User Experience More Than Just a Pretty Stick



QconSF Nov 7, 2012



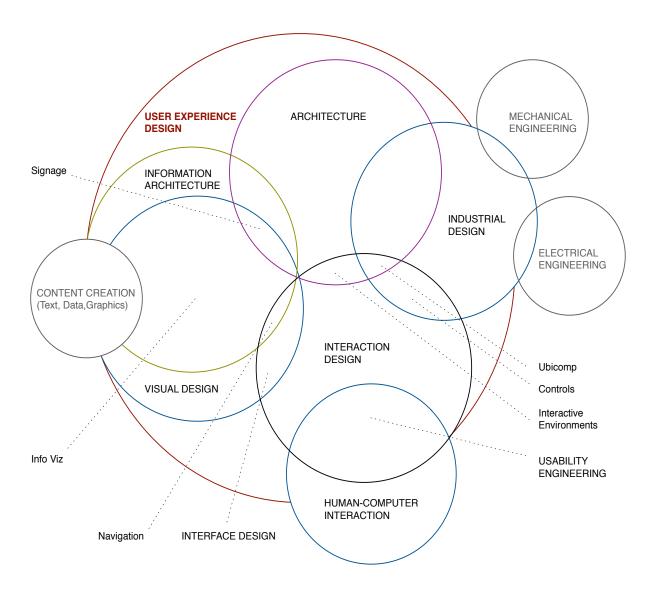
What is User Experience?

All the aspects of how people use an interactive product: the way it feels in their hands, how well they understand how it works, how they feel about it while they're using it, how well it serves their purposes, and how well it fits into the entire context in which they are using it.

- Alben (1996)



UX contains many disciplines





UX is a hot topic

New devices

Web-connected world

Every business an e-business

Social media revolution

Low switching cost



Every product has a user experience, whether you plan it or not



Every product decision you make is a design decision

- Josh Seiden

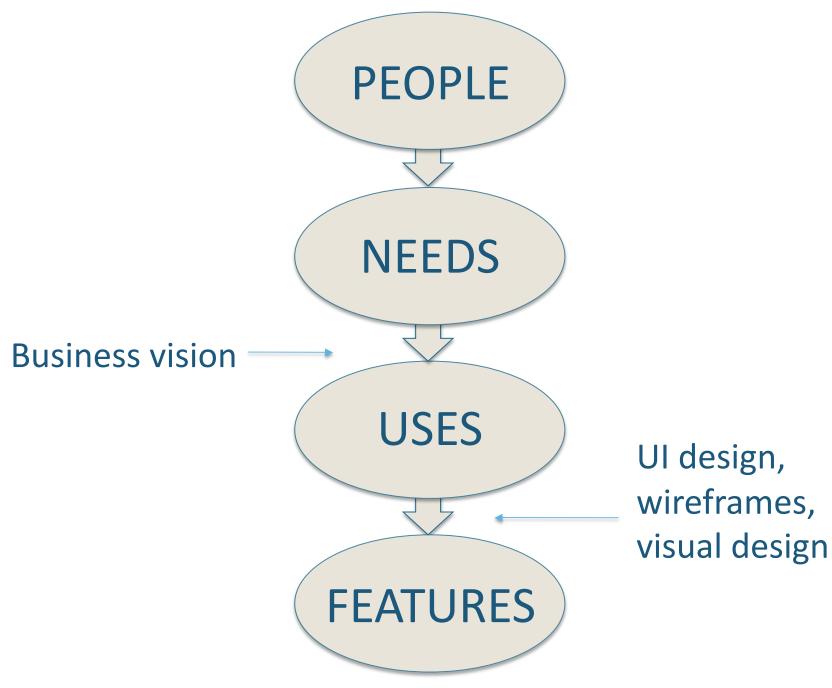


You can't just "hit it with the pretty stick"



