User Experience

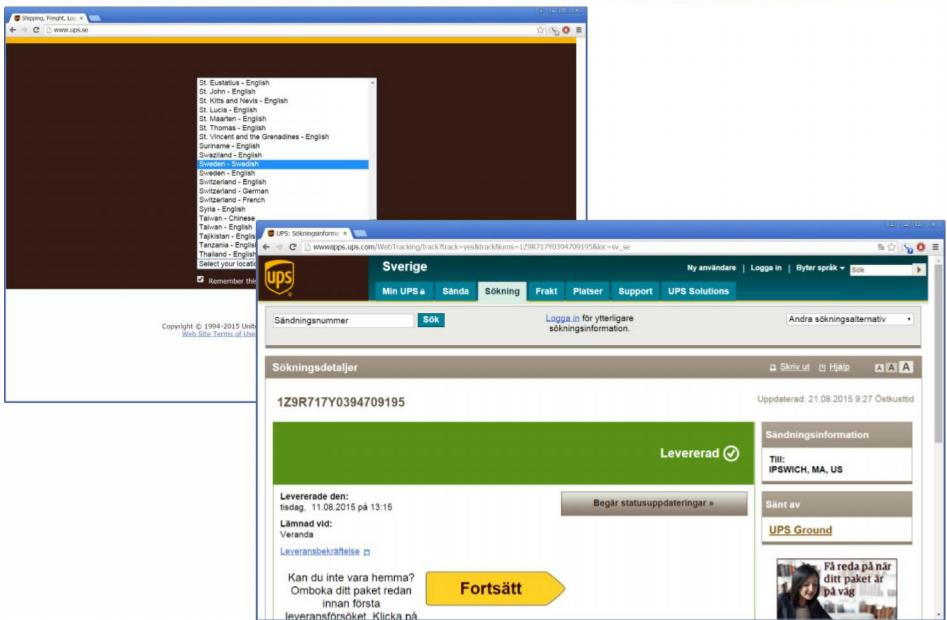
Ridi Ferdiana ridi@acm.org
Version 1.0.0

Quick Analogy

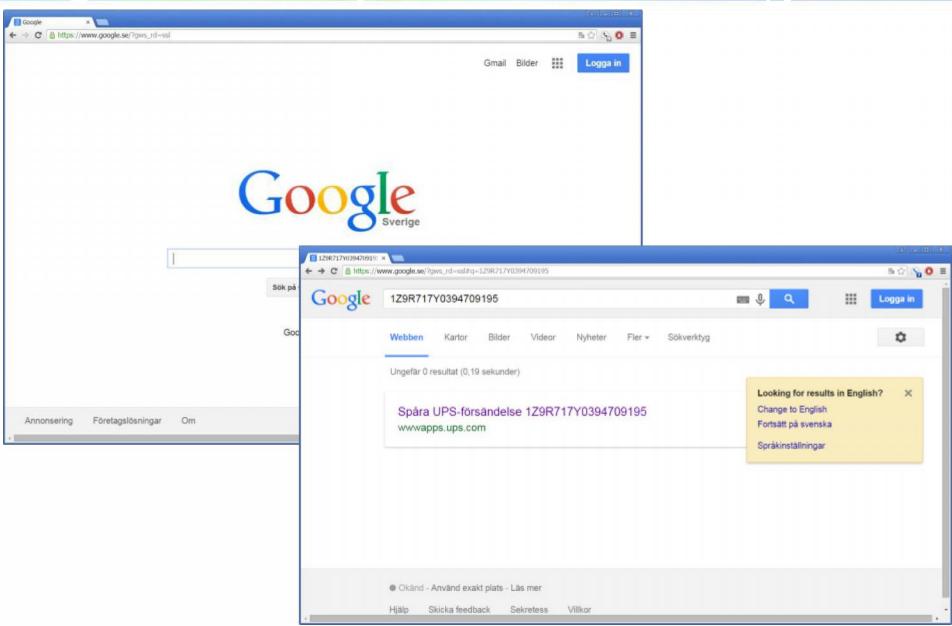
- Products
- User interface
- User Experience



