

"SOME PEOPLETHINK DESIGN MEANS HOW IT LOOKS. [...] BUT IT'S REALLY HOW IT WORKS. TO DESIGN SOMETHING REALLY WELL, YOU HAVE TO GET IT. IT TAKES A PASSIONATE COMMITMENT TO REALLY THOROUGHLY UNDERSTAND SOMETHING. MOST PEOPLE DON'T TAKE THE TIME TO DO THAT."

STEVE JOBS

# YOUR APP SUCKS, TOTALLY USELESS! FIX THE USER EXPERIENCE. WASTED MONEY AND TIME! BURN IN HELL

AVERAGE ★☆☆☆☆



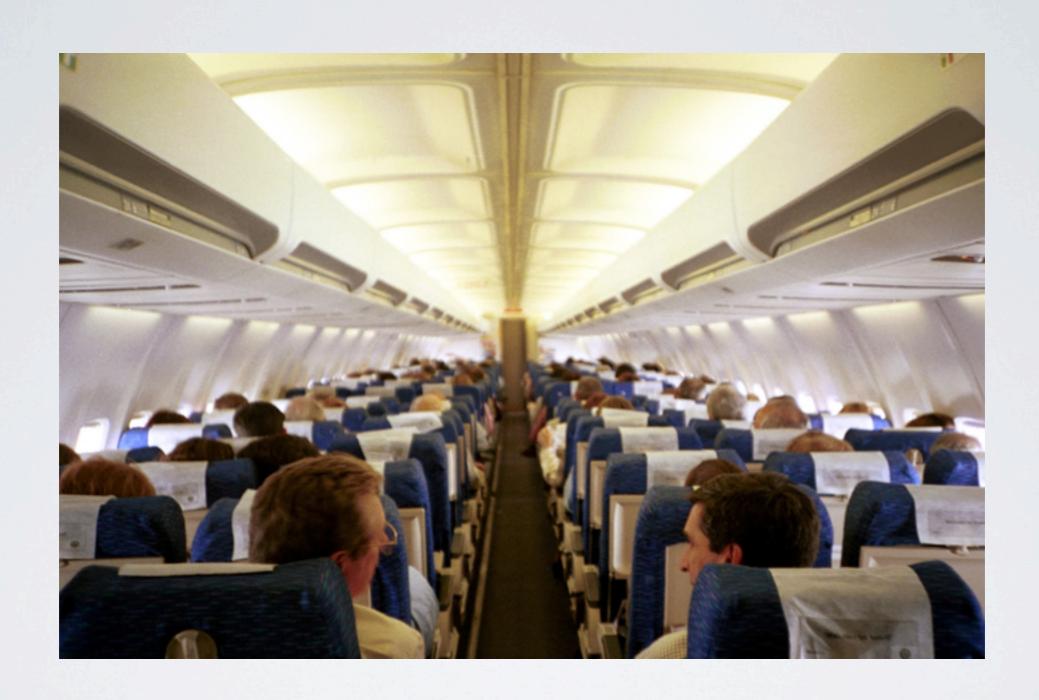
