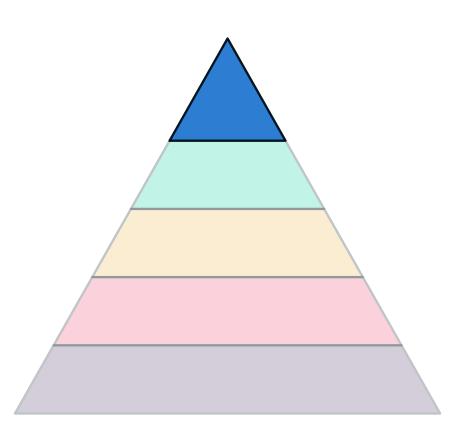
CREATIVITY

What else can I do with it?

Sets a design apart from competitors & builds loyalty

Can be achieved in many areas, like design or aesthetics

Ex: A note taking app that allows you to share notes with other users, change the color of type, and include images or files in a note.



RESOURCES

https://www.smashingmagazine.com/2010/04/designing-for-a-hierarchy-of-needs/

https://medium.com/@tendeedo/good-design-vs-better-design-an-application-of-steven-bradleys-design-hierarchy-of-needs-f7aacc88a142

https://medium.theuxblog.com/design-hierarchy-of-needs-the-product-owners-guide-29ceb28205ae

