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COURSE DAY 1

UI/UX Training for Engineers

November 2025

Everllence

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WELCOME

Hello, we’re Nanna and Mathias.

What are your expectations for this course?

One expectation pr. card

Our expectations

Purpose

To empower you at Everllence to develop user-centric, design-inspired software solutions that **keep the end-user's needs and requirements at the forefront**.

Outcome

Our goal is to **equip you with concrete and practical tools and guidelines within user-centered design,** that you can implement in your daily work, enhancing the intuitive design of your systems.

We will touch upon

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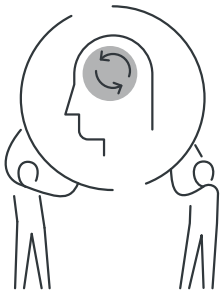
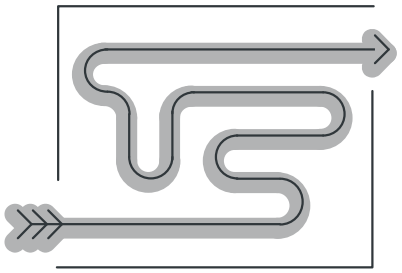
The Mindset



The principles and theory behind user-centric development

The Tools



Specific tools and methods that can be applied in the process of evaluating and rethinking systems

IT'S TIME
FOR THE AGENDA

‘Rules’ for today

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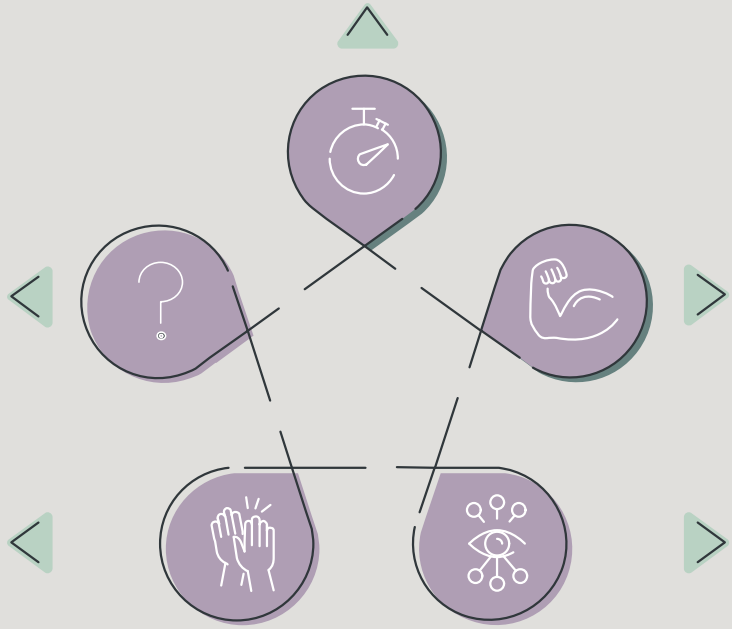
We start on time
Be aware of when breaks ends and when to be back

Ask Questions
Be curious and feel free to ask questions

Lean in
Get involved in the tasks and give it a shot - even when you feel unsure



Bring in the good energy
Take ownership of maintaining the good energy in the room, exploit the breaks and let us know if you need anything,

Stay focused
Only use laptops or phones if we ask you to during the tasks

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Introduction to UX

UX (User Experience) is a **holistic framework,**
focusing on understanding and incorporating user needs,
in every stage of the development process.

A mindset with a broad toolkit depending on the user group and level of interaction

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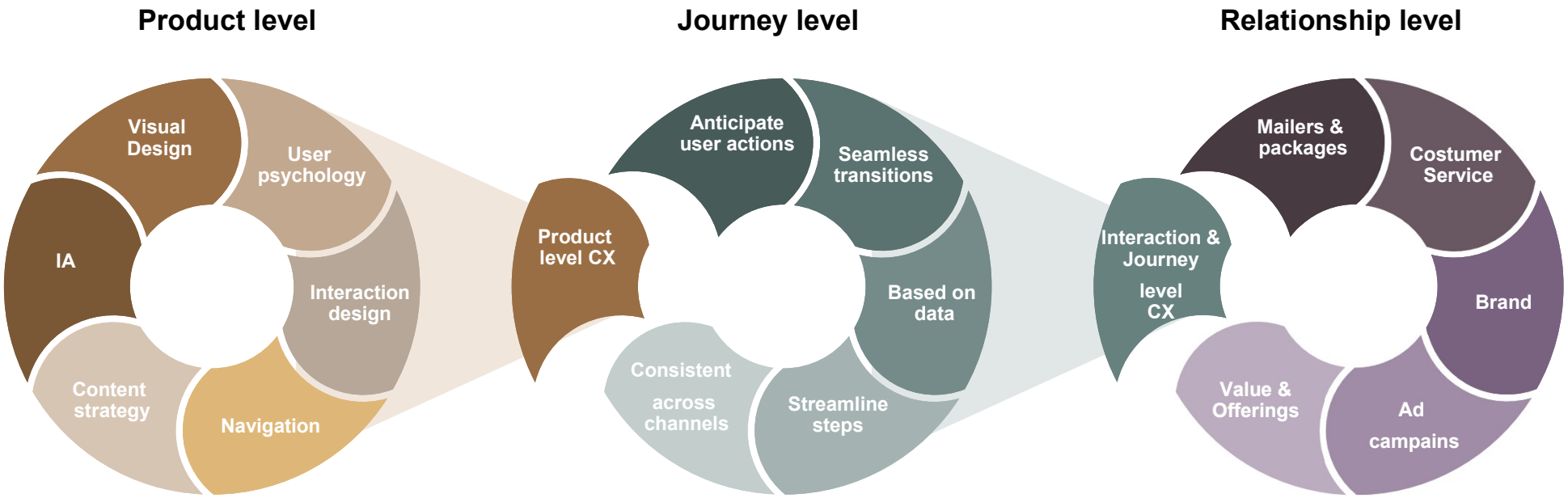

