

What is UX

There are many definitions of User Experience

Google:

"The overall experience of a person using a product such as a website or computer application, especially in terms of how easy or pleasing it is to use."

- Definitions of UX evolve around the user and his experience
- Applied UX process:



Collection of tasks and processes that are geared towards creating a pleasing and easy to use product, website or software



Every process in IT is a UX process

Why everybody needs UX

- Main goal of a successful UX process is to solve the Problem of the Client in a way, that is pleasing to the User and doable by the Development team in a given timeframe.
 - Therefore -every UX process evolves around the main stakeholders:

Users - Client - Development team

 And starts with Identifying a Problem

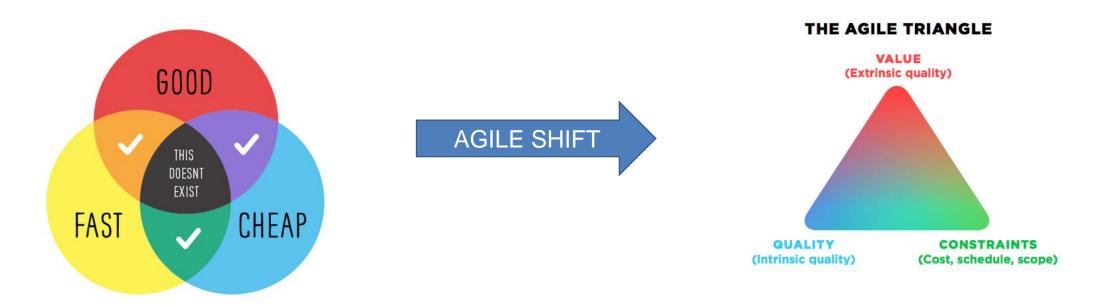
- IF you are dealing with these variables in your job or business if feels like trying to please everyone.
- UX process can help! Focus on what's important to your user.





Why please everyone?

Because 'Pick any two' no longer applies



Focus on Value instead!



Empathy as corner stone of a UX process

Design Thinking hype

- You heard about Design Thinking and Empathy
- How can you apply Empathy to any part of the IT process.





Identify the problem

- Common Concept:
 - UX problems are user centric
- However:
 - Problem originates with the Client
- Client can be:

Business owner (small – mid size Business)

Business department, Product owner (corporation) It department (technical need for a feature, need UI)

Stand alone professional (Resume page, Lawyer,

Anybody else













Find the right problem

- Problem Statements can include
 - redesign
 - new business, new website
 - lost access to website bad reviews, bad reputation on social media
 - need to add features
 - system development cycle
 - Anything else

Solutions are not always what they seem e.g. designing a web site is not always what's needed, even if this is the ask





But what about the User

- User is often not represented in the process
- No matter your role in the process you can do UX
- Be the users advocate!
- Learn about the users:
 - Learn about users
 - In client interview ask if you can interview the clients
 - Do your own interviews
 - Ask friends, relatives, coworkers how they use similar application
 - Create rough, informal user personas





Why consider development

I am a designer, why learn about Development?

- Developers are your users too!
 - They consume the design documents you produce
 - Your documents must consider ease of use for development team
- Your problem solution needs to be 'doable'
 - If you suggest designs that please the user and client but can't be 'done' on time and budget – everybody gets frustrated!

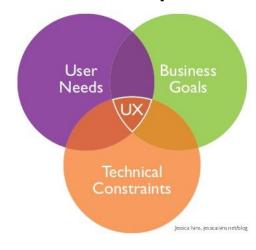




So what about wireframes?

- Myth: UX designers only make wireframes
 - As you can see anybody can be a Client or a User
 - Development teams needs to understand intended behavior
 - Business owners need visual cues
 - Custom problems require custom solutions
 - Problems solved by any means necessary
 - a luxury brand wants a more appealing image sophisticated UI design more important then user flow







Questions?

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