## Good and Bad UX

Examples and analysis

Billy Hollis
Hater of bad UX
nextver.com

billy -at- nextver dot com

#### How bad can bad get? Avon Canada



Home News & Commentary Authors Video Reports White Papers Events University ELTT

STRATEGIC CIO IoT DEVOPS SOFTWARE SECURITY CLOUD MOBILE BIG D

SOFTWARE // ENTERPRISE APPLICATIONS

NEWS 12/12/2013 03:10 PM

## Avon Pulls Plug On \$125 Million SAP Project

Canadian pilot project prompts reps to quit in frustration.

Avon halts its global rollout of an SAP order management system after a



Doug Henschen News

Connect Directly





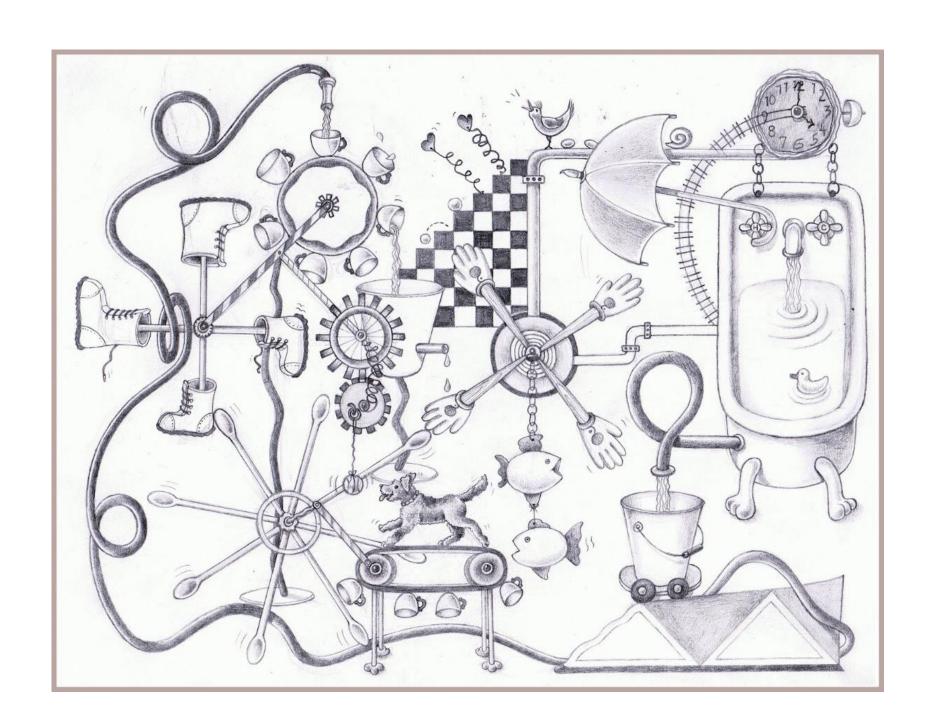


week to the first the first term of the first te

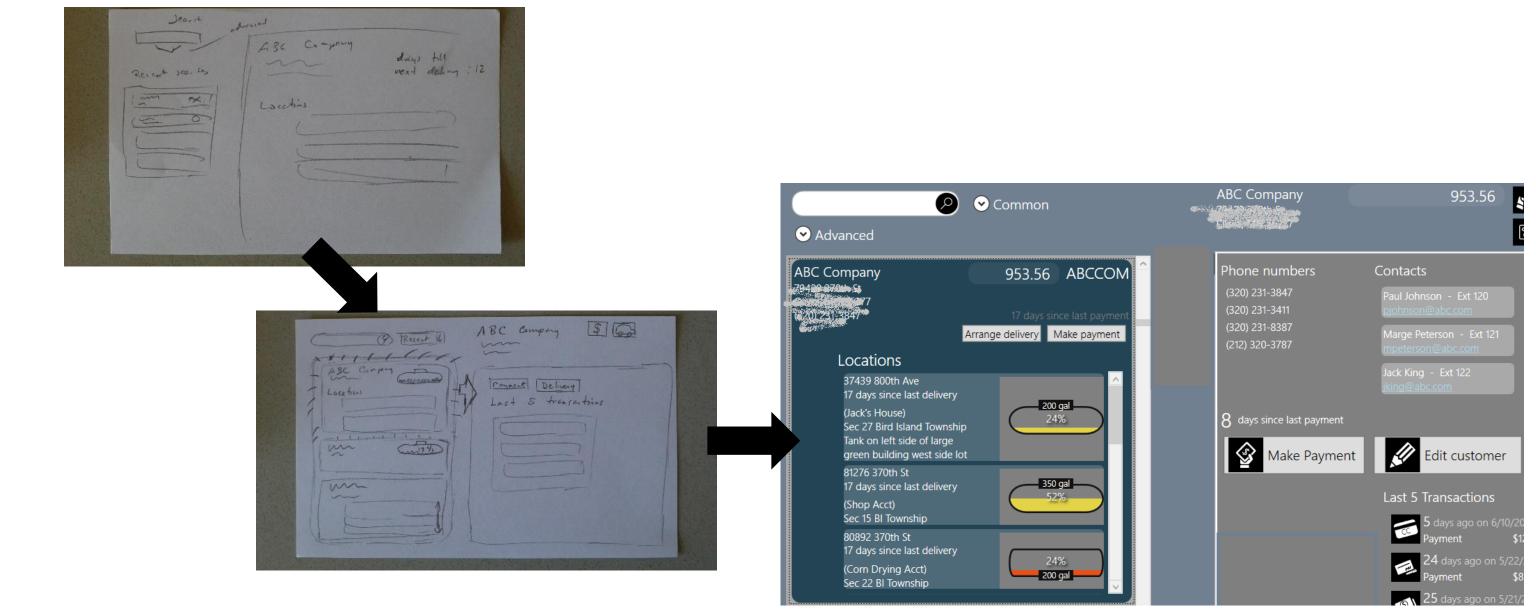


"Avon halts its global rollout... after a Canadian pilot project prompts reps to quit in frustration."

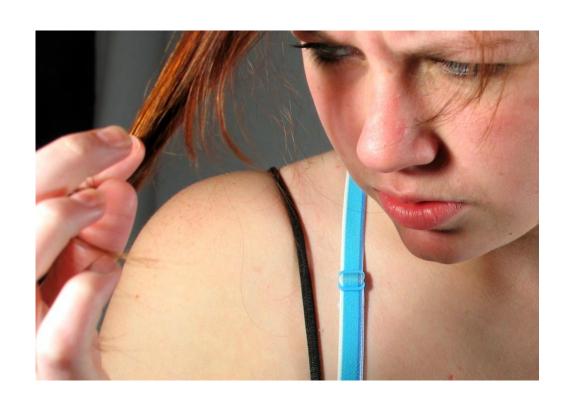
#### Bad UX is often accidental



## Good UX is rarely accidental



#### When UX is bad



you can usually trace the reasons to disrespect or negligence of *design principles* 