Mindset and **process**

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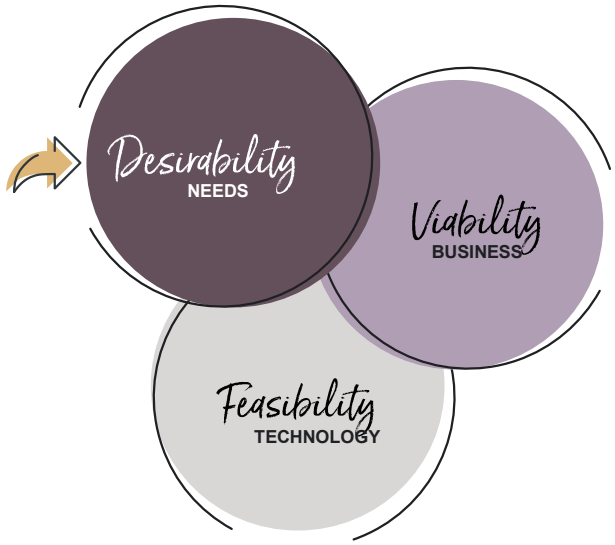
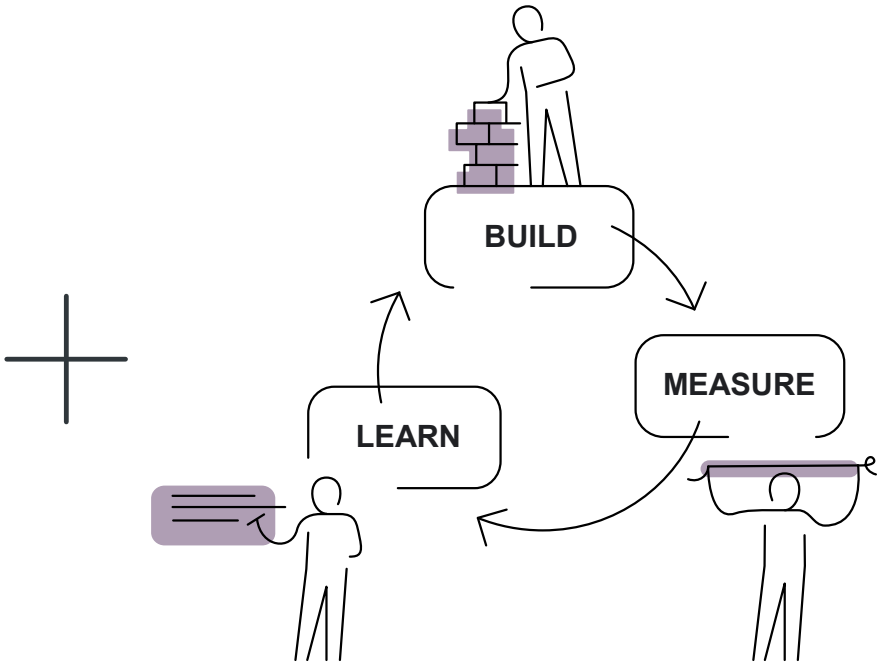
We start here!





Mindset and process

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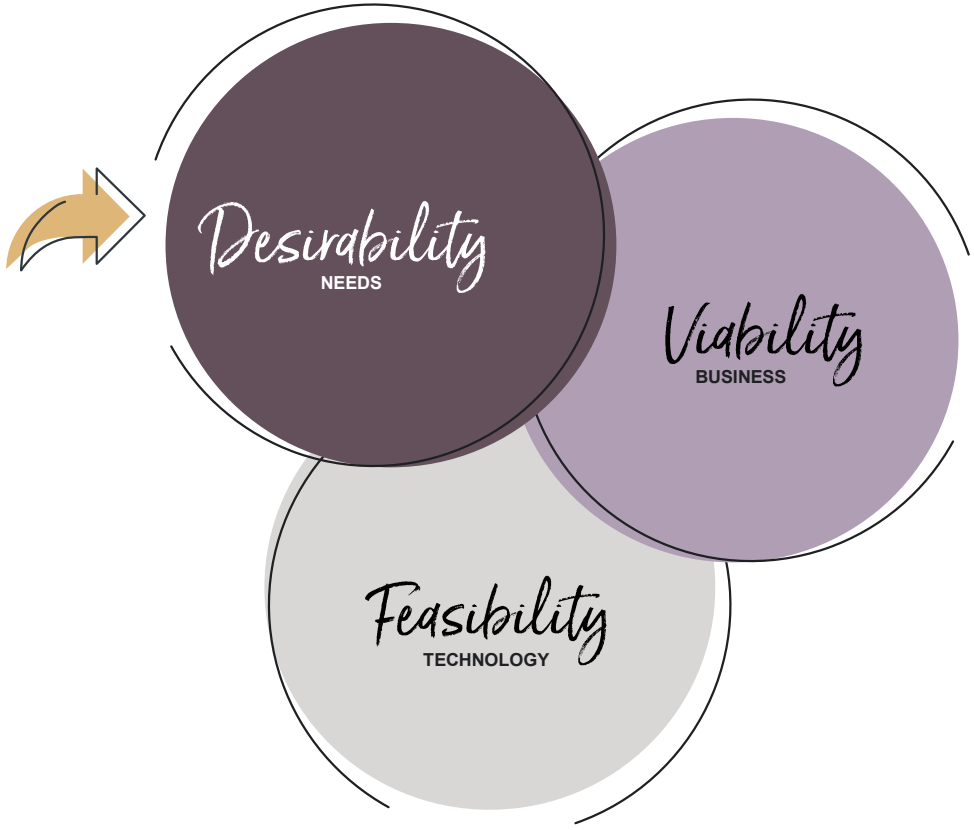

Mindset and **process**

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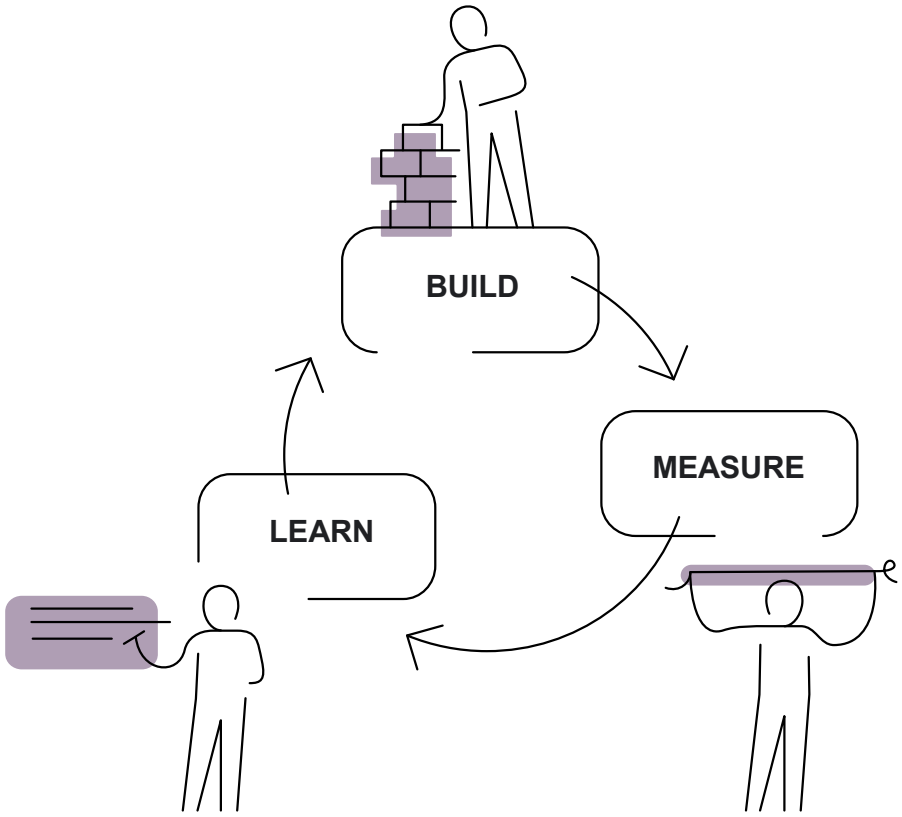

What user-group?

