



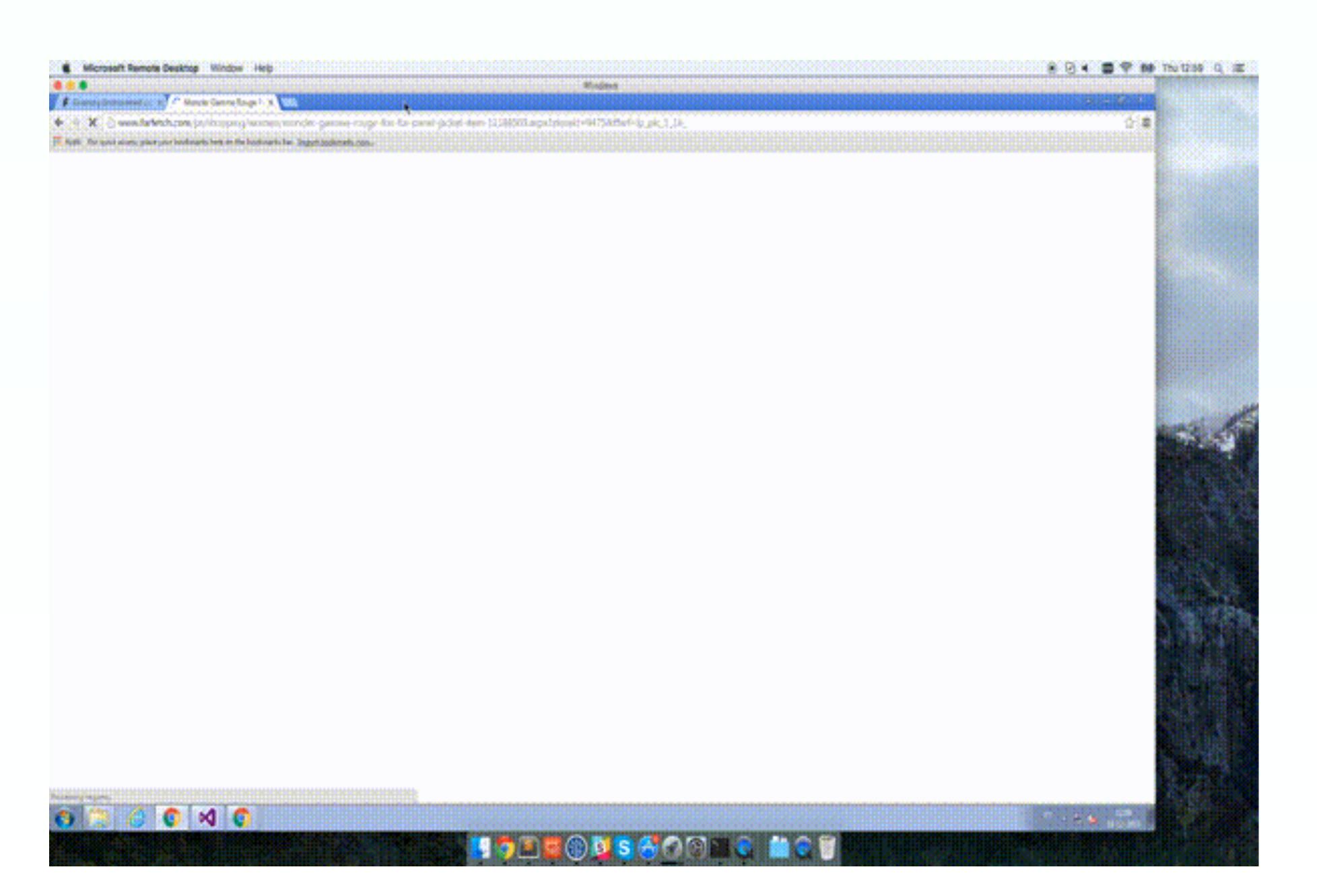
Wilson Alberto

UIDeveloper @Farfetch.com

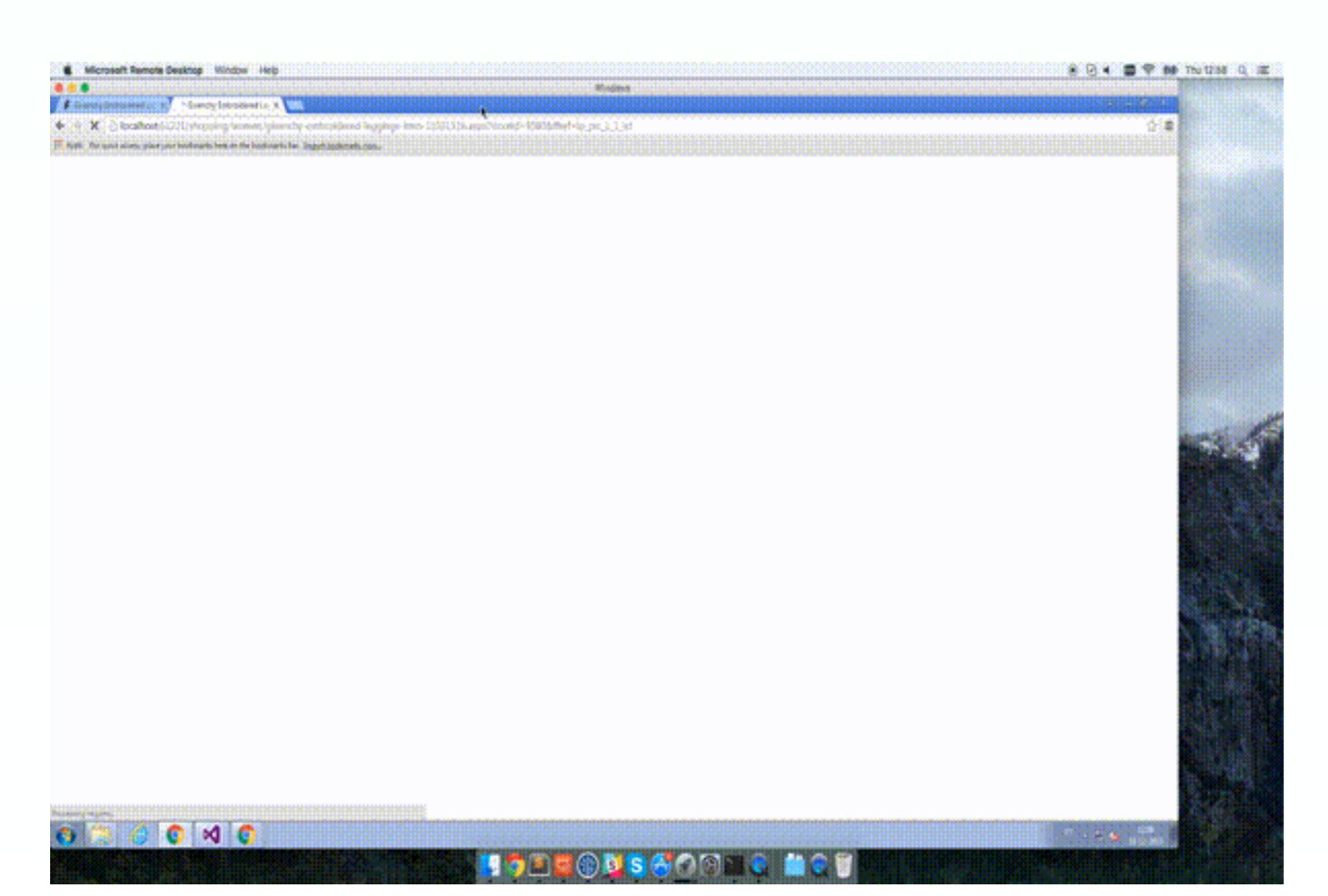
www.wilsonalberto.com

github.com/wilsonmsalberto

stackoverflow.com/users/4841675/wilson-alberto



before



after

perceived performance

How fast a user feels a software task really is

what makes it feel slow?