Quick Example of UX: UPS



Quick Example of UX: Google



The Basic Idea of UX

- Not only graphics
- Not only fonts and colors
- Not only decoration of design



Platt's First Law about UX

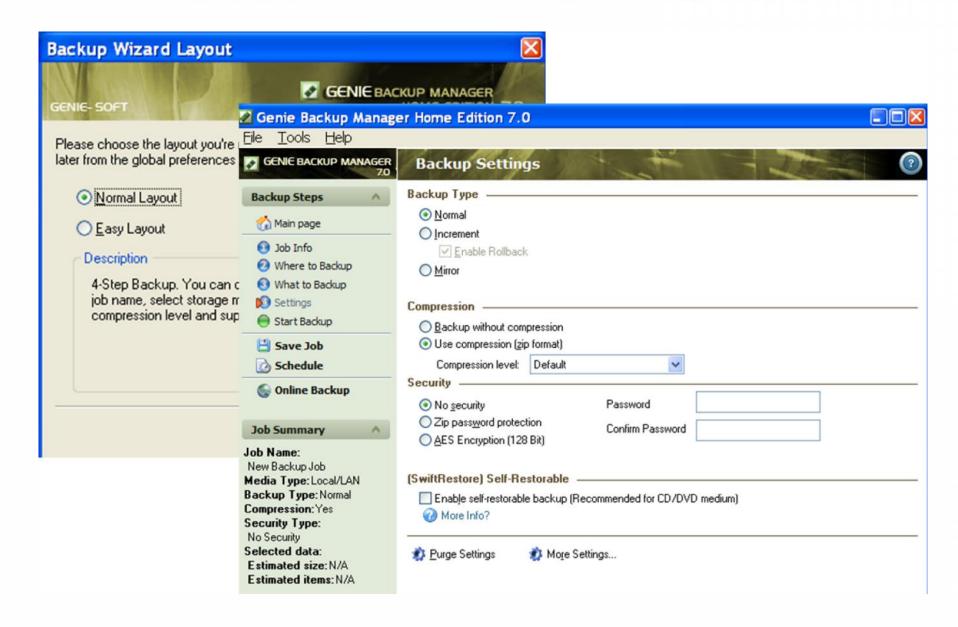
- Know The User, For He is Not They
 - makes your user happier or more productive.
 - solve a specific problem or pleasurable
 - pleasurable state as quickly as they can and stay there as long as they can







UX Case Study (Backup Software)



UX Case Study (Backup Software)



Understanding Users

- The bedrock principle of all user experience design is understanding who the users of this particular app really are
- Understanding User = Creating Persona
 - Persona are fictitious, specific, concrete representations of target users

Persona Benefits

Personas make assumptions and knowledge about users explicit, creating a common language with which to talk about users meaningfully.

Personas allow you to focus on and design for a small set of specific users (who are not necessarily like you), helping you make better decisions.

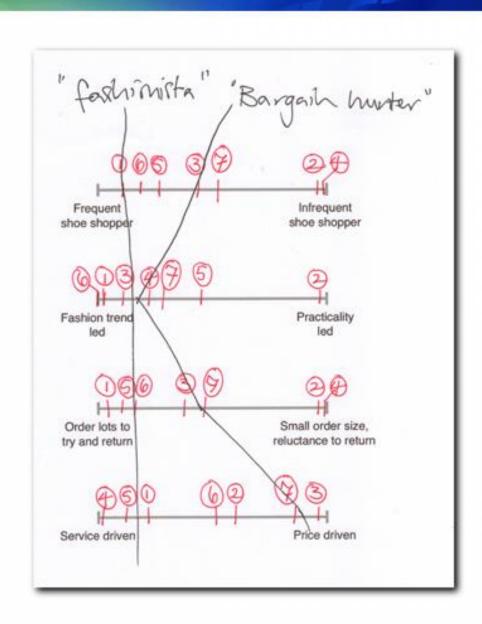
Personas engender interest and empathy toward users, engaging your team in a way that other representations of user data cannot

Steps to Create Persona

- Understand your product's users with research and statistics
- Examine your data for themes and patterns
- Distill those patterns into individual characters that embody your findings
- Bring the characters to life with biographical information and imagery