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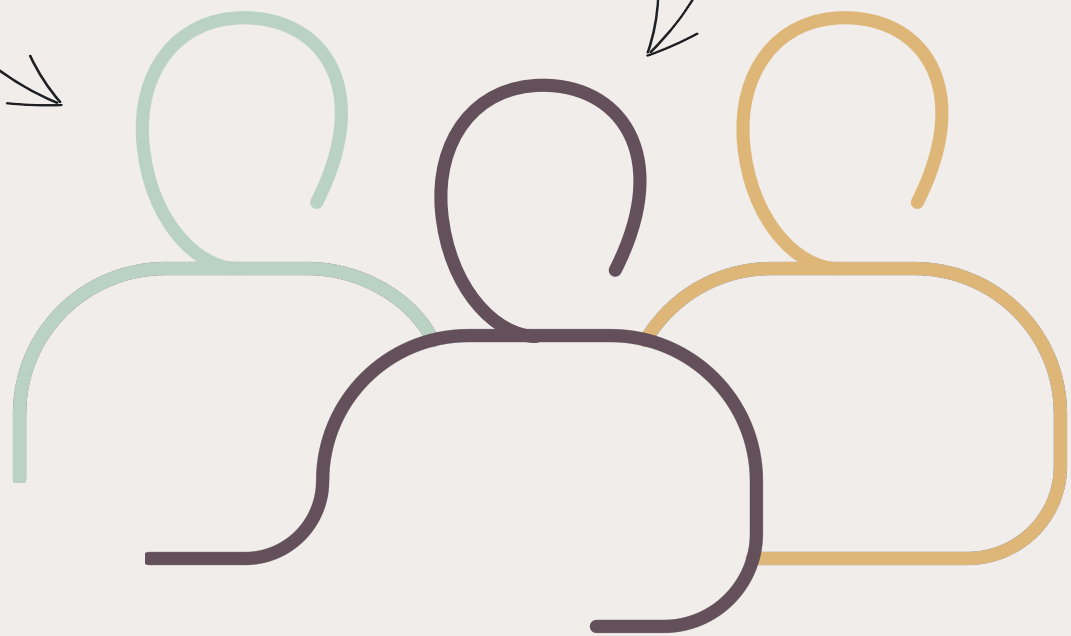
Novice Users?

Costumers?

Specialized enterprise users?



Understanding **Enterprise Users**

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Enterprise users are not customers

UI complexity leads to lack in usability

Enterprise users often face usability-related pain points

Usability can be enhanced through User-Centric Design

We will primarily focus on tools for product level in this course

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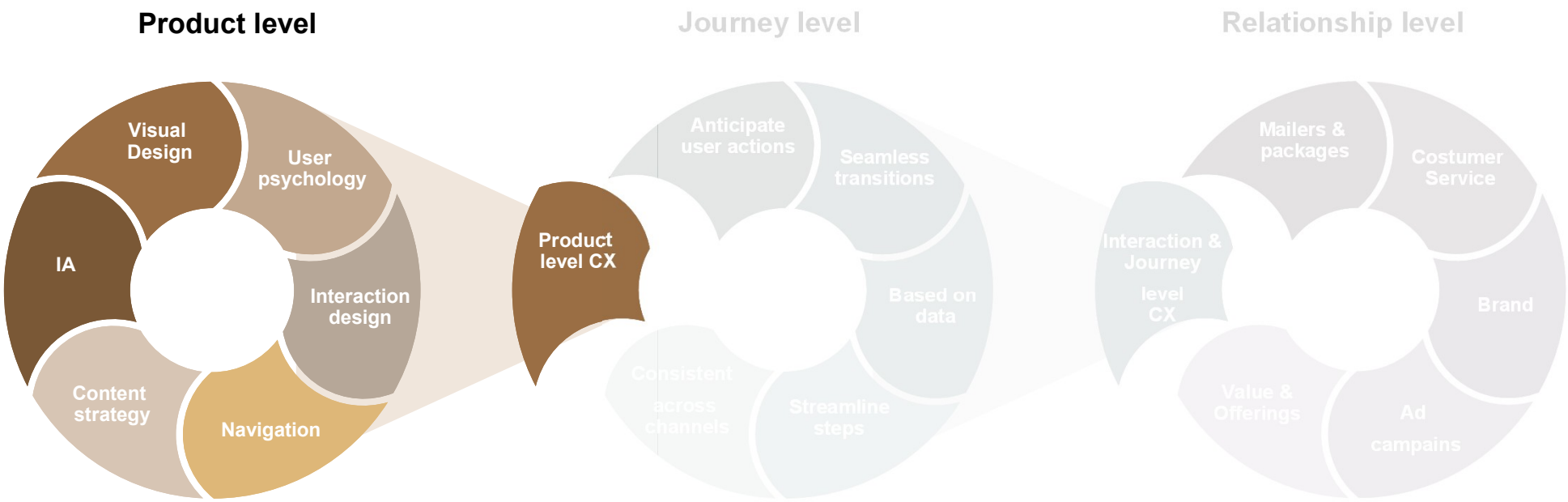

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GRAB A COFFEE
AND STRETCH
YOUR LEGS

Mindset and **process**

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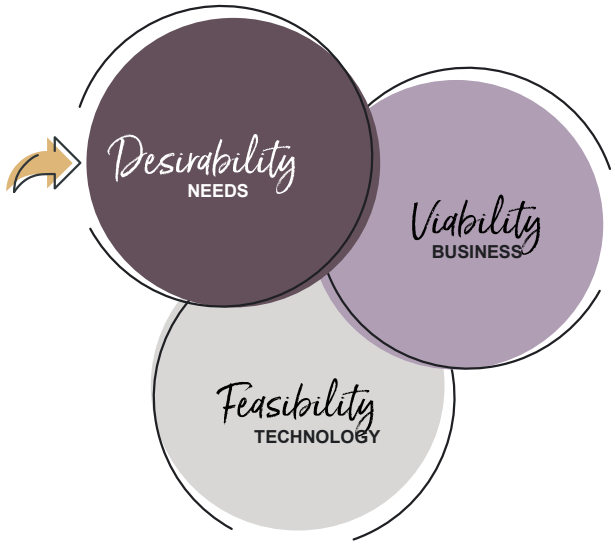
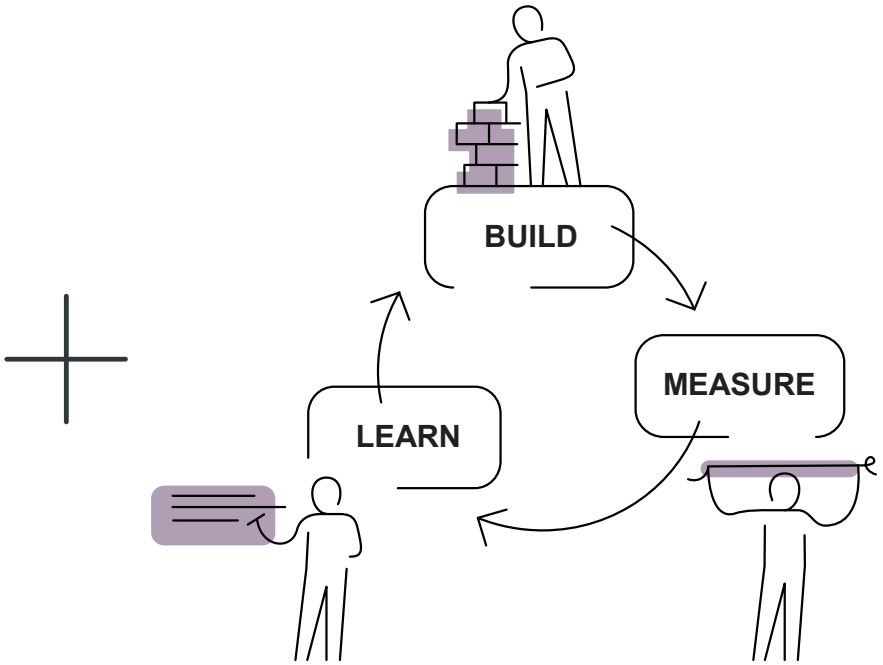
We start here!





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UX research and testing

UX research and testing methods

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Attitudinal methods

“what users say.”

Behavioral Methods

“what users do”

We have a big set of different methods to use, depending on what you want to test or better understand.