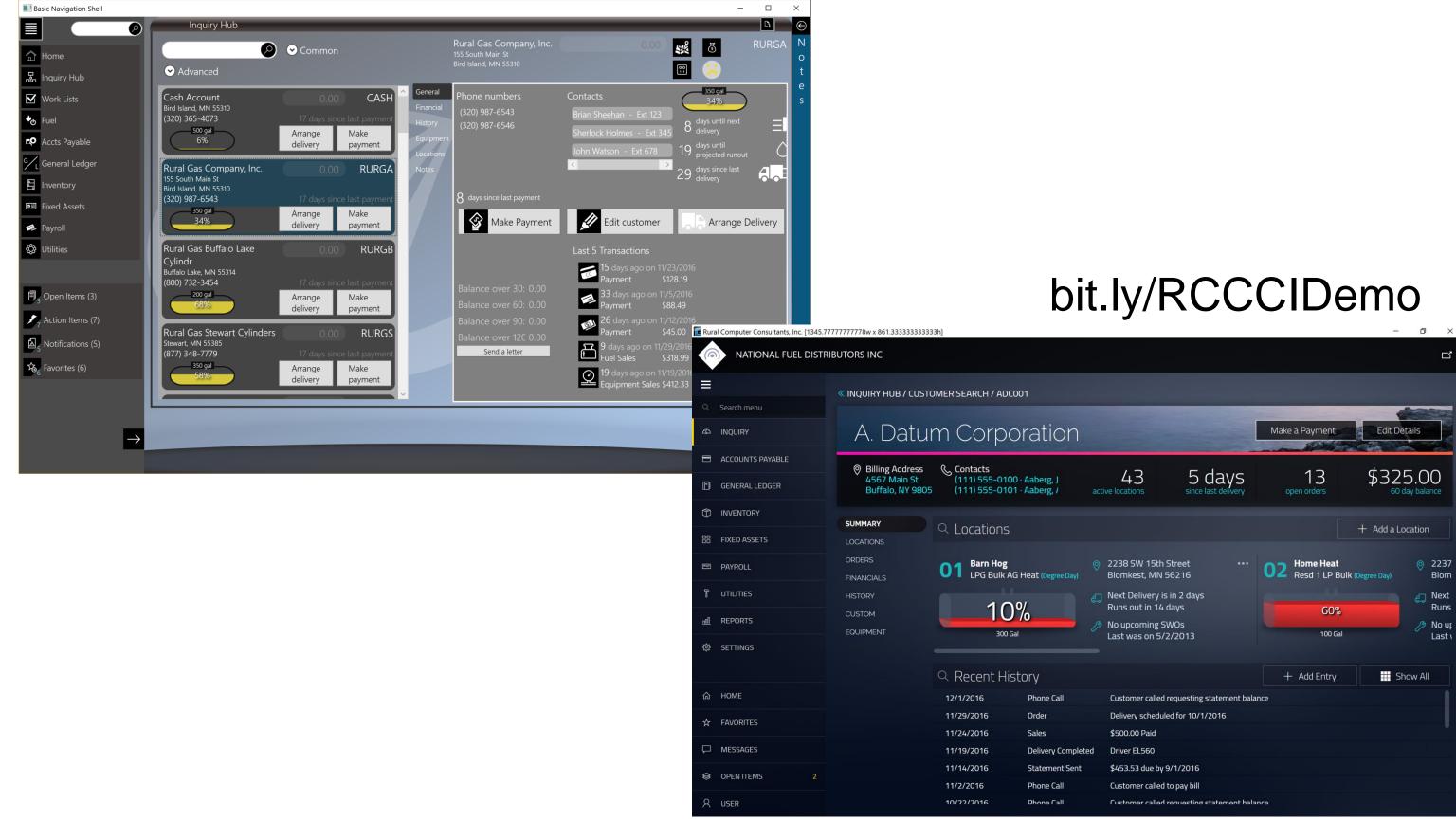
#### Good and bad UX case studies

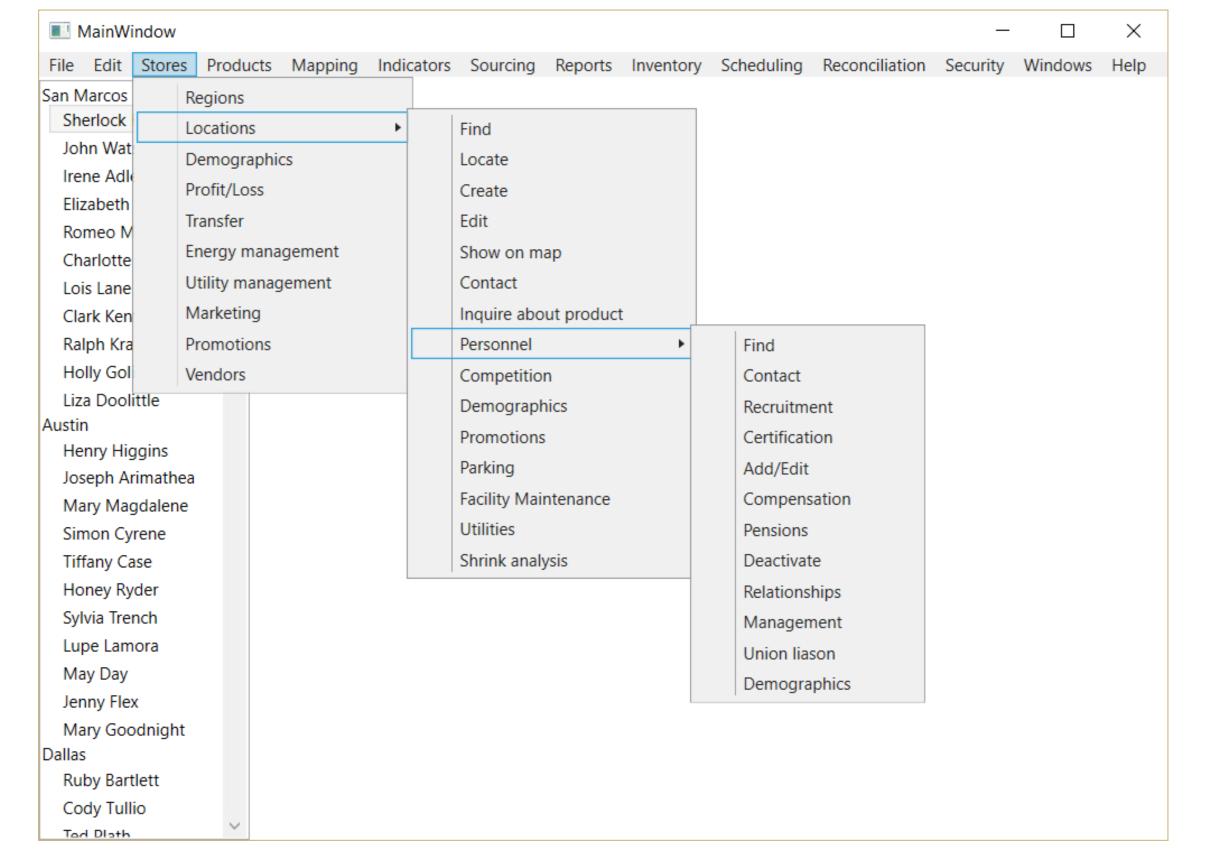
- Business app in WPF that shows what's possible with modern UI
- Corporate app that is too
   Variety of mistakes complex and hard to use
  - with ideas for improvement