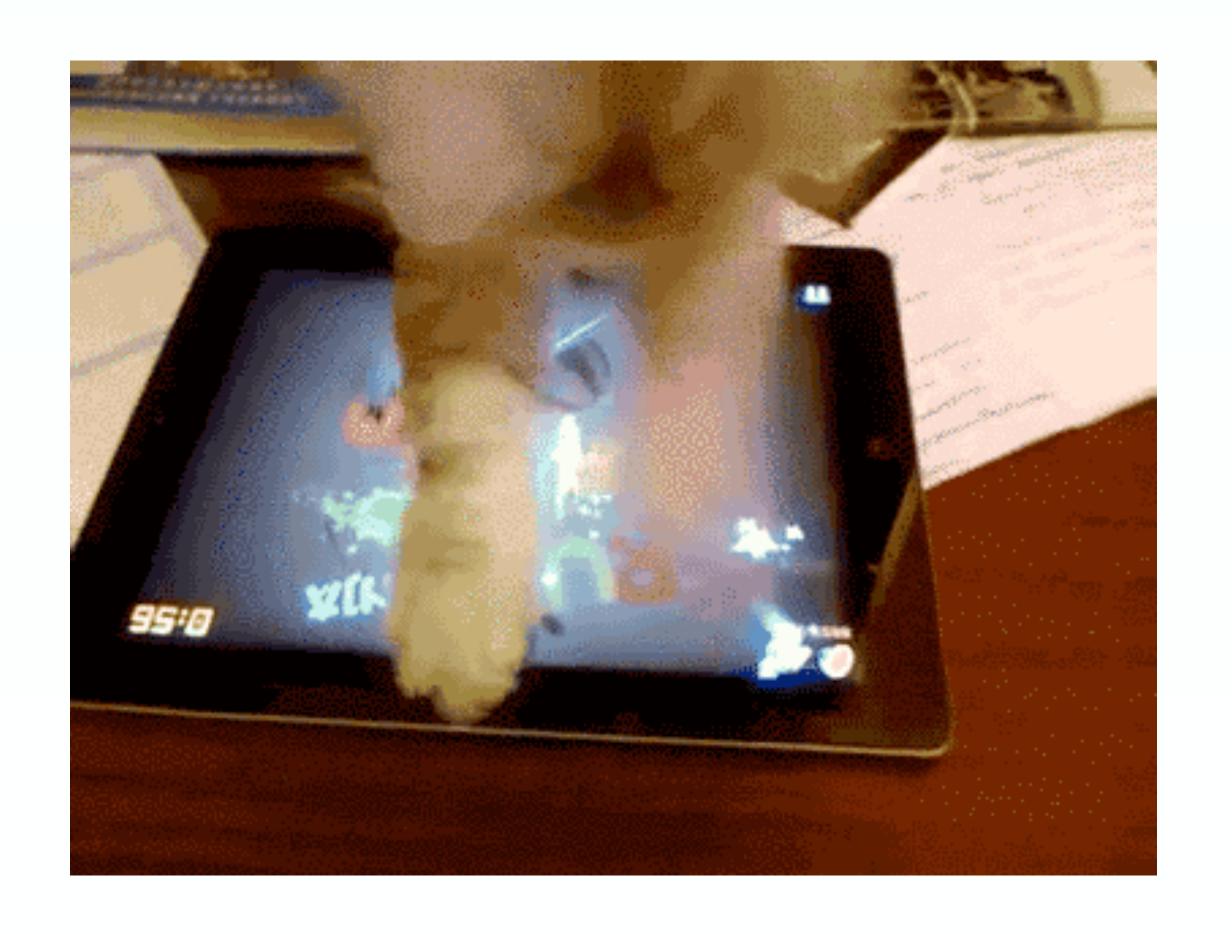
Page load takes too long





The competition is faster

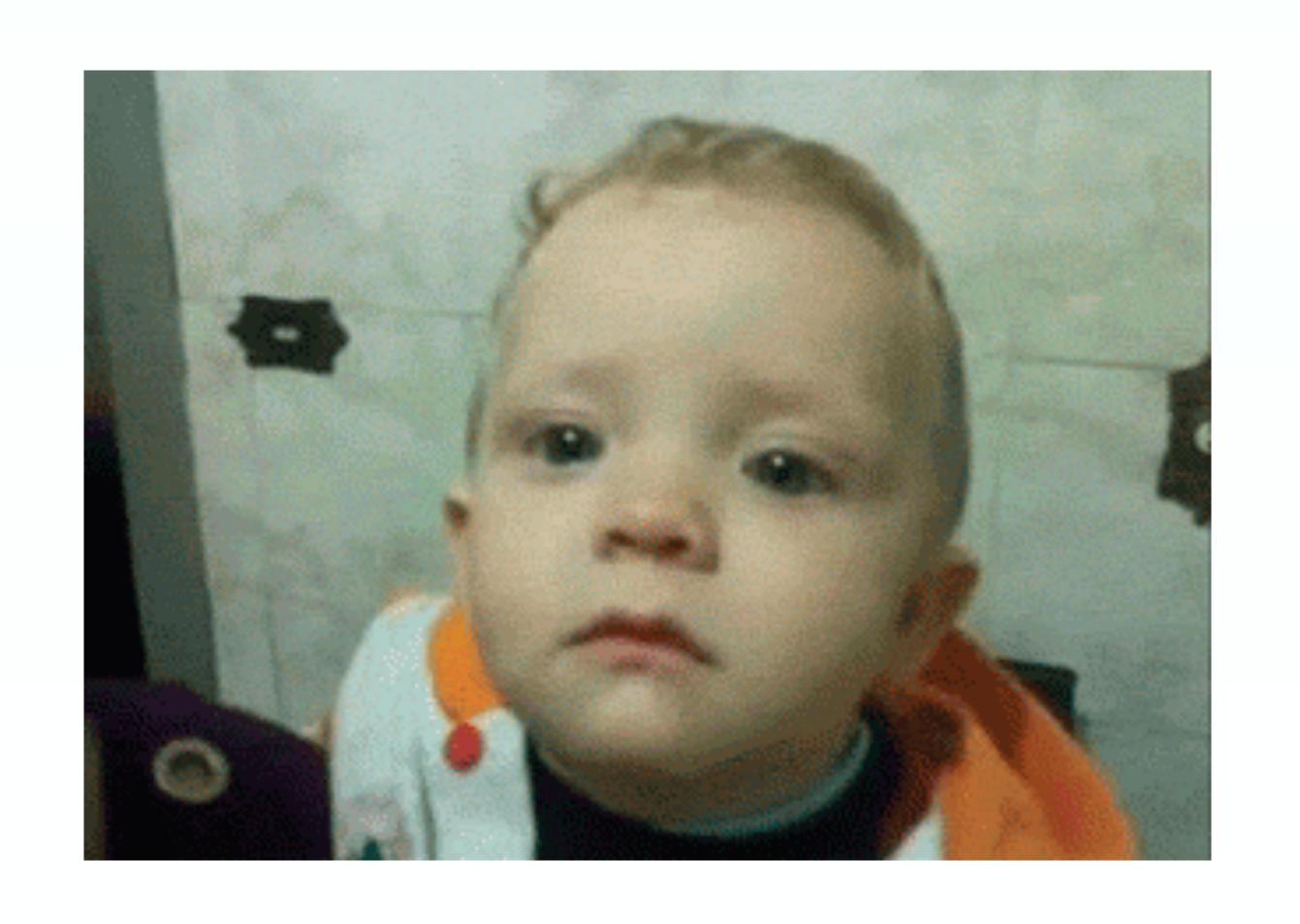
Page "moves around" too much





Lack of feedback

how is it affected?



High expectations, low reward

Passively

waiting





Short attention span

Too fast? Must be broken!



what can I do about it?