Qualitative methods

Analyse non-numerical data to understand a concept in depth

Quantitative methods

Analyse numerical data to identify patterns, test relationships and hypothesis

UX research and testing methods

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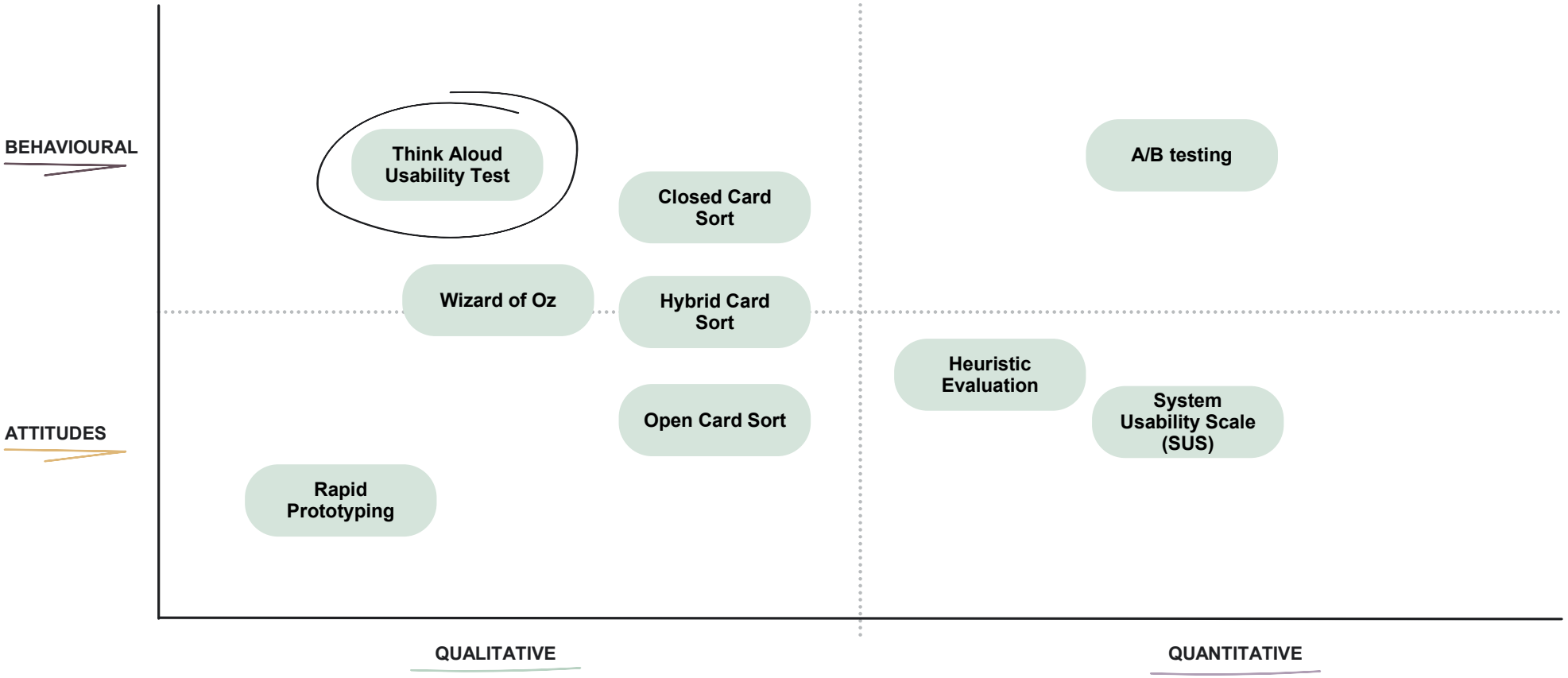
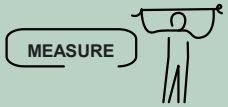
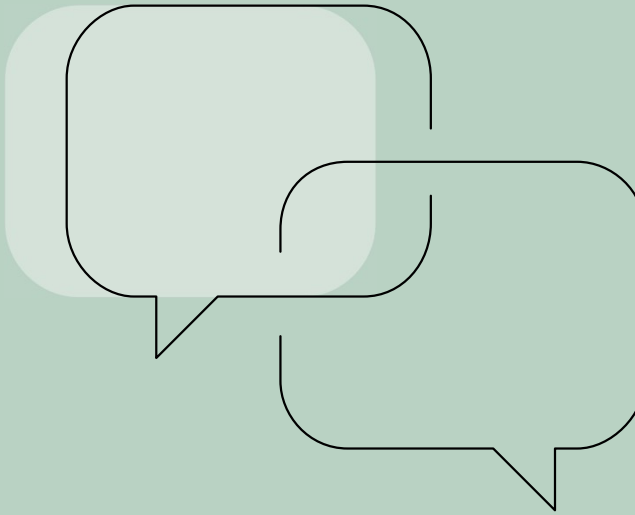




Think aloud test

The purpose of a think out loud test is **to observe and understand users' thought processes as they interact with a system**. You facilitate a session where a user is trying out a task you created, while speaking out loud and the researcher is observing, listening and asking follow-up questions.



Things we considered before being able to conduct the test

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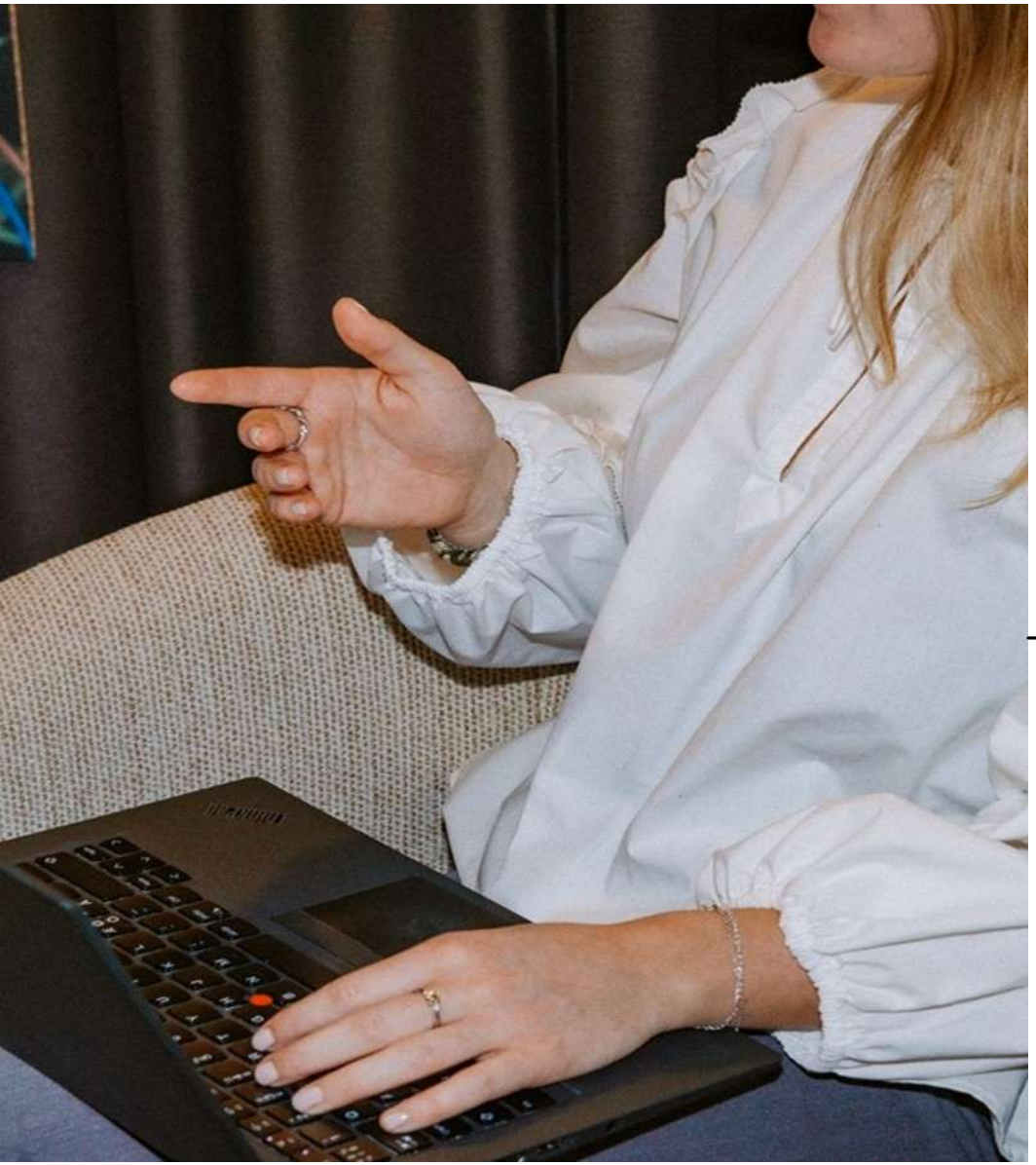
The user group

