USER-CENTRIC DESIGN

by Kyle Racki

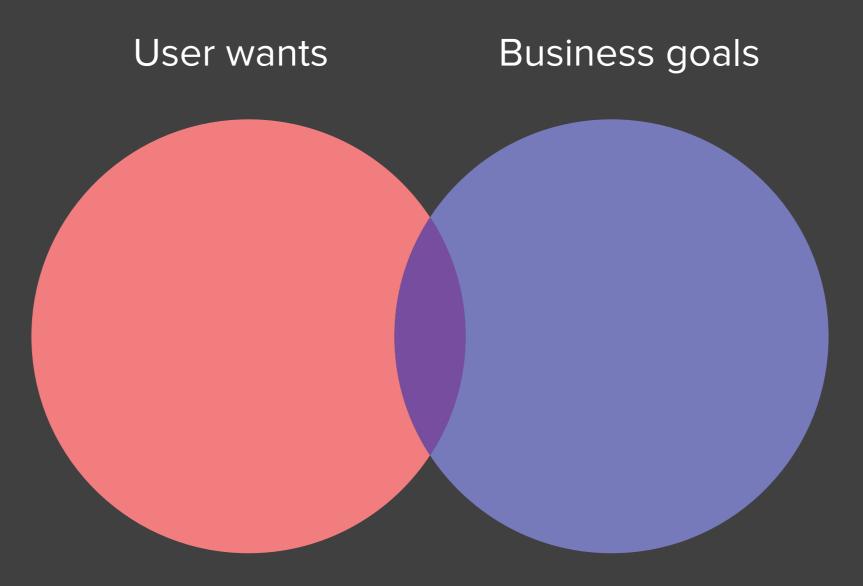


What makes an experience?

Good experiences are

- Useful
- Easy to use
- Learnable
- Aesthetically pleasing
- Evoke emotional response

User-centric design puts users needs first.



CNN.com - Breaking News, U.S., World, Weather, Entertainment & Video News

SAMSUNG

CINN

Dare to trash your boss on Facebook?

In what could be a precedent-setting case, a later board asset a complaint against a company for firing an employee who criticized a supervisor anime, PULL STORY [PLAYING IT SAFE] OPHION, PACEBOOK AND PREEDOM

New book bring

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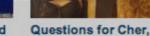
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Deer has bartender shaken, stirred -

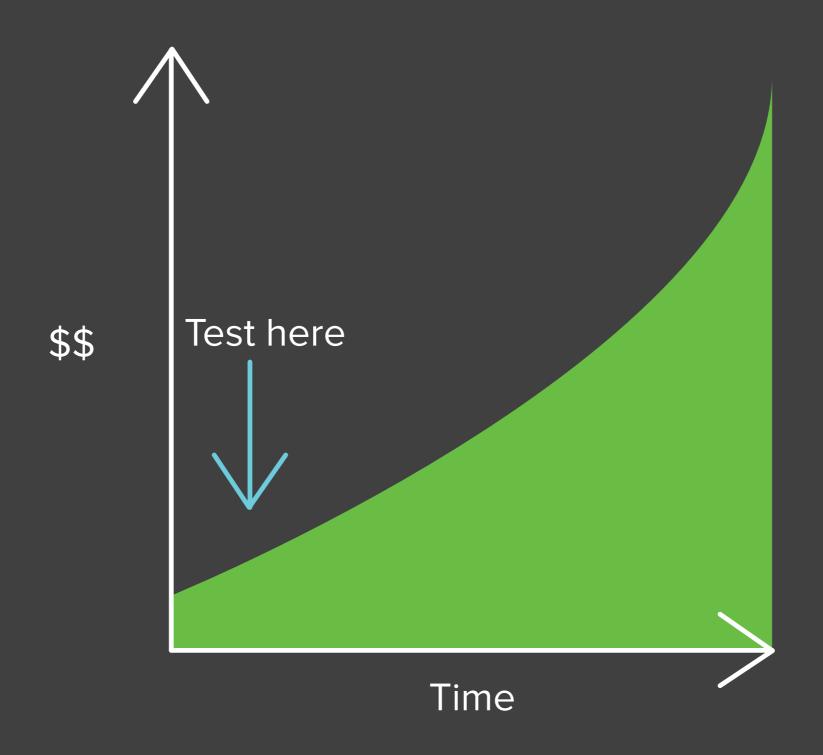
- Meet the top 10 CNN Heroes, then vote!
- . This Just In: CNN's nows blog



Join Sanjay's 2011 Was this woman fired



Test early, test often.