Data Source to Persona Development

- User Testing
- Analytics
- Customer Data
- Customer
 Surveys
- Social Media
- Contextual Research



Persona Example



How to use Persona

Design

Strategy and Priority

Content Creation

Evaluation

The Information Architecture

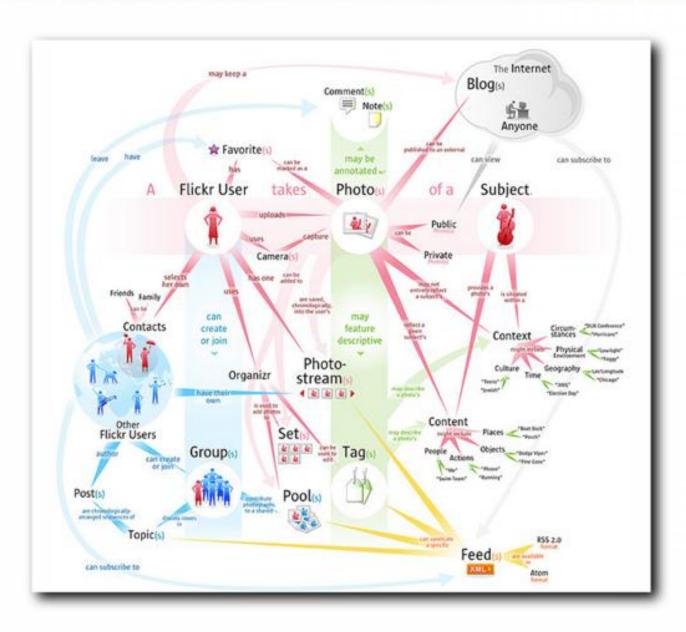
- Persona tells about the 'user' but what they need about the app?
- Solving a problem quickly can be supported by the information on the application
- A technique to create an usefull information that displayed into the app is by creating "Information architecture"
- A good information architecture will allow people to find what they want without really giving it much thought

Information architecture benefits

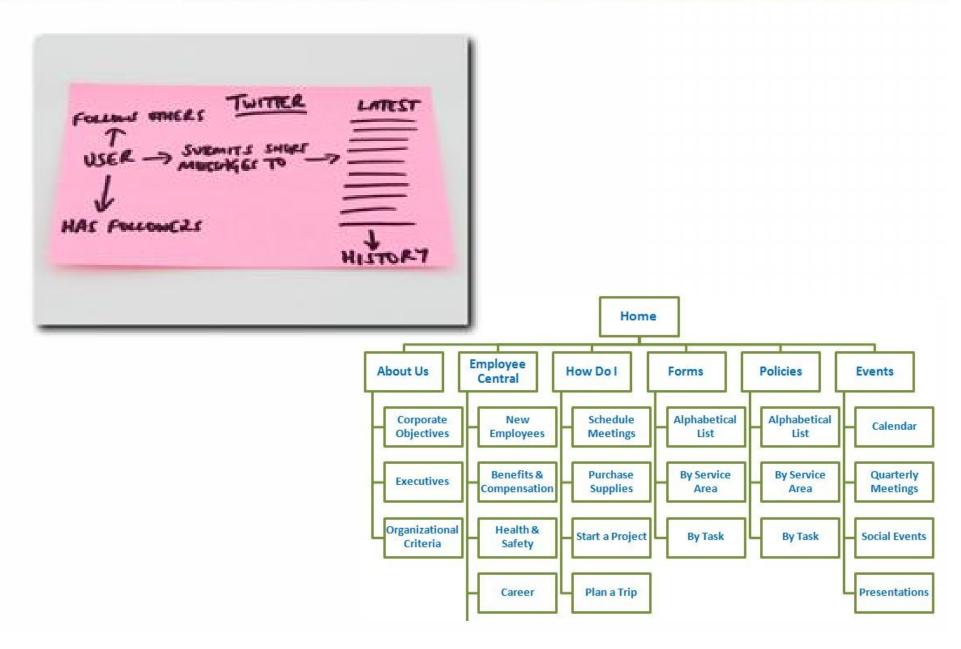
- Requirements engineering
- Designing process
- Planning Content
 - Pages
 - Navigation
 - Structures
 - Search Experience