Aspects of the system to test

Specific and non-guiding tasks



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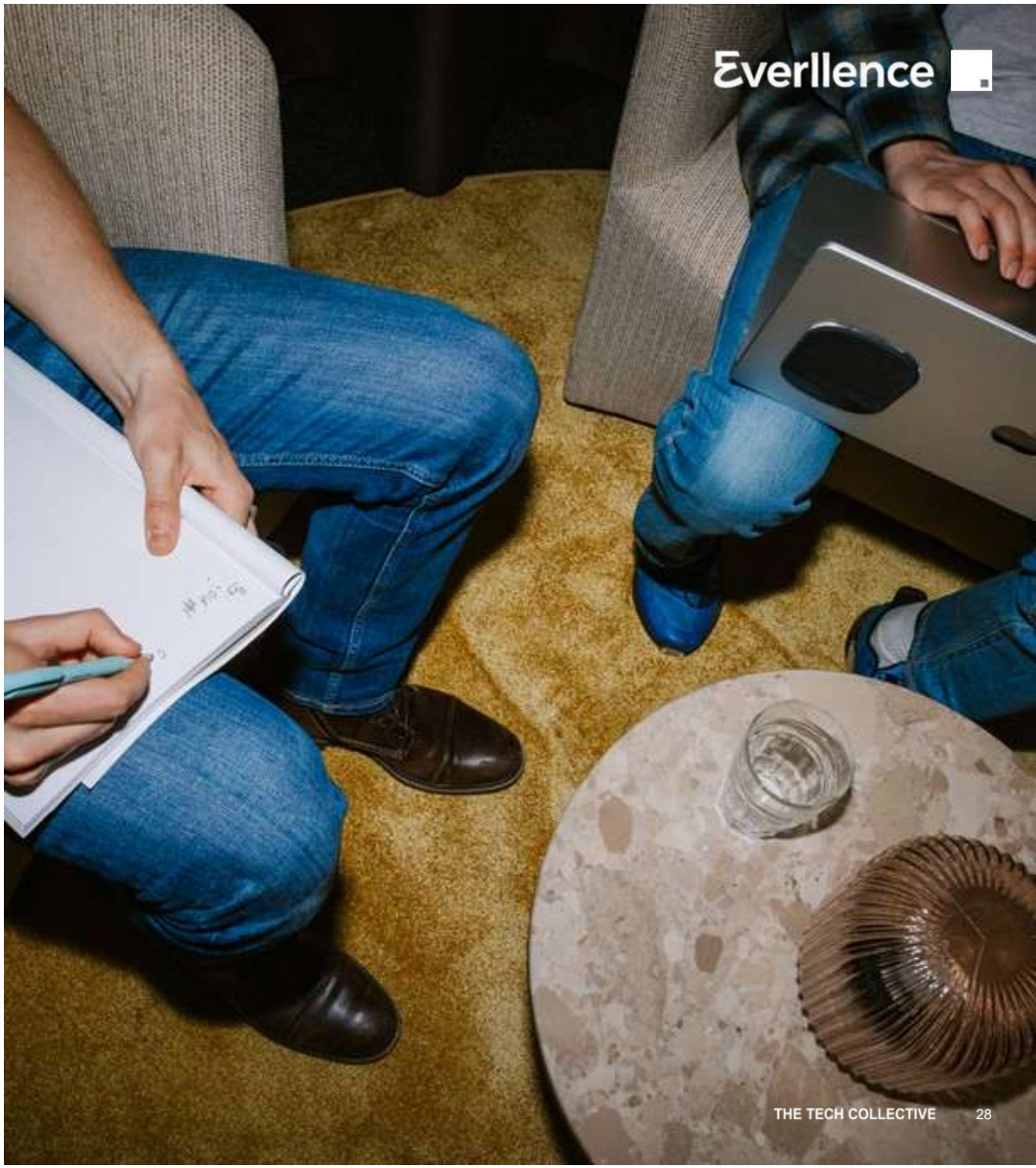
A small demo

Of a think aloud test

Get up!
Let’s meet in the middle of the room



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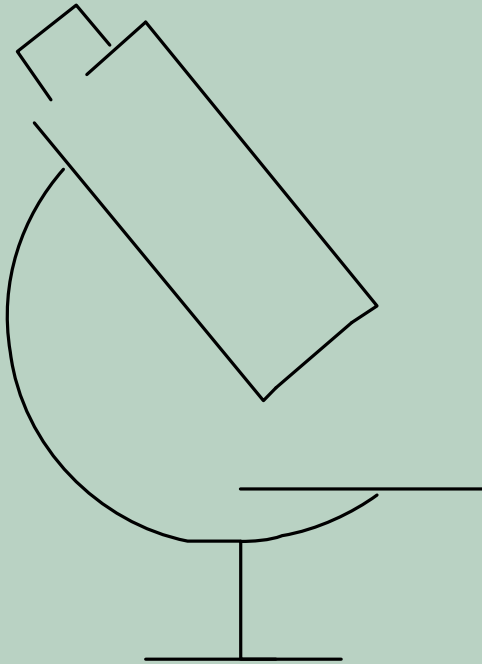

Exercise

— Prepare your own test

CONSIDER USERS

Consider who your users are, are they novice? Are they experts?

CONSIDER SYSTEM

Select what aspects of the system you want to focus on (e.g., navigation, task completion, understanding specific features).

CREATE 2 TASKS

Prepare 2 think aloud tasks, that can test this feature

CONSIDER WORDING

Make sure your task description is non-guiding.