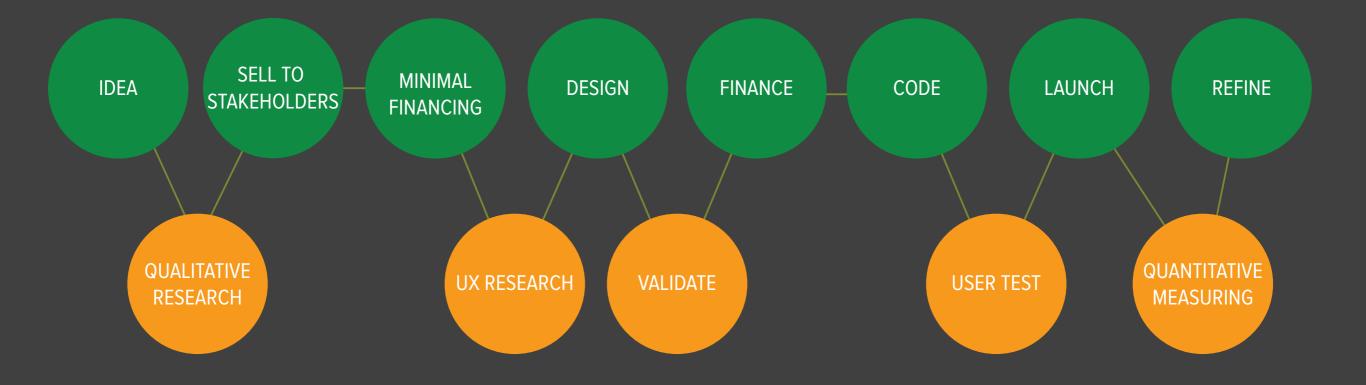


Non user-centric



The last step is to hope and pray your assumptions were correct.

User-centric

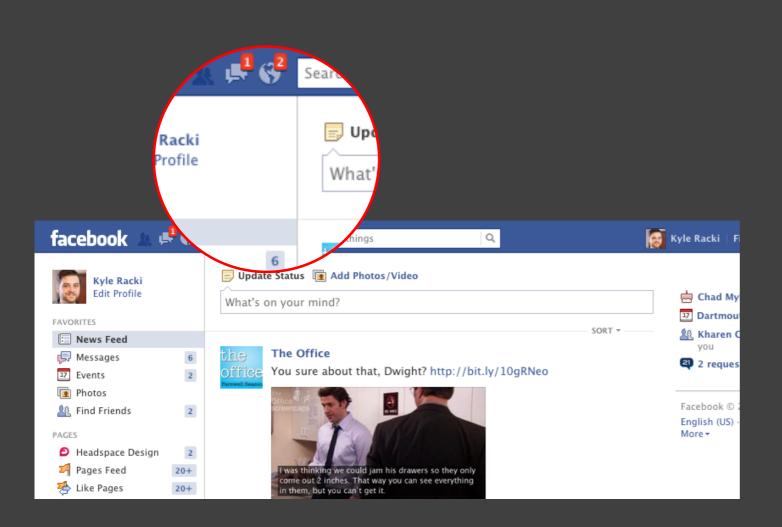


How to get started.

What behaviours do you want to change?

ABC

- 1. Antecedent Event trigger
- 2. **Behavior** Causes or influences an individual to act.
- 3. **Consequence** Outcome you observe.





Testing an idea with research

Quantitative

- Design landing page
- Drive traffic
- Measure signups

Qualitative (UX)

- Contextual inquiry
- Surveys
- Group discussions
- Review competitors roadmaps

Do you have a business case?