the tech

Progressive Web Apps

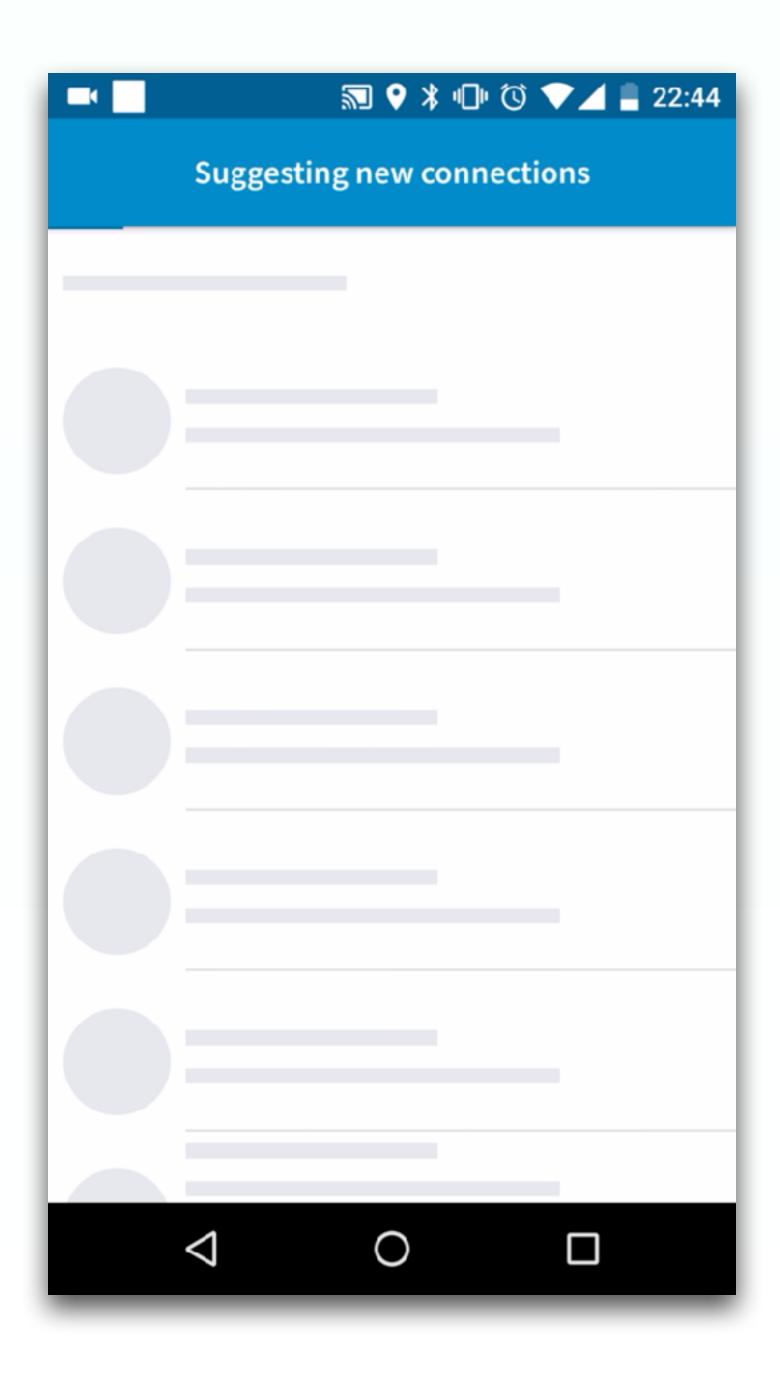
Preconnect / Preload / Prefetch / Prerender