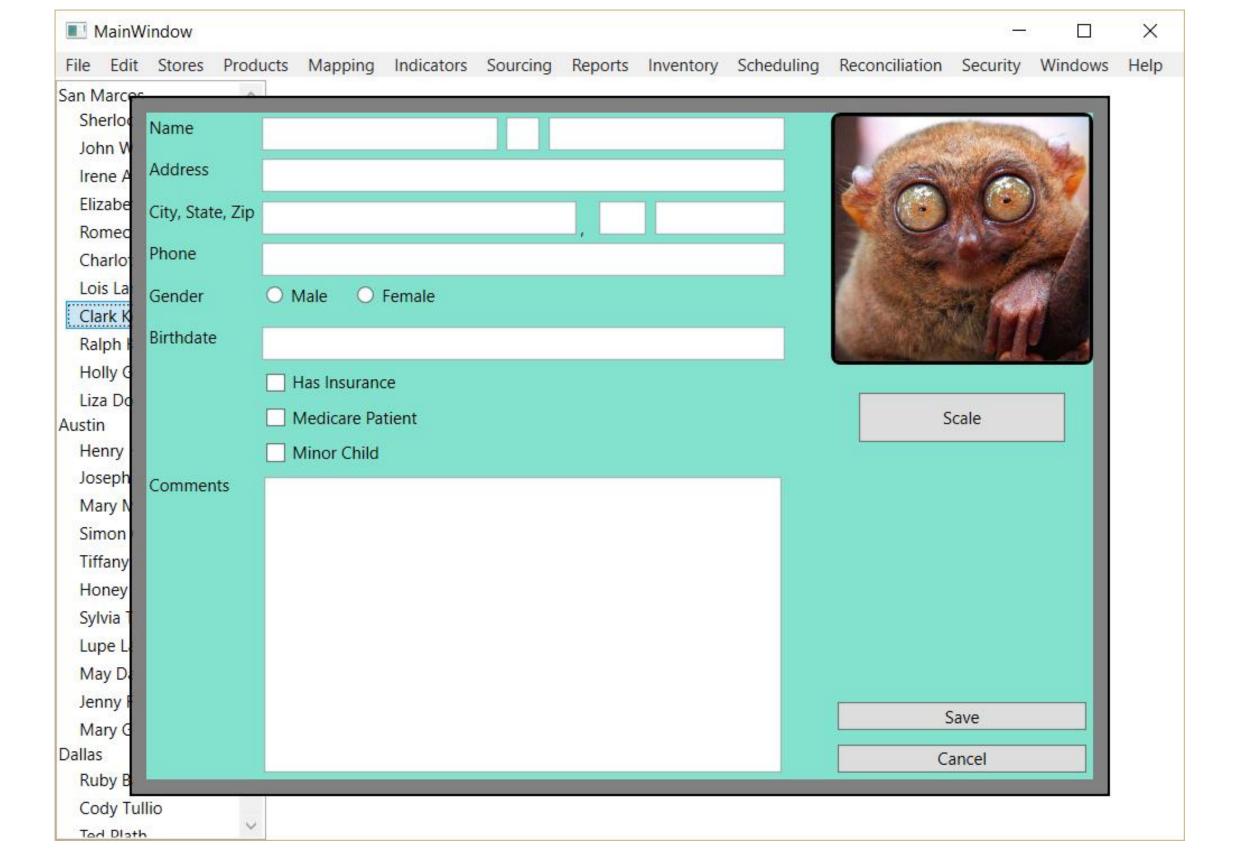
- Good and bad aspects of various versions of Windows
- found in web apps
  - Marriott
  - Amazon
  - Xfinity
  - Etc.