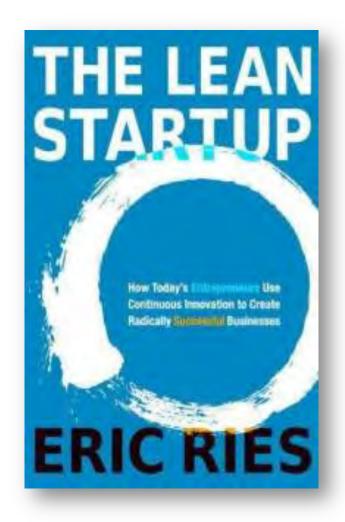
Focus on the problem, not the solution





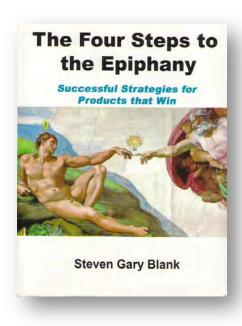


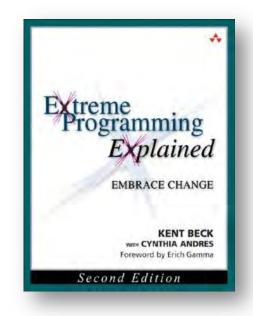


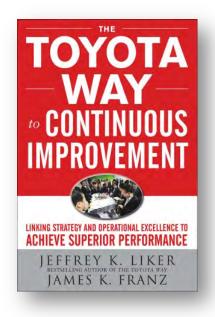












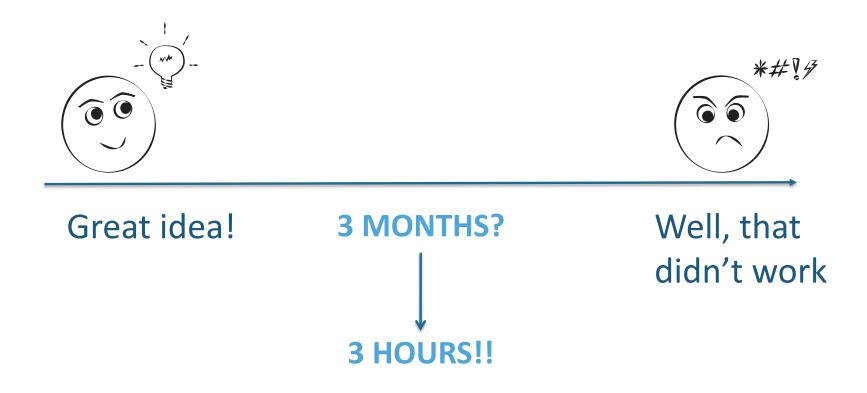
Customer Development

Short cycles, iterative development

Reduce risk

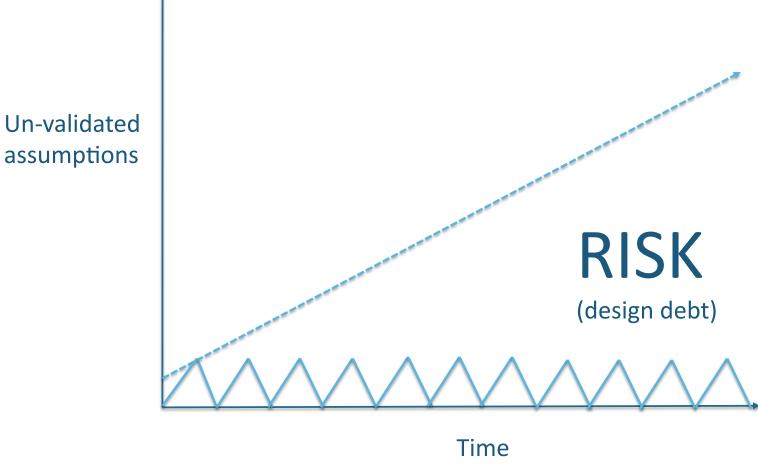