## HOUSTON, WE HAVE A PROBLEM

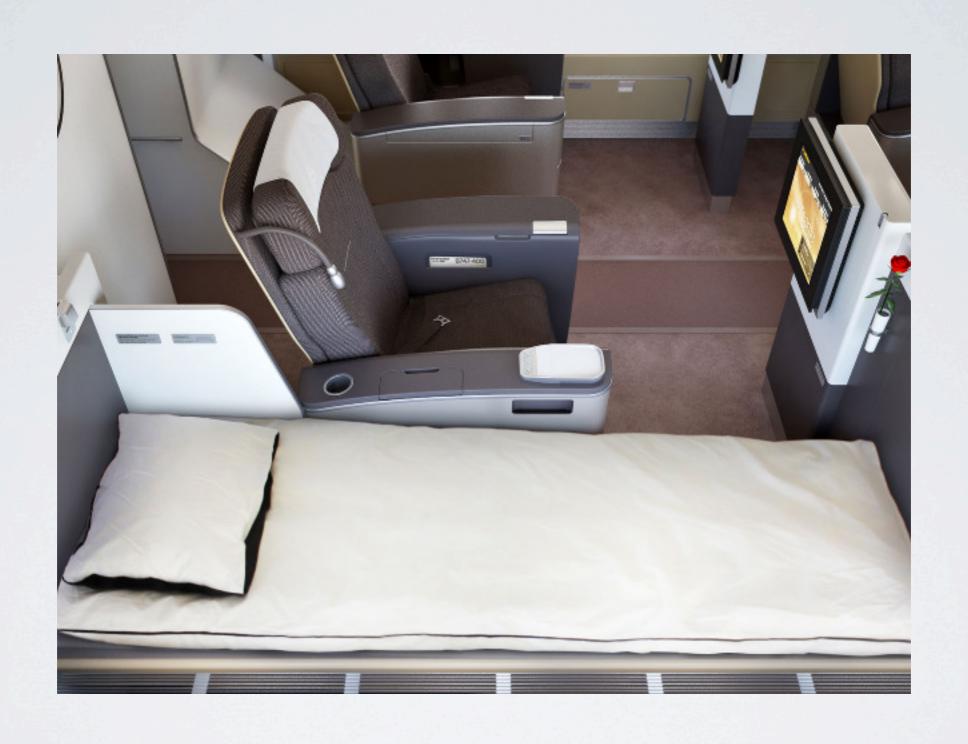
### THENYOU BETTER FIX IT

### SEARCH FOR DELIGHT

Why you need a User Experience Designer

Look for examples of bad User Experience to improve





### REAL LIFE EXAMPLES



### REAL LIFE EXAMPLES



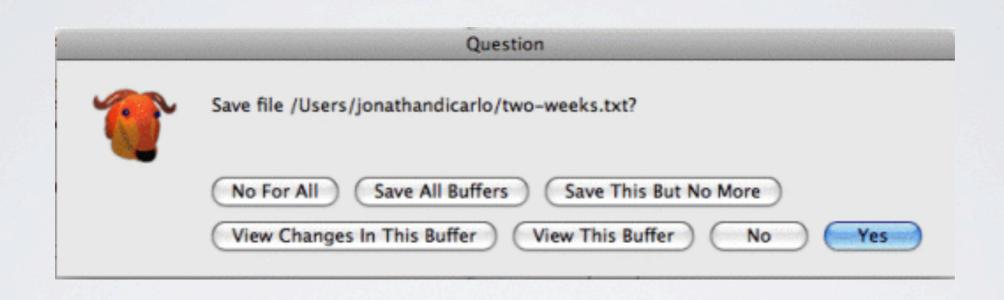
### REAL LIFE EXAMPLES

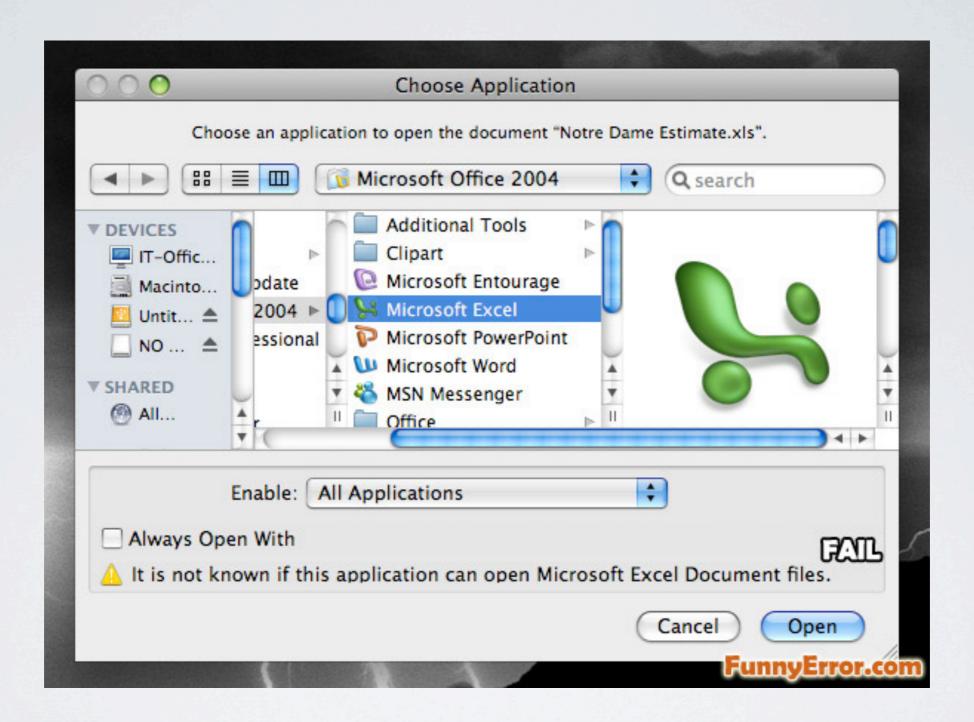


### BACKTO APPLE

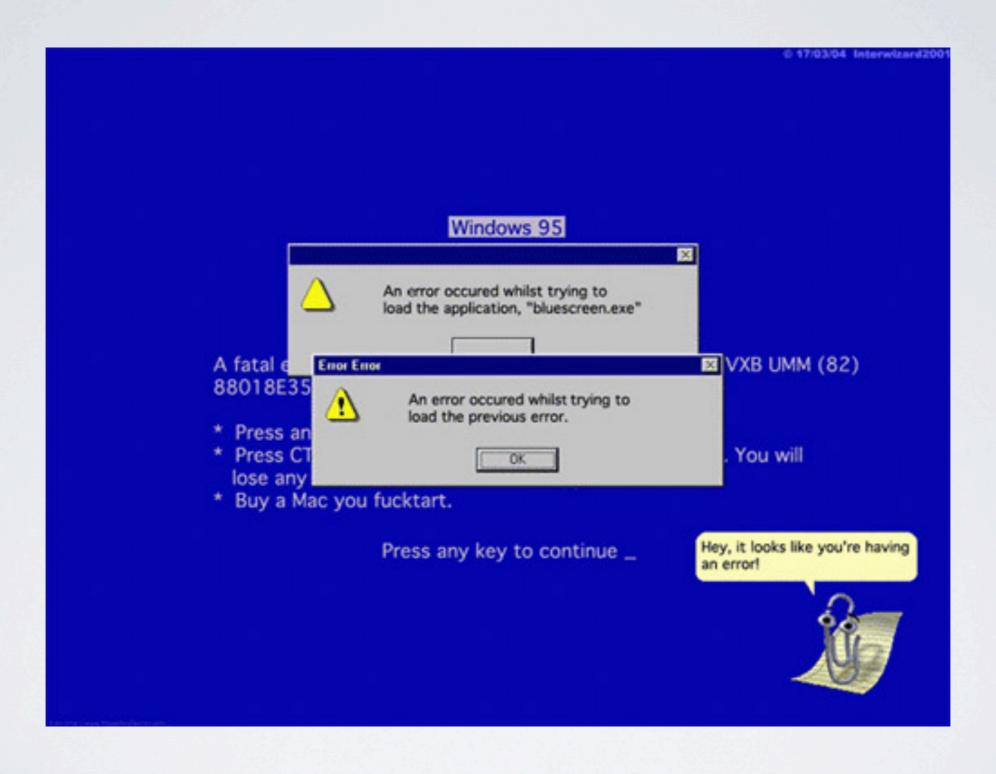
Macbook Air showing great software