#### Design evolves to finished product

- Example: Fuel management package
  - Manage delivery and billing for propane and fuel oil
- Prototype broke free of the past
- Finished product then refined beyond prototype





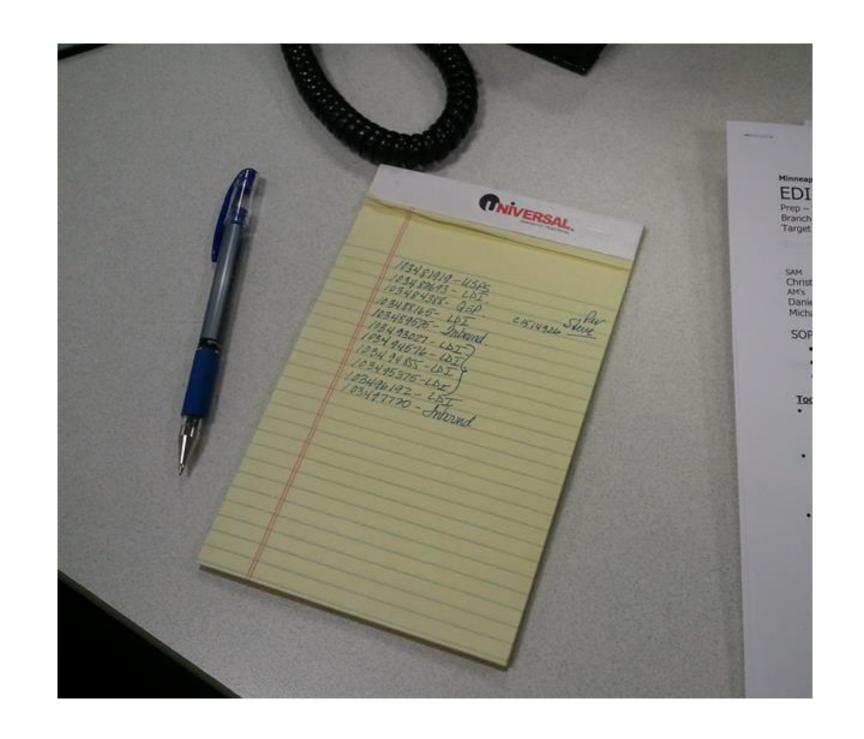


#### Why was this done? Requirements:

- Every user must have access to every application function
- Any operation might involve talking to any person in the company

#### Design principles violated

- Progressive disclosure layers of information
  - Must choose a person to get any detail besides name
  - Person detail screen obscured main screen when present
- Hick's Law Too many options slows down the user
- Performance load too many steps in work flow



# Some ideas to deal with Hick's Law (too many options)

- Favorites
- Recently used list
- A filter to find items
- Role-based menus
- Configurable menus let the user create their own
- Make available actions context dependent

- Frequently used list
- Windows 10 style search
- Reorganize with wizard
- Voice commands
- Predictive menus
- Hotkeys and shortcuts

### Several rounds of redesign were rejected by users

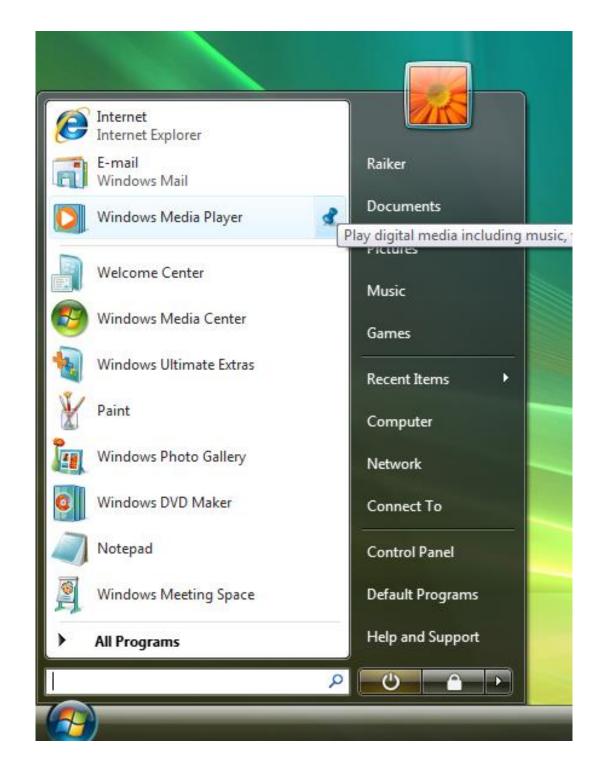
- Windows Forms version circa 2005
- WPF first attempt circa 2010
- WPF second attempt circa 2011-2012

All of these failed in adoption because they didn't address the core design problems – they were reshuffling and cosmetic improvement only