Example Information Arch (IA)

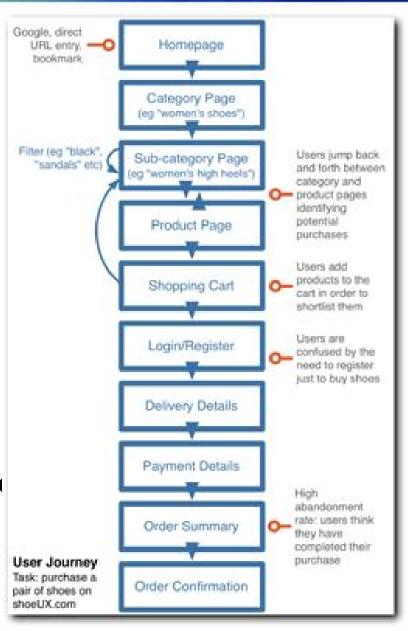


Example Information Arch (IA)



Steps to build

- Tasks Decomposition
- Design your IA
 - Location
 - Alphabet
 - Time
 - Category
 - Hirarcy
- Usability Test
 - Closed and Open Cards
 - Qualitative and Quantitative
- Site maps / IA



User Interface Development

Pencils before Pixels

Wireframing

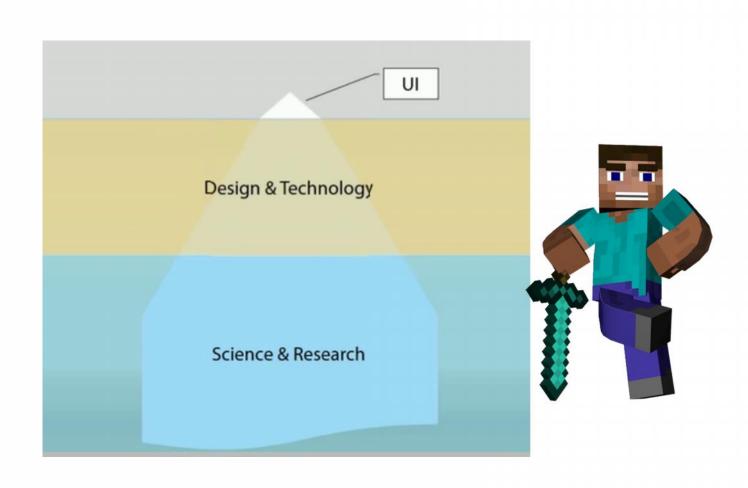
Prototyping

Testing User Interfaces

The Ice berg



UX is way bigger than UI



UX and CX



UX = feel the products CX = feel the brands

UI Examples



Match: House