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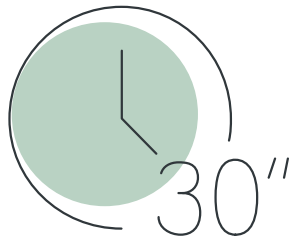
Prepare think aloud test on your own system

- use template



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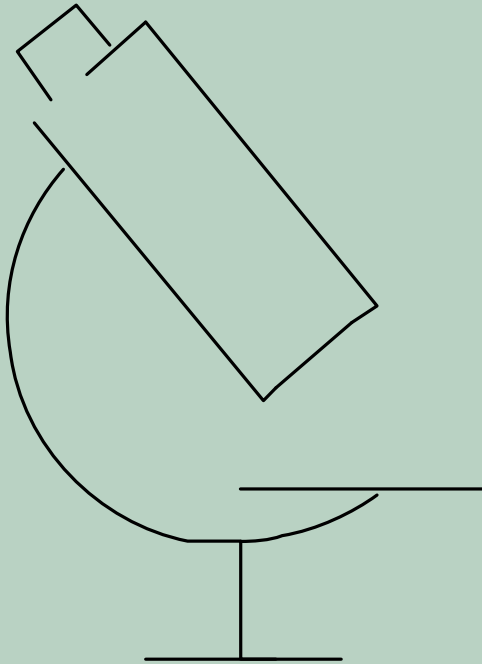

Follow up

— How was it preparing your own test?

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GRAB A COFFEE
AND STRETCH
YOUR LEGS

What is going to happen…

Conduct the Think aloud test

Participants shifts and go to a facilitator with a computer

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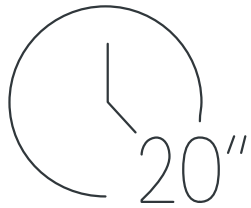
What is going to happen…



01

Read the task aloud

02

Ask participants to think out loud, of their thoughts, steps and confusion

03

Observe and note down interactions and issues.

04

Use the guiding questions and clues if needed

Follow up

— Think aloud test 2

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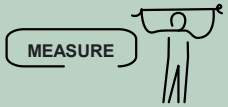
IT'S TIME
FOR LUNCH!



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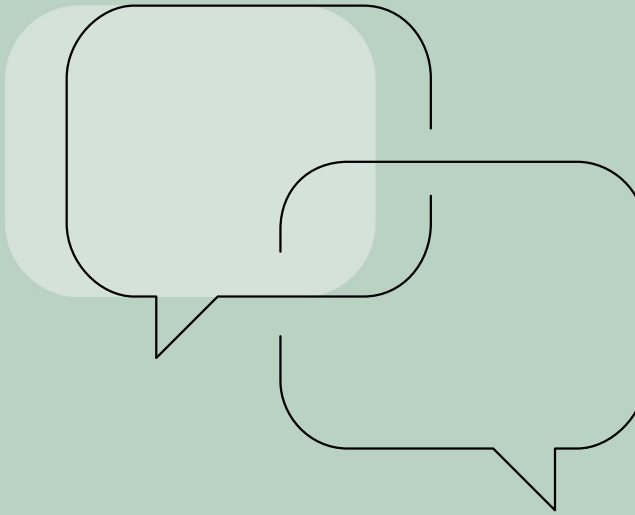

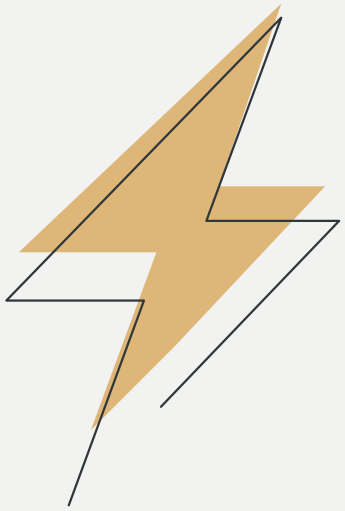

Let’s go outside

Interpreting the data and feedback

Methods for analysing findings

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A set of these methods can also be found in the method book.

We have a big set of methods we can use depending on what we want to learn and what we want to use the learning for

Qualitative methods

Analyse non-numerical data to understand a concept in depth

Quantitative methods

Analyse numerical data to identify patterns, test relationships and hypothesis

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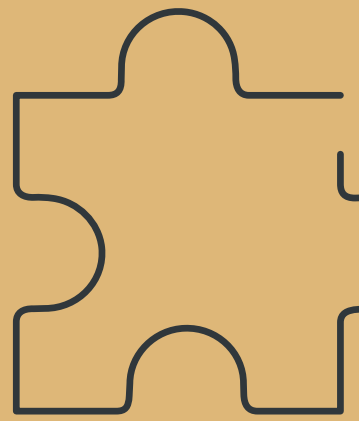
We have identified some challenges

Keep focusing on the problem



Information Architecture

Information Architecture… is the **structure and organization of information** on a website. Think of it like an architect building a house. Before the house gets built, they'll map exactly what goes where.

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Consists of two main components:

1

STRUCTURE

Which involves organizing content into categories, hierarchies, and relationships.

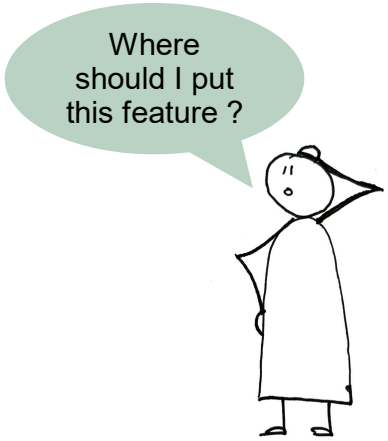
2

LABELLING

Which uses words to represent and classify these categories, hierarchies, and relationships.

Issues with your information architecture will (most likely) show up in a test like “Think Aloud”, as users will struggle with finding things on your site.

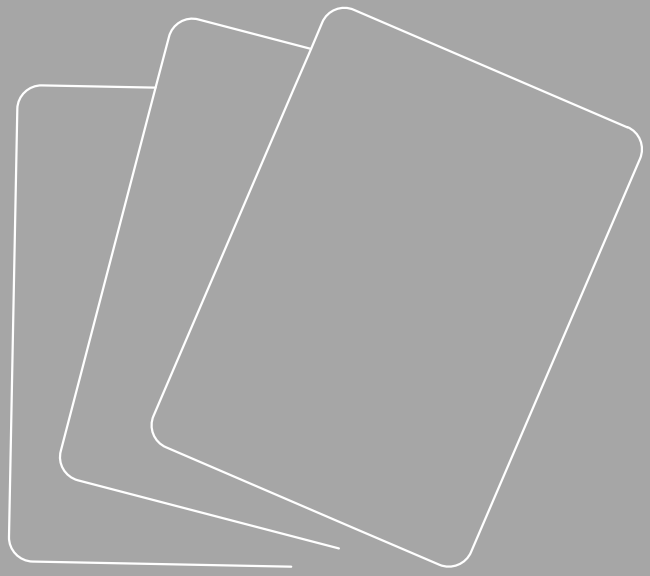
But how do you test your information architecture?



Card Sorting

The purpose of a card sorting is to gather insights into how users perceive and organize information. Card sorting is a testing method, designed for testing if the mental model of a user, matches the information architecture.