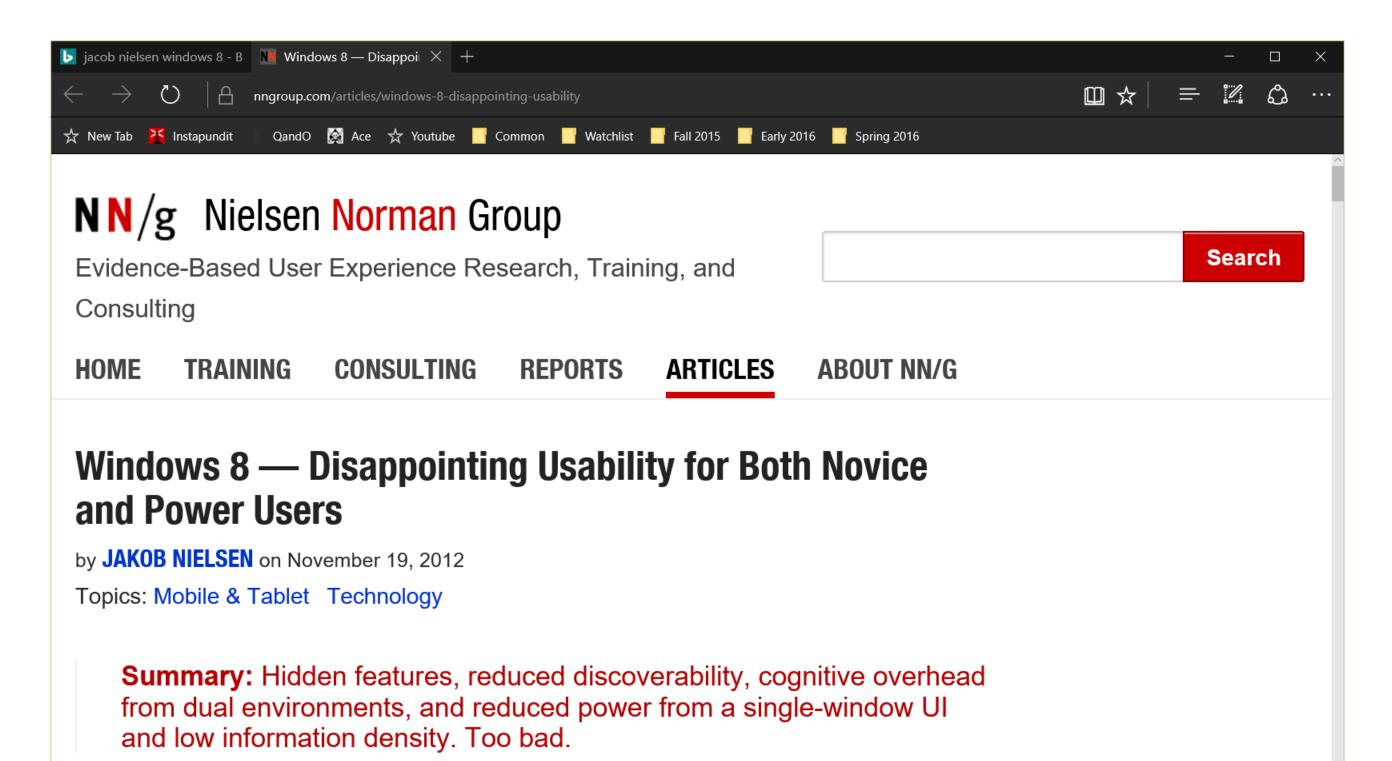
Demo – A prototype with some design options to attack "Hick's Law" problems

#### Windows 7 Start button

- A case study in attacking Hick's Law
- Implements:
  - Favorites (pinned items)
  - Most frequently used
  - Most recently used
  - Search filter
- Also provides entry point



#### And then there was Windows 8...



Windows 8 was a failure, but...