## TURNS OUT I WAS WRONG

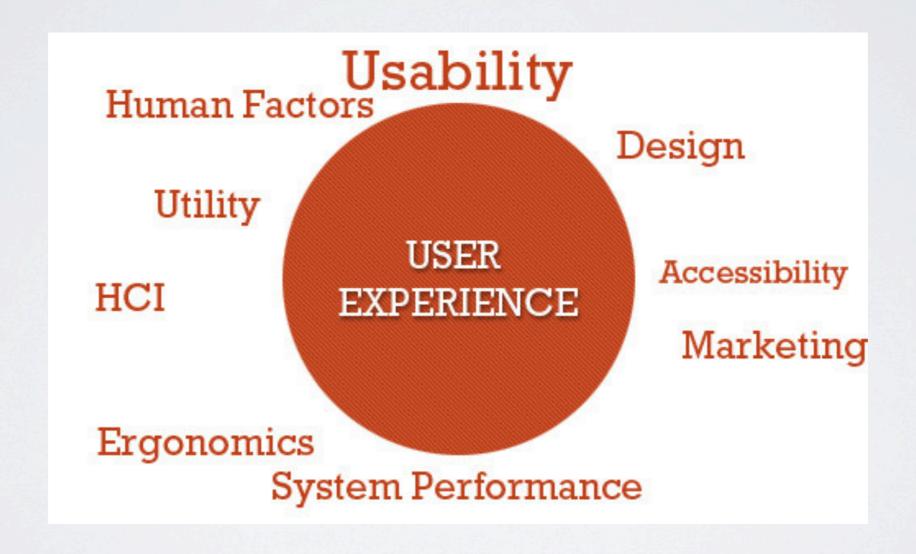




### Let's not forget the BSoD - Death

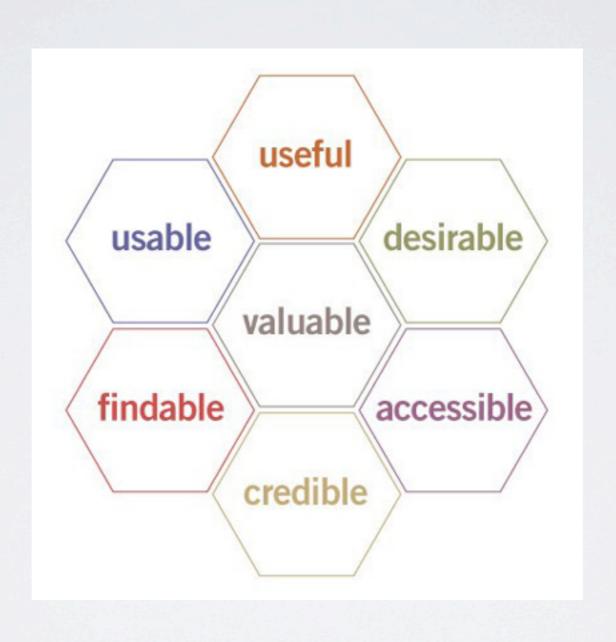


### USER EXPERIENCE

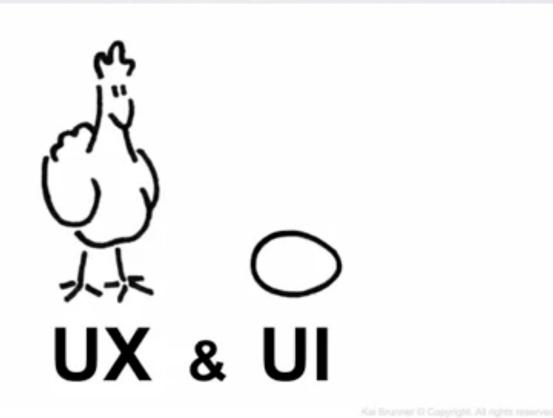


### USER EXPERIENCE

Honeycomb



### UX VS UI



# Delight

## HOUSTON, WHY IS IT SO HARD?

#### Interaction with a machine is hard

Communication Barriers:

Oral Cues
Visuals
Human Factor is lost

### SURFACE

- Flat