Match: Curtains

Match: Handle

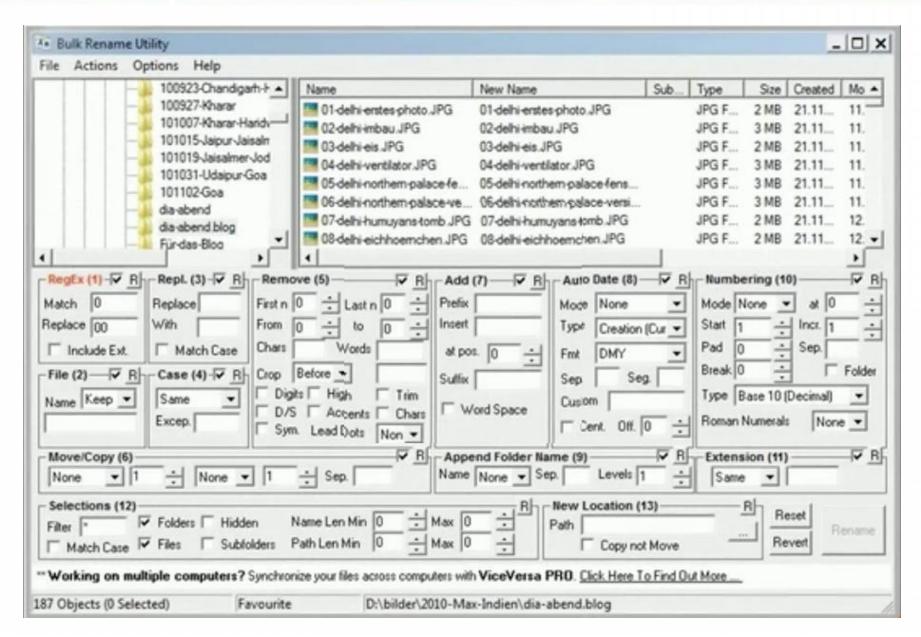
Match: Door Panels

Match: Steps

Building UI using Hack Vision

- Hack Vision: better ui means low brain activity in term of user vision
- Hack Vision Types
 - Central Vision (High Brain Activity)
 - Peripheral Vision (Low Brain Activity)
 - Visually Scan (Highest Brain Activity)

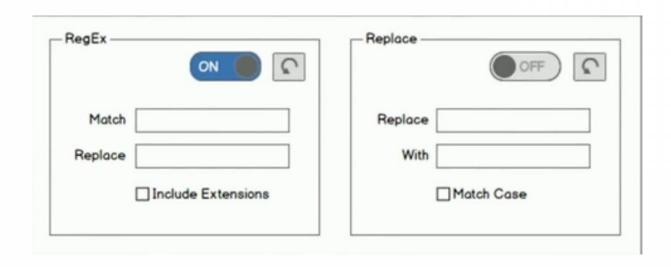
Example



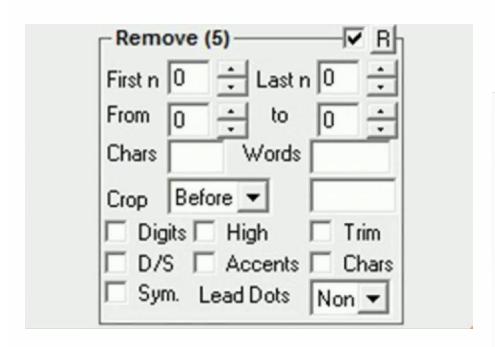
Creating Whitespace

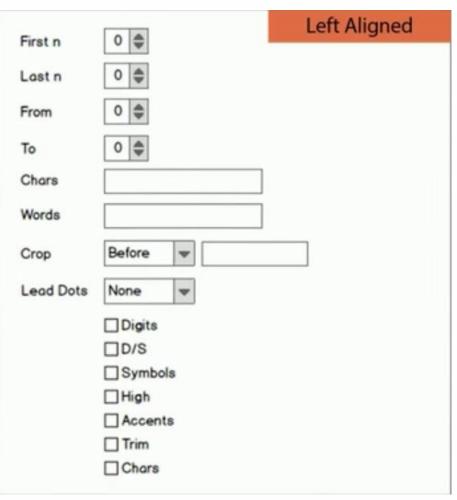
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Grouping Information