... it was a *preventable* failure

I'M MR.MEESEEKS









#### Design principles violated

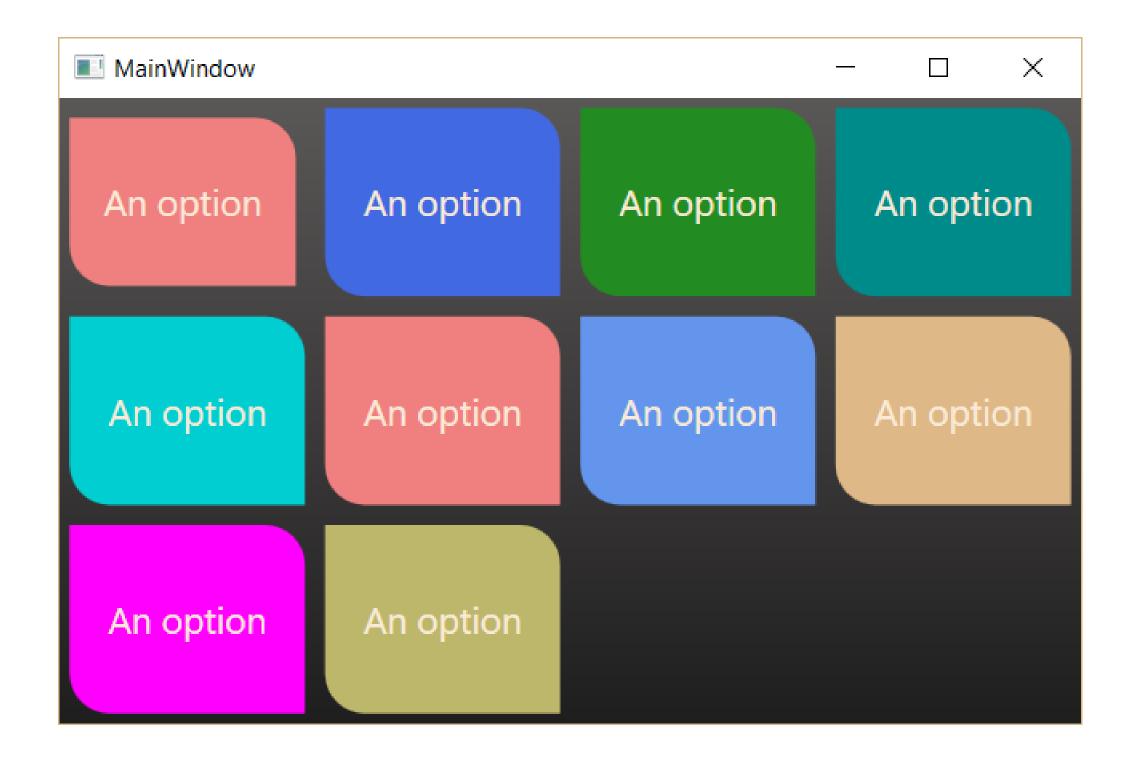
- Hick's Law
- Poor use of animation (live tiles)
  - "Look at me!"
- Lack of visibility no visible entry point
- Poor use of color
  - Colors too bright
  - Colors not meaningful
- Contour bias



#### Contour bias

- Curved things are perceived as safe; sharp things are perceived as dangerous
  - Where the word "edgy" comes from
- For long term use, people general prefer curved over sharp





## Context in design



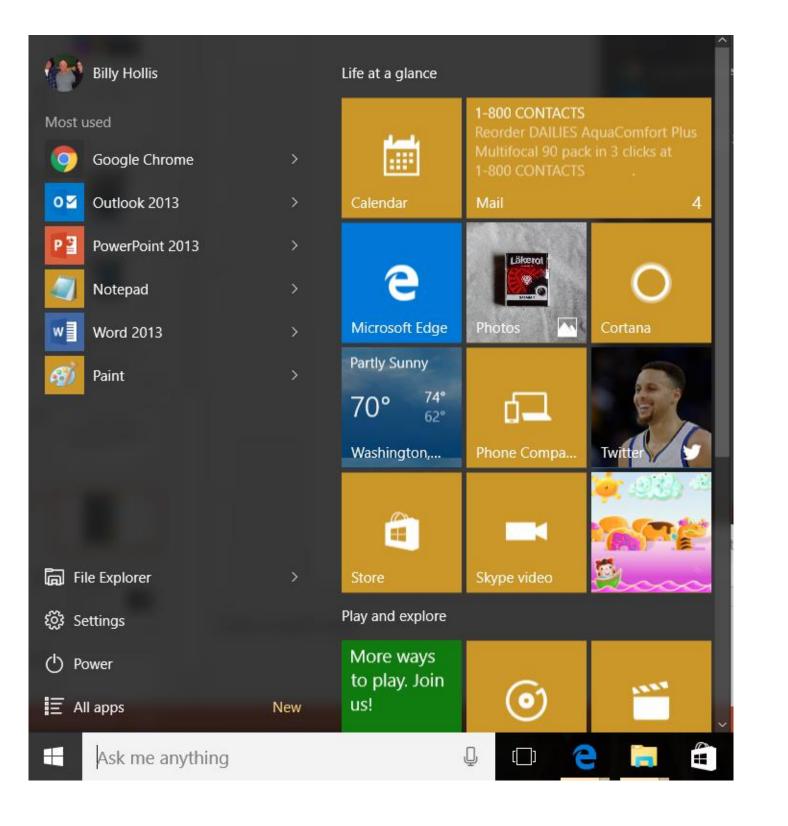


#### Good design is transparent

- Users often don't even notice a good design they just use it
- If a design is trying to call attention to itself, it probably isn't a very good design
  - Windows 8 was guilty of this
- Don't allow your own designs to scream "Look at me! I'm a cool design!"