In your booklets we have 3 different variations



UX research and testing methods

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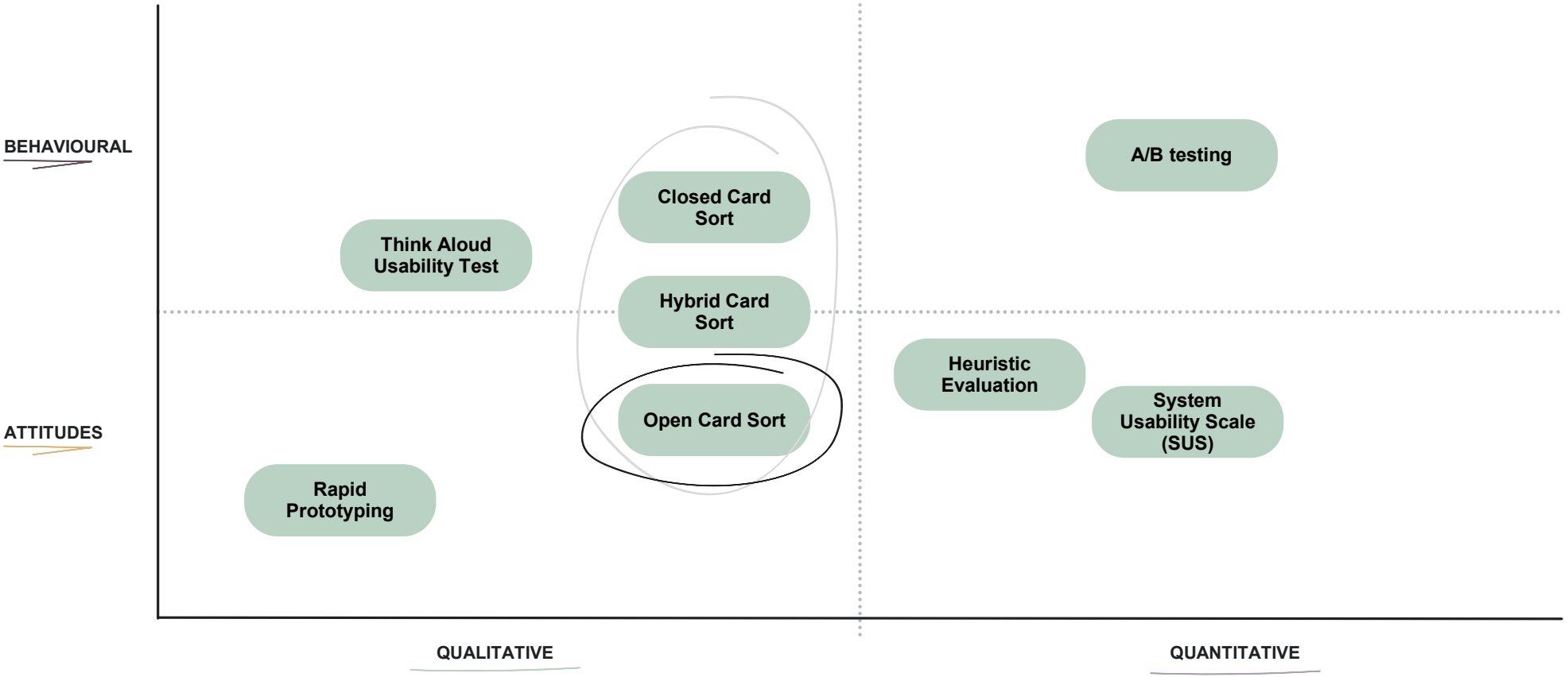
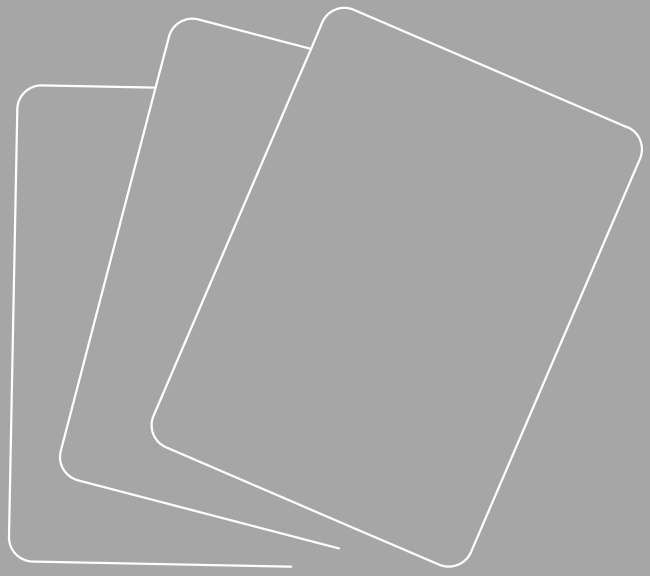


Exercise

— Open card sort

Part 1: *Card creation*



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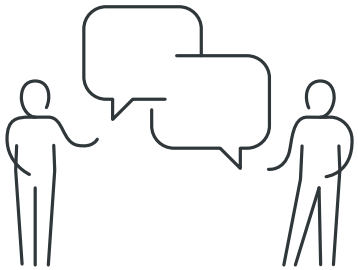
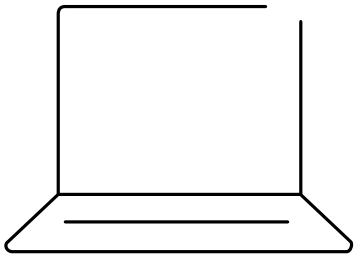
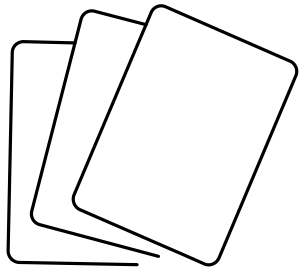
What is going to happen…







1

You will be acting as card-designers/interviewers.

2

Find your computers and the system.