- Understand a pain point
- There is a paying market
- Product idea solves pain
- Testing validated product/market fit
- Sell to stakeholders, aquire minimal finance

Case Study: Pitch Perfect

PITCH PERFECT

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PITCH PERFECT >>> GET STARTED ««« Apply to get your invite to the private beta happening in April. If you don't hear from us then, we'll definitely keep you on the list for the public beta happening a bit later this year. МE LAST NAME Smith Y NAME EMAIL ADDRESS APPLY NOW Sep 30, 2 CTR ? Pitch Perfect Notification Signup Single opt-in list (change name/type) Sep 12 57 new 59 total Jul 12 Oct 12 Sep 12 Active Unsubscribed Bounced Deleted 150 3 3 7 Email Address

UX Research Methods

Interviews

UX Research Methods

Surveys

Group discussions

Build a team

- Researcher
- Interation Designer
- Visual Designer
- Front-end Developer
- Back-end Developer

User Personas

- Create 2 or 3 stereotypes
- Detailed profile info
- Refer throughout design





Gourmet Gray





Behavior snapshot

- · New retirees or been retired for a little while
- · Likely to be budget conscious · Likely to have family dinners with kids and
- grandkids · Enjoys cooking for friends and family events
- Out to fancy spots on very special occasions like birthdays or other celebrations

Eating habits

- · Might eat out with friends cheaply Has a stock-pile of recipes and recipe books that
- have taken them through the ages · Inherited recipes and record in index card style
- Watches foodie TV shows

Cooking and recipes

- Shares recipes with friends and family
- Might print or fax, may email these
- · Might have started looking online for recipes
- · More likely to pick up a book and buy







Kids are likely to be from bables through to teens

· Eating out at nice places when they can get away

Relationship with food likely to have changed with

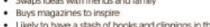
· Probably eating out at family friendly places

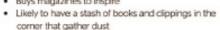
· Convincing them to eat and catering to their



- Creating own family recipes and favourites now
- · Swaps ideas with friends and family









Single Foodie



Behavior snapshot

- Singles, couples not marrieds
- · Might live with partner or live on own, but less likely to be in share houses now
- Any dependents likely to be animals
- · Hanging out with their friends and enjoying life and more \$\$ to do so
- · Lots of travel and focus on career at this time

Eating habits

- · Probably lives away from family and doesn't see them as much now · Probably shares recipes with friends and family
- · Has cinner parties with friends
- Eating out, eating in, spending money on good food and wine and social side of food likely
- Connected and social
- Budgets and practicality would dominate

Cooking and recipes

- Food is a focal point
- · Buying good food and probably shopping at local markets a fun weekend activity
- · Breakfast in cafes and dinner at hole in the wall and nice restaurants