Reduce inventory, risk and waste





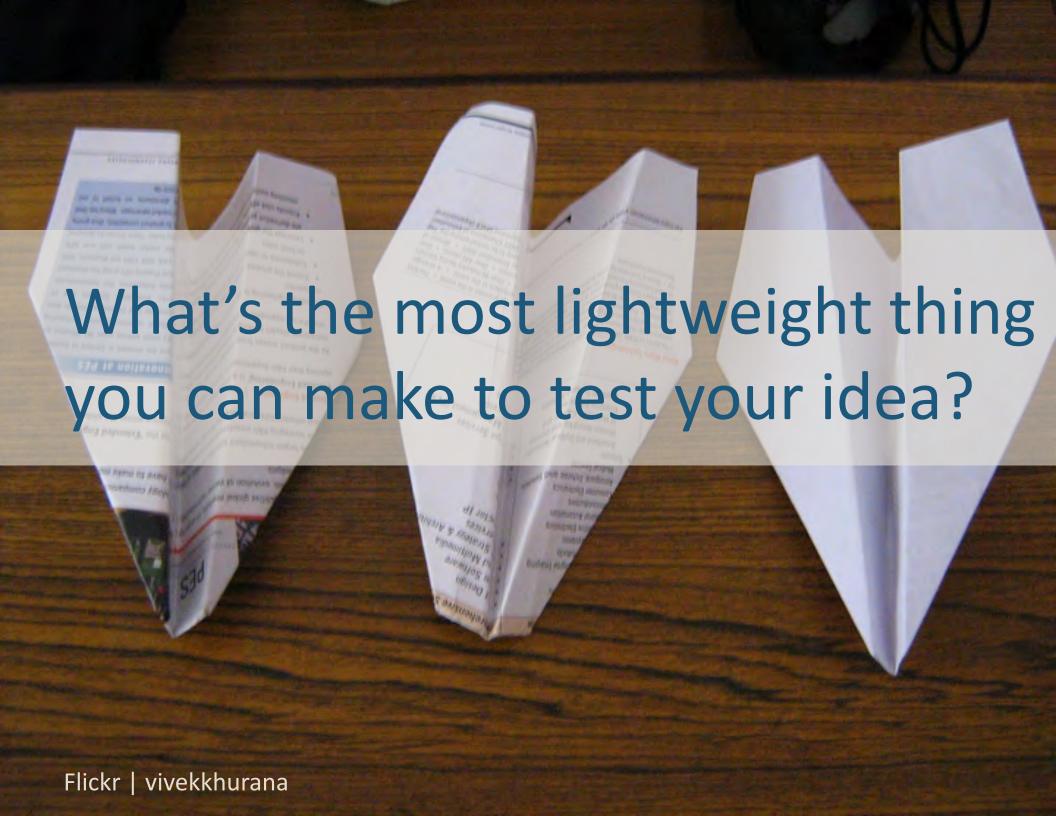
Small, frequent corrections



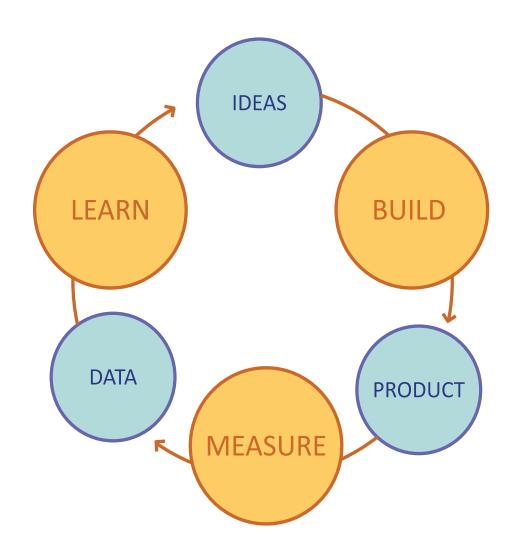






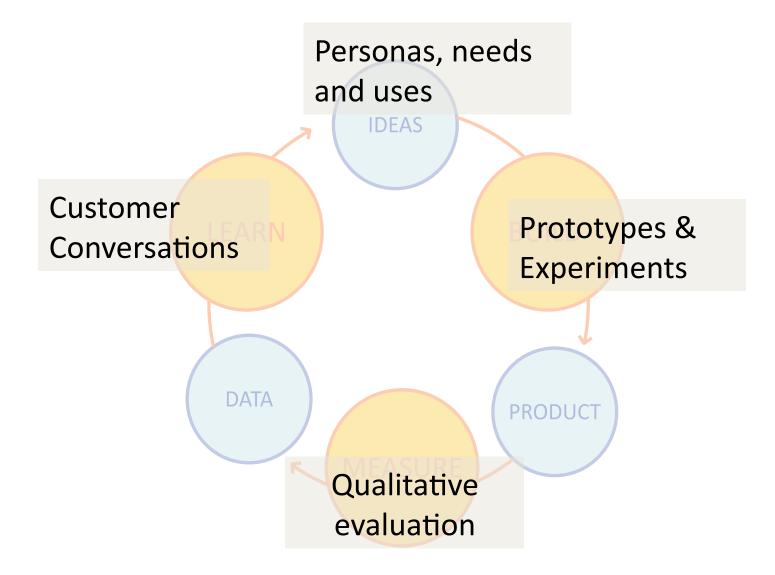


The Lean Startup cycle





The Lean Startup (UX) cycle





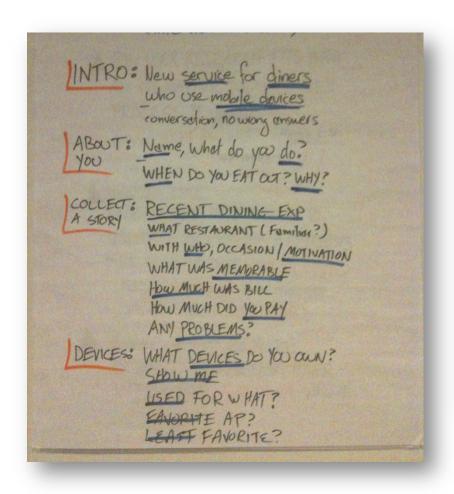
Quick Visual Collaborative Continuous