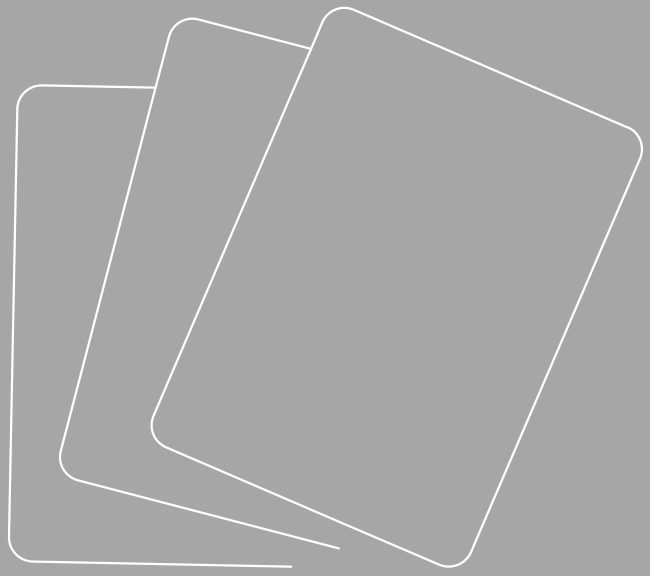
3

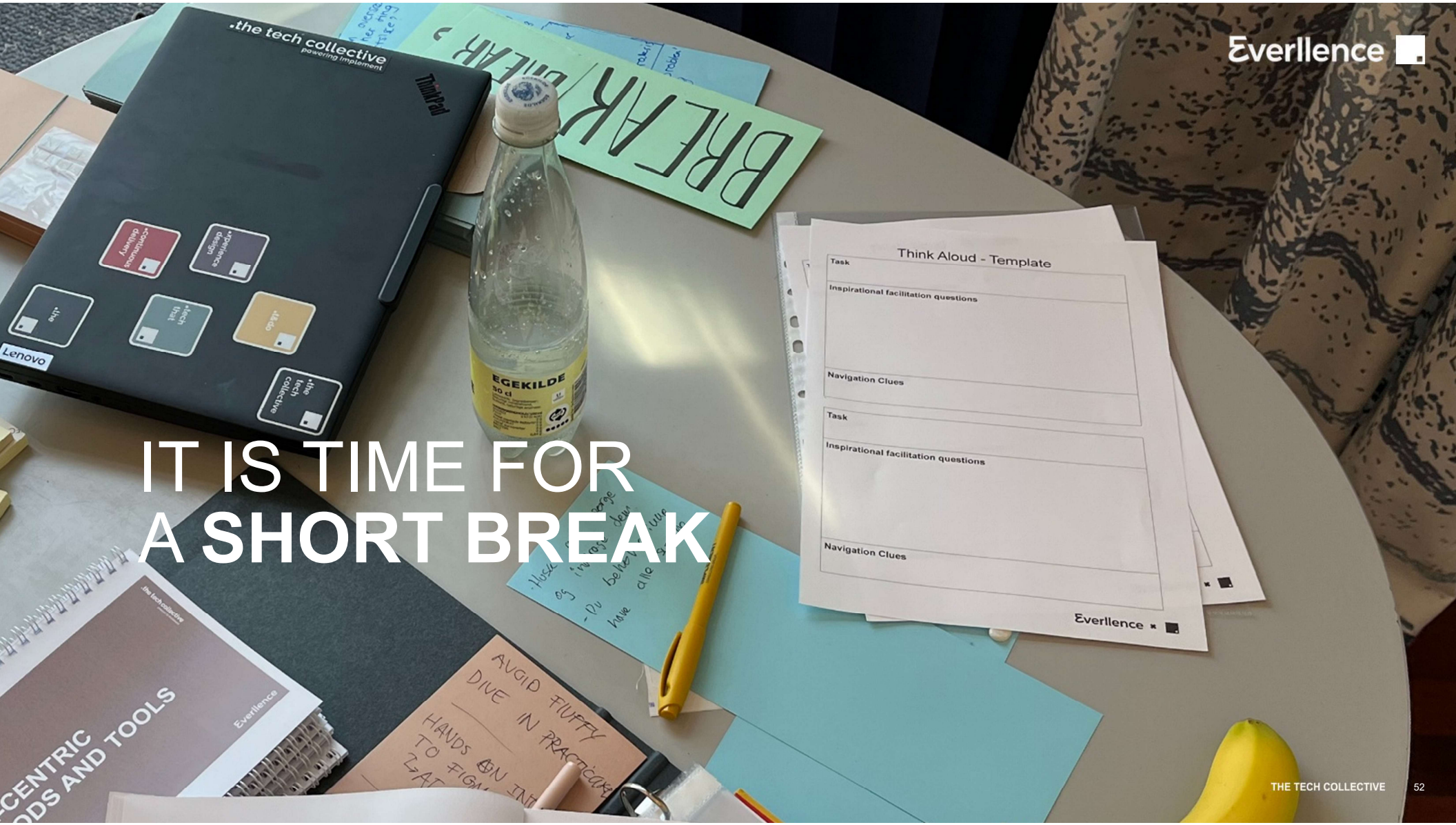
Fill out 1 card for each keyword of important features, navigation elements, menu items, etc

Follow up

— Open card sort

Part 1: *Card creation*





IT IS TIME FOR A **SHORT BREAK**

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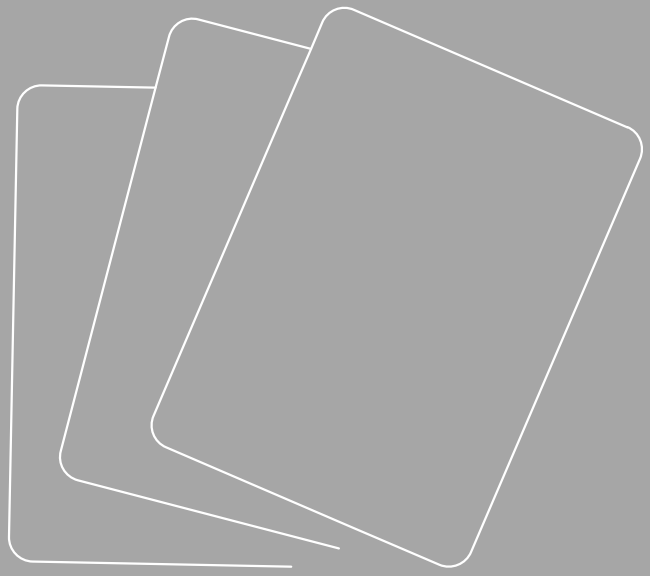
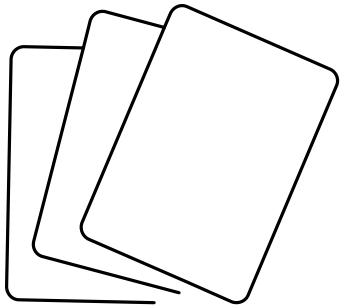
Exercise

— Open card sort

Part 2: *Card sorting and labelling*



What is going to happen…

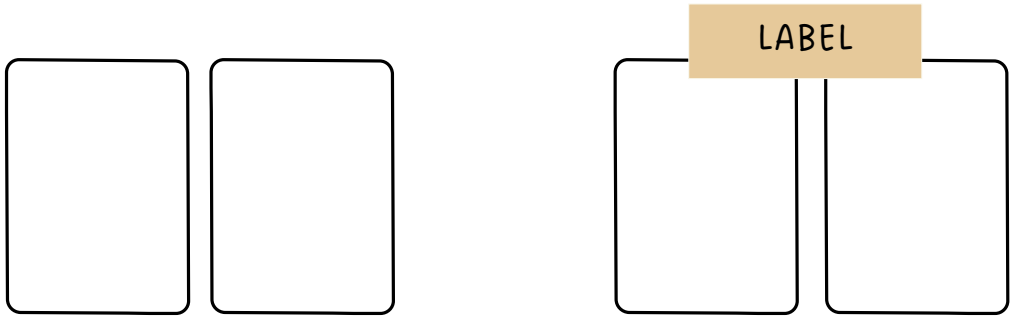


Transition

Hand over your set of cards to the next table
(Clockwise)

What is going to happen (3/3)…

25"



Sort & label the cards

You will now be acting as participants

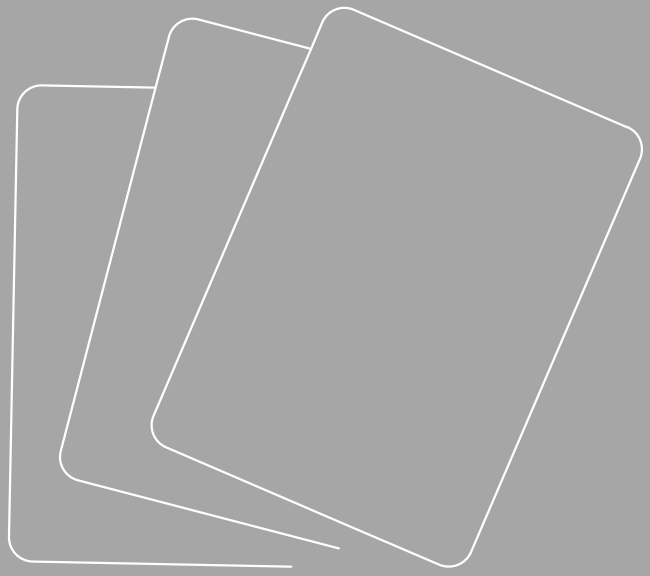
Try to group them into categories/sections you think is right, based on the wording of these cards. **Use A2 sheets**.

Card sorting presentation

Follow up

— Open card sort

Part 2: *Categorizing*



Crystalizing findings from today

Let’s revisit the expectations

THANK YOU

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