#### Design is a discipline

- Takes three to five years to get really good at it
- Windows 8 was designed in 2010-2011
- Windows 10 was designed in 2013-2014, and is much improved



# Takes good concepts from Windows 7 Start button – and adds some

- Voice commands
- Searching (via the Cortana bar) is much better goes to deeper into the Control Panel, for example
- Tiles give ability to use Fitt's Law to resize according to your usage/priority

#### Windows 10 still needs work

- "Where do I click to drag?" in Explorer
- It's hard than it should be to use buttons in Edge
- Colors and sharp edges still need work

# But some Windows 10 apps are well done

- Example: Photo view/edit
- It's basically a lightweight LightRoom, easy enough for anyone to use
- Probably inspired by Instagram

### A gallery of web app mistakes

- Even major companies often make design mistakes on their sites
- Here are examples from Amazon, American Airlines, Marriott, and others

### Getting to good UX

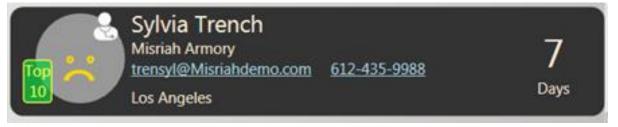
- Understanding the problem
  - Which means understanding the business domain
- Knowing what users use/need/want
- Exploration of ideas via sketching/storyboarding/wireframing
- Prototyping to test interaction

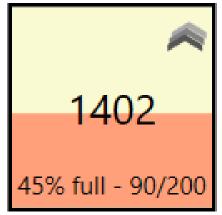
### What do users really use or need?

- "What three things to you do most often with the existing software?"
- "What one thing needs to be added?"
- "What one thing needs to be changed or fixed?"

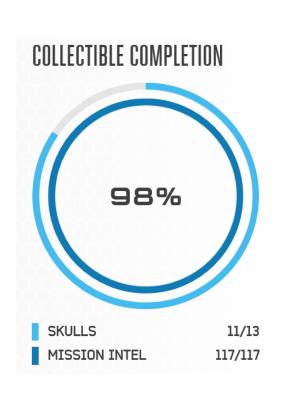
# As easy place to have immediate impact on UX – data visualization

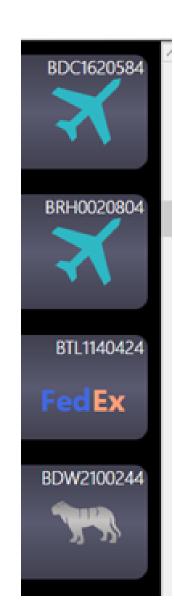








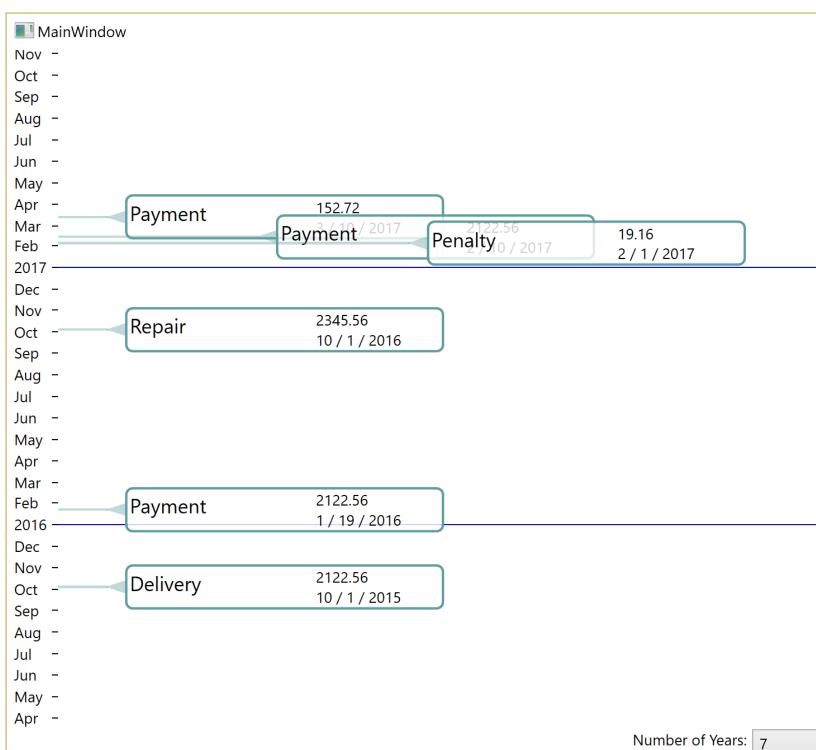




Session at 3:00 this afternoon has a section on this

### Exposing time-based data via a timeline

ShowInDataG		) ×		
Event	Type of event	Date of event	Amount	
Payment	Payment	3/