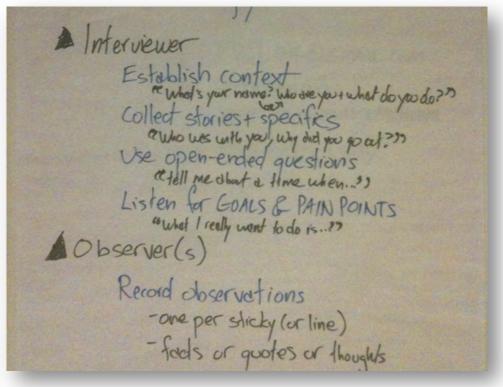


Team interview planning



Interview guides





Visual radiator: interview planning



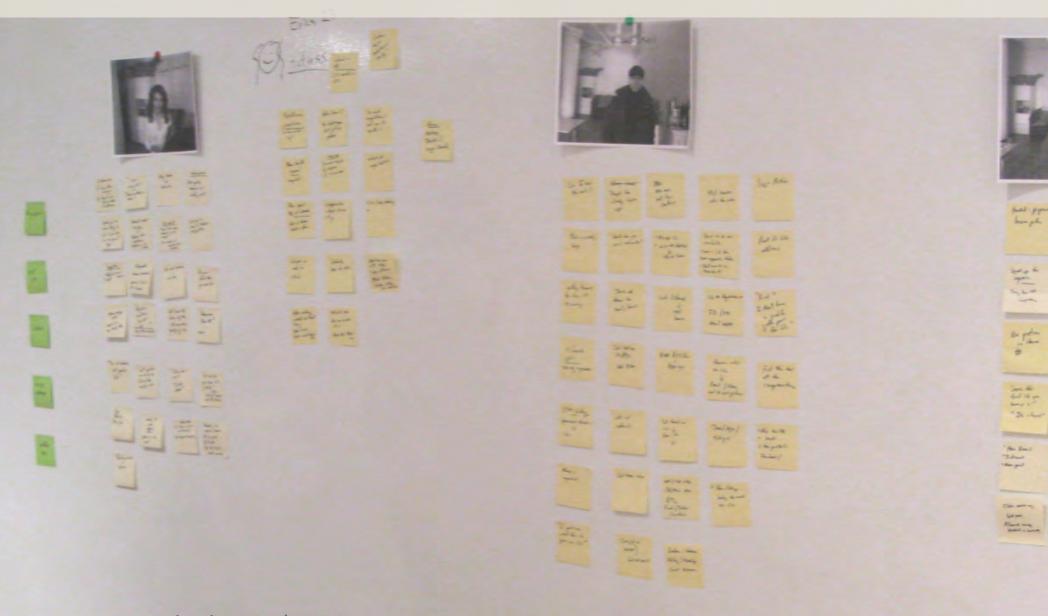
DOMAINMATCHER

0 3

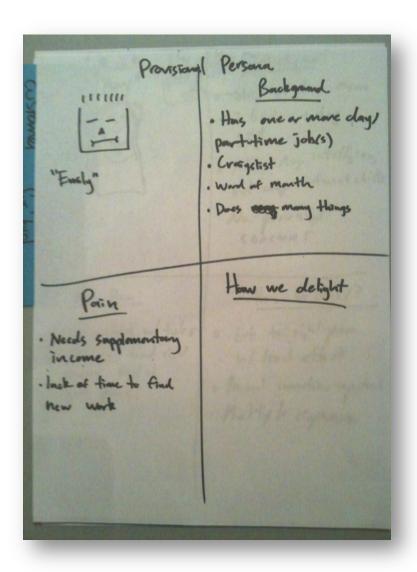


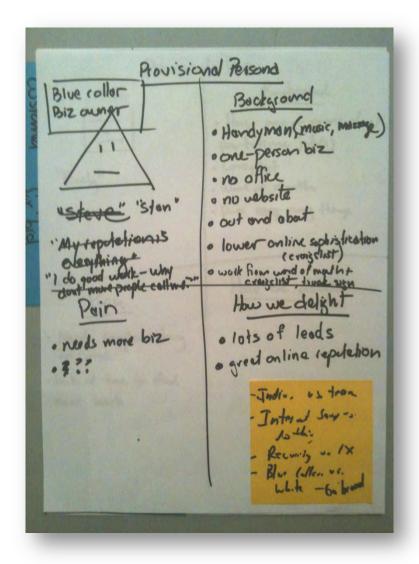


Visual radiator: interview debrief

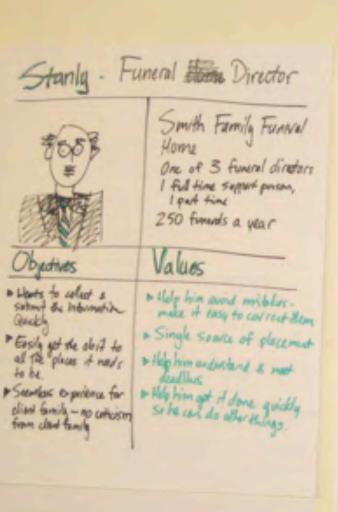