Alignment The UI

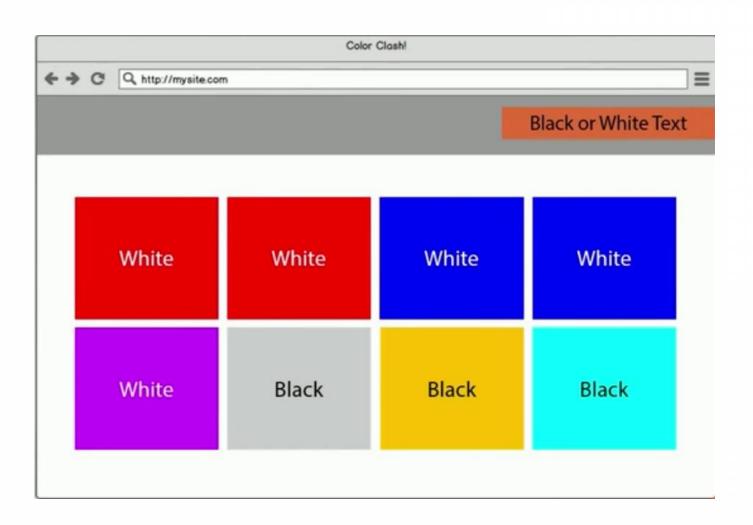




Attention

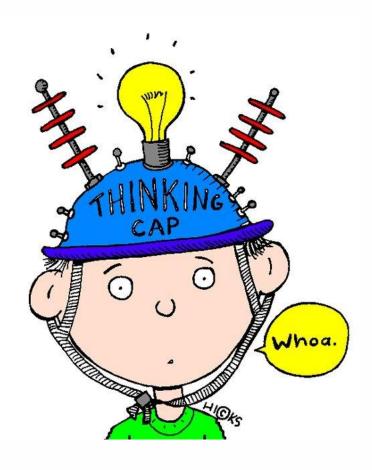
- Focus need for your UI
 - Movement UI is distracted
 - Keep UI simple (display what they need)
- Attention UI
 - Movement UI will help

Choosing a color

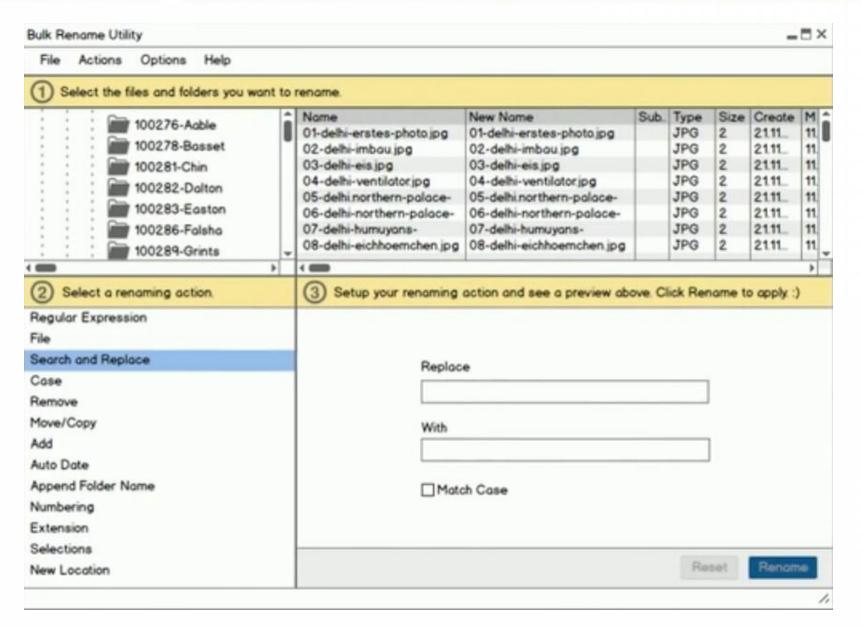


Building UI using Mind Vision

Mind Vision: better ui means low brain activity in term of user mind

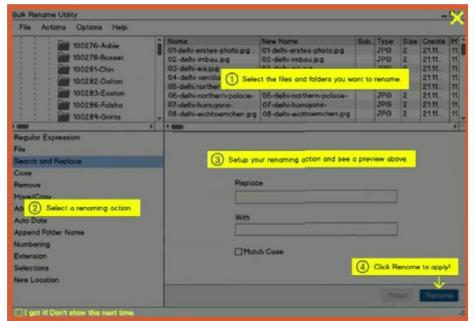


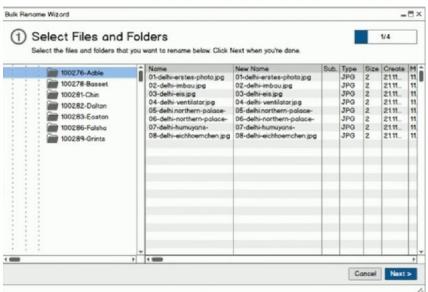
Leading Information



Leading Information Type

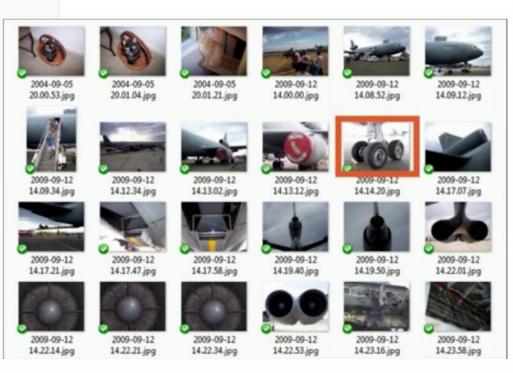
- Instructional text
- Onboarding Overlay
- Wizard