Kids are focal point of food

palette a priority

where kids can do

arrival of kids

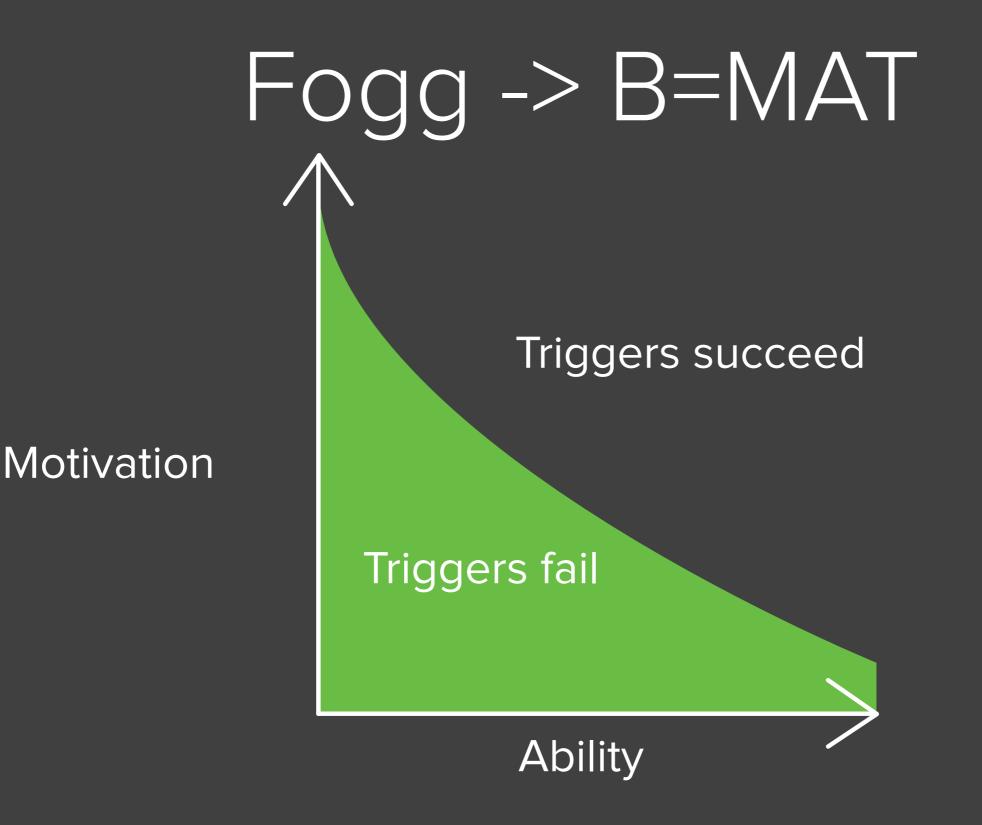
Eating habits

from kids

Family Caterer

Scenarios

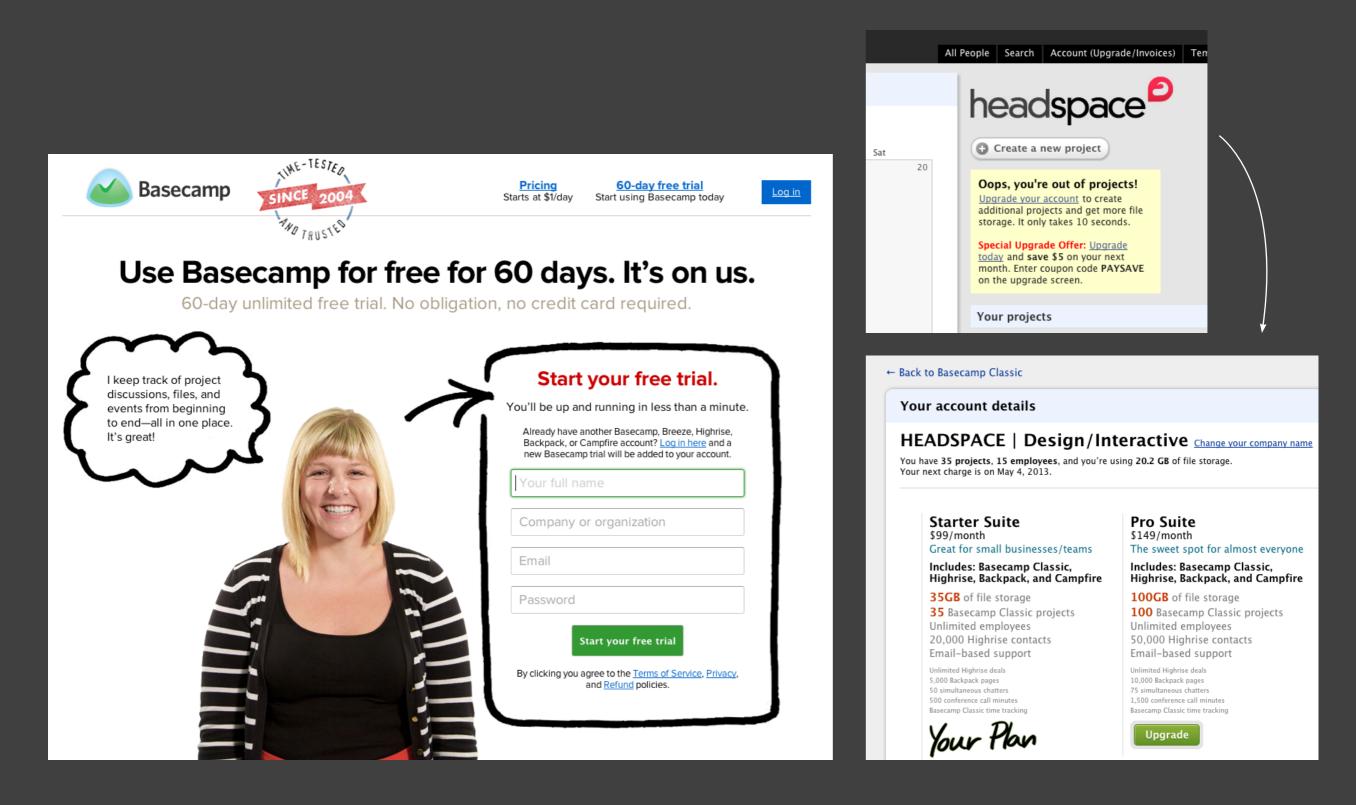
- Context scenarios
- Key pathway scenarios
- Validation scenarios
- Magic scenarios