Critical Path

Code Splitting

the tricks

make an app shell



style the button states

Primary

Primary

Primary

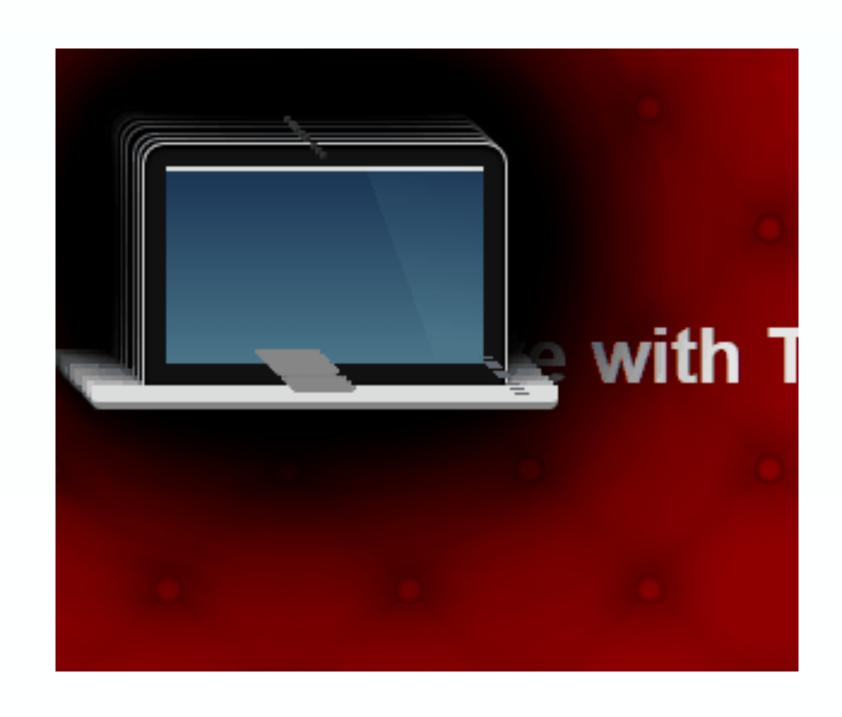
normal

hover

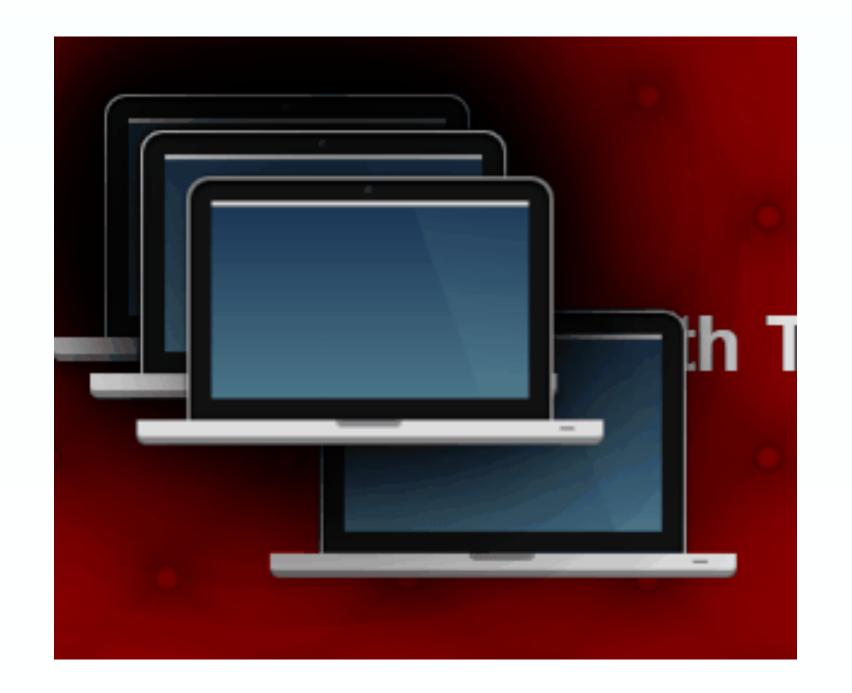
pressed

body { touch-action: manipulation }

use the right transition



position



transform

get your timings right

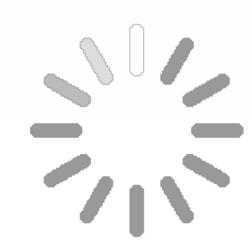
Smooth and fast transitions

Weber-Fechner's 20% rule

Use animation principles

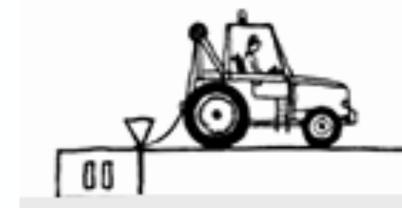
use the right loader