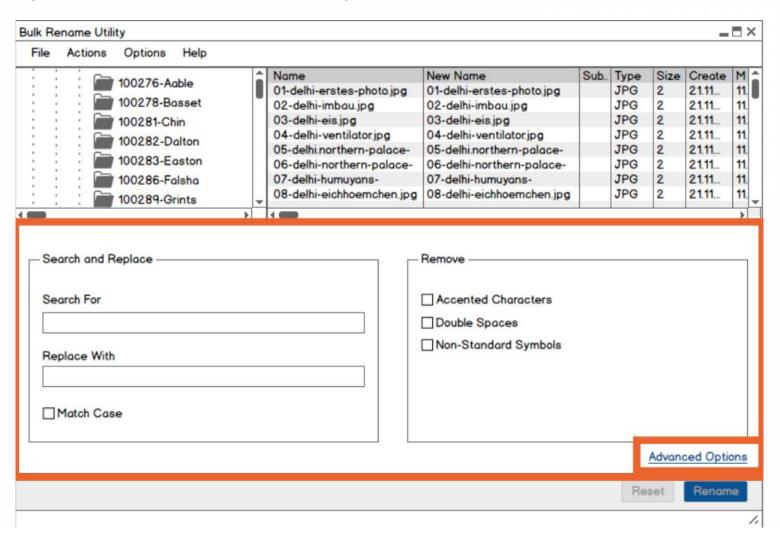
Recall vs Recognation

Name	Date	Type	Size	Tags
2004-09-05 20.00.53.jpg	9/5/2004 3:00 PM	JPEG image	2,717 KB	
2004-09-05 20.01.04.jpg	9/5/2004 3:01 PM	JPEG image	2,650 KB	
2004-09-05 20.01.21.jpg	9/5/2004 3:01 PM	JPEG image	2,222 KB	
2009-09-12 14.00.00.jpg	9/12/2009 9:00 AM	JPEG image	1,840 KB	
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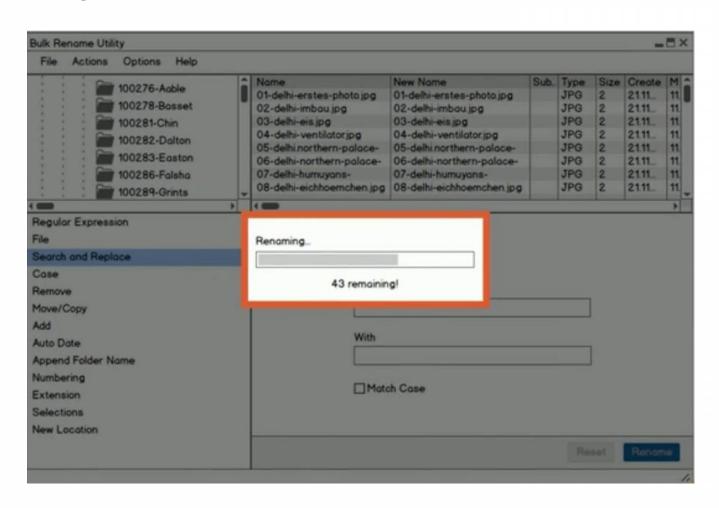
Progressive

Only show what they need to see



Status

Showing a valuable status of the task



Key points

- Building UX can be done by following
 - Persona Development
 - Information Architecture Development
 - UI development
- UI, UX, and CX to build "killer apps"
- Ul design recommendation
 - Hack Vision Strategy
 - Mind Vision Strategy

References

- David Platt. The Joy of UX: User Experience and Interactive Design for Developers. Addison-Wesley Professional, 2016
- Tamara Adlin. The Essential Persona Lifecycle: Your Guide to Building and Using Personas. Morgan Kaufmann. 2010
- Weith Harvey. Hacking the user experience. Pluralsight. 2014