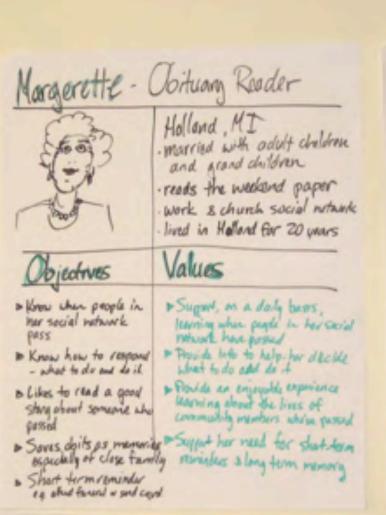
Personas before interviews

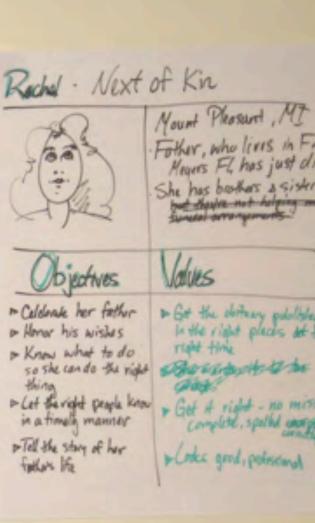




Personas after interviews







Team sketching



Visual radiator: team sketches



Feedback on paper prototype



Results of collaborative design



Cross-functional pairing



Just enough documentation



Thank you!



Lean Design &
Agile Development
for Web & Mobile