Fogg-Behavior Model

To change behaviour, all 3 need to be present at the same time:

- Motivation (sensation, expectation, belonging)
- ---- Ability
 - Trigger



Minimum Viable Product

- What is the core pain we're solving?
- What behaviour are we hoping to change?
- What habits do we aim to create in users?

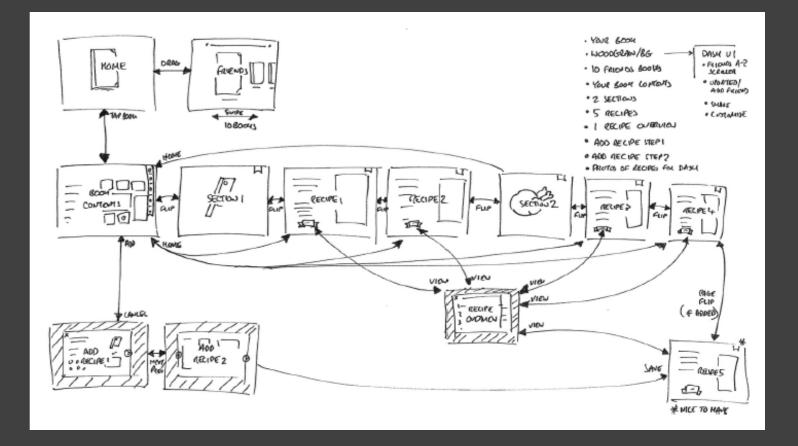
Key page views

- Helps you think
- Solve key problem
- Explore interation



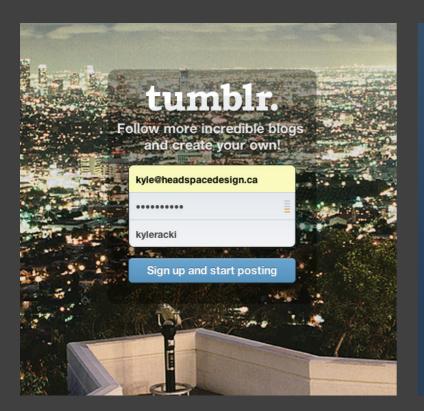
Sequencing

- Work out the flow
- Use scenarios
- Minimize steps

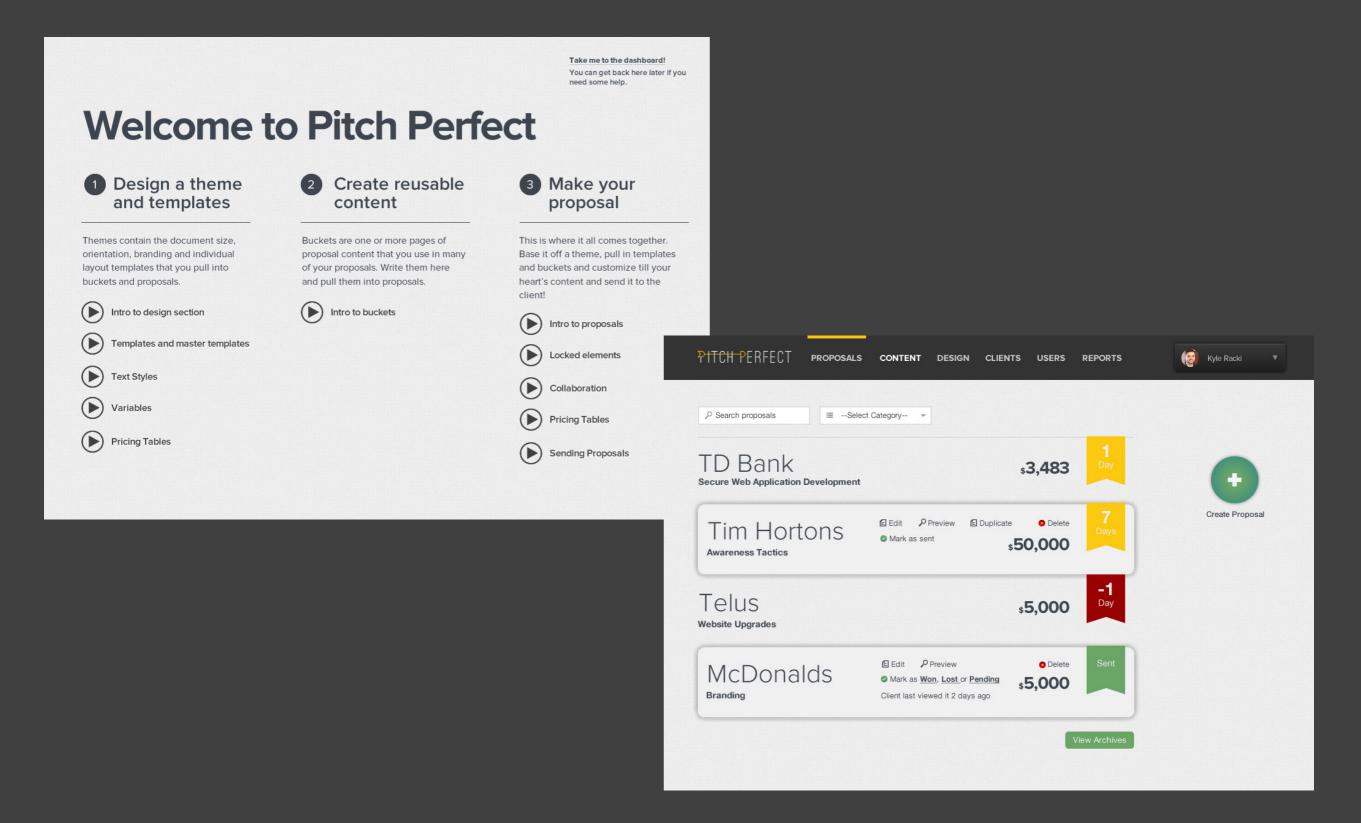


Onboarding

- Orient new users
- Increase engagement
- Minimize abandonment



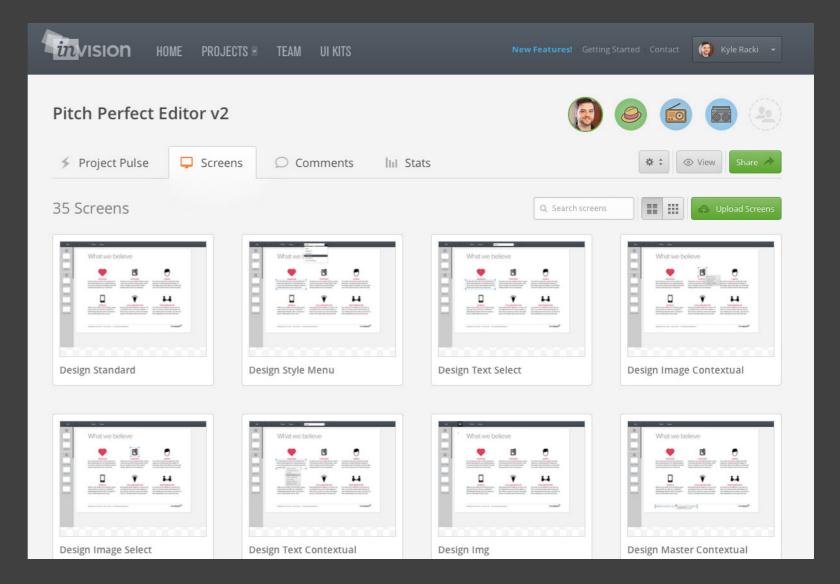