THEY SEE ME ROLLIN



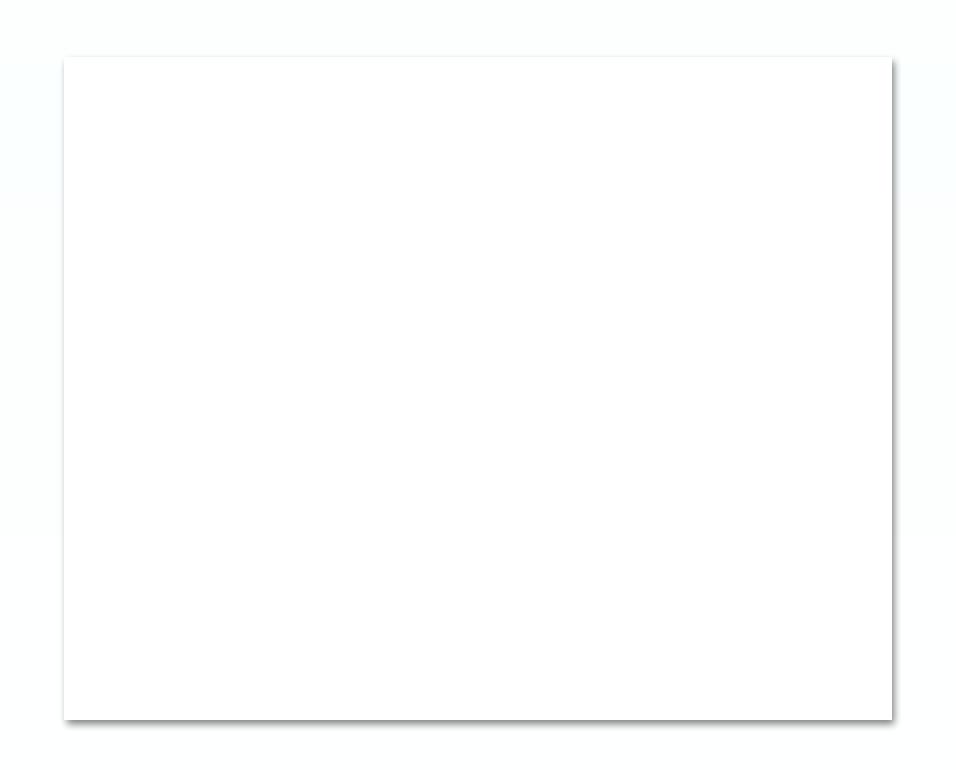
THEY WAITIN



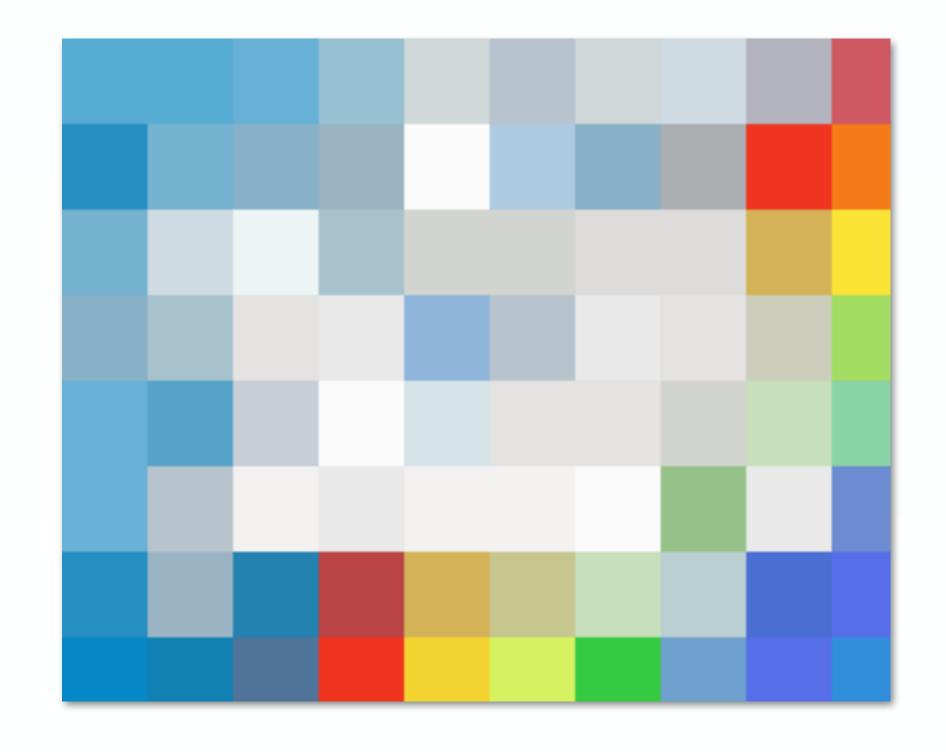




use progressive images



interlaced



progressive

keep the user engaged

Predict decisions

Help with Data entry

Give proper feedback

Acknowledge when things go wrong

To see a World in a Grain of Sand And a Heaven in a Wild Flower, Hold Infinity in the palm of your hand And Eternity in an hour.

William Blake

Thank You

Resources: goo.gl/BYSNtp

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