- Temporary
- Breadcrumbish

### OPTIMIZATION

UX - Culture

Unified Strategy

Behavior Optimization

Behavior Consistency

Visual Consistency

### RESEARCH

- Usability Testing
- Study the Masters

### BUILD FOR

- Simplicity
- Intuition
- Emotion

### WHYYOU NEED A UXD?

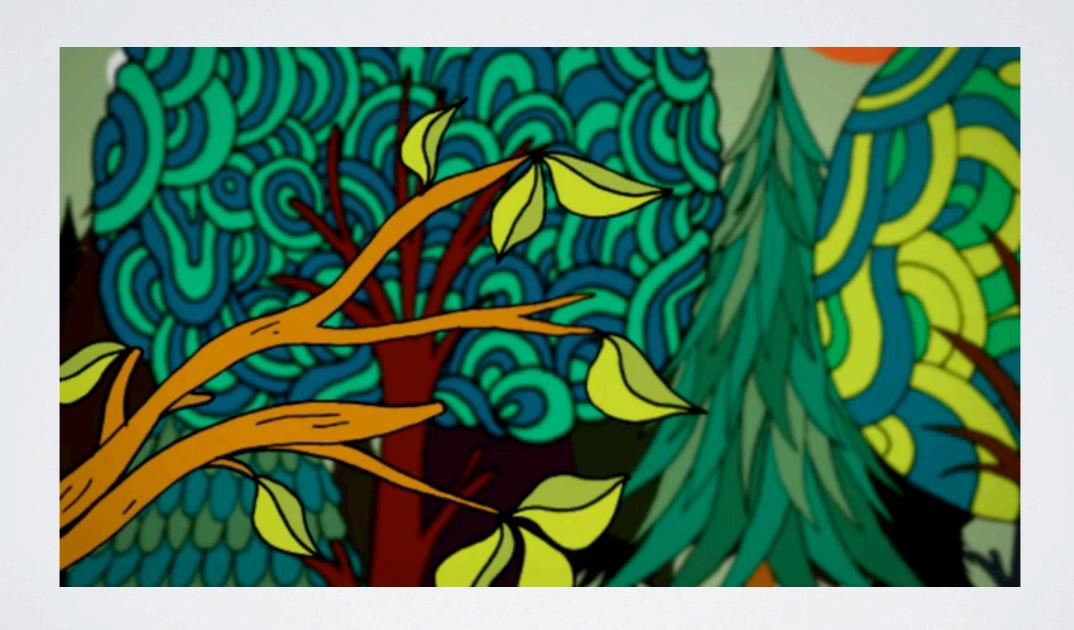
? Questionmarks everywhere?

### EVOLUTION

 Age of User Experience

## STEVO, WE HAVE A SOLUTION

## FUNTIME



### THANKS FOR HAVING ME