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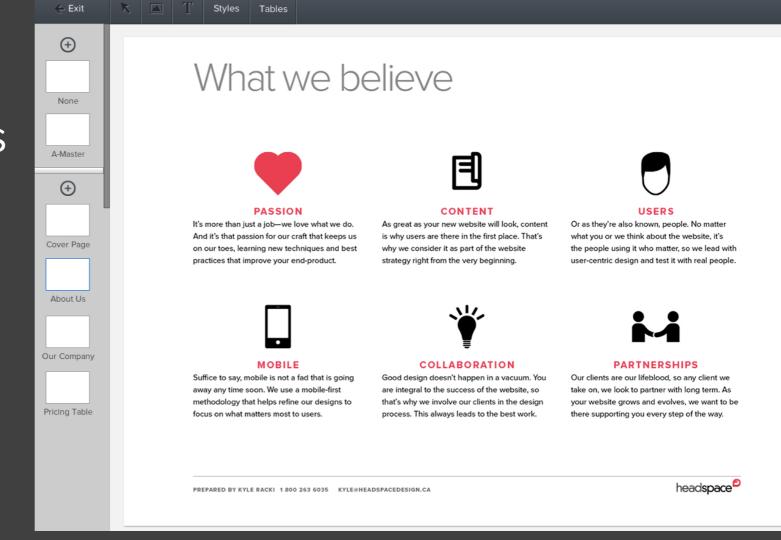
Microdetails



Invision let's you drag and drop multiple image files and auto replaces ones with the same name and automatically makes title-case and adds spaces.



Pitch Perfect emulates a desktop application by allowing keyboard shortcuts and rightclick contextual menu



Sketching concepts

Team sketching



Sketching concepts

Mental Models



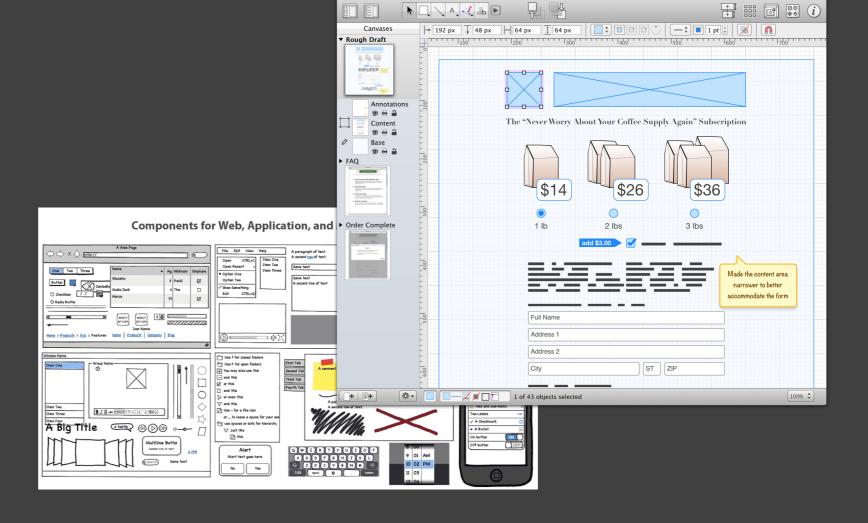
High vs Low Fidelity

Back Eyes	Avatar Single Avatar Single Team Careers More Your New Team Name of Team Team Name 1 Team Name 1 Invite Team Mates Intp://invis.io/HA3PW6Z8 Copy Paste link in email or text message Start Game	Restart Game?	Image: marked interval inter
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Tools that work

- Omnigraphle
- Balsamiq
- Adobe Fireworks
- Invision



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Testing

- Only prototype key parts
- Learn early, fail fast
- Measuring the success rate

Build

Name of section

Methods of testing

- Freeze user testing while in production
- Use professional QA during development
- User test once complete
- Private beta

Launch and learn

Launch and learn

You are never done.

- Stay user-centric
- Talk to the community
- Periodic polls and surveys
- Test new features
- Measure quantitative data

Thank you.

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headspace PITCH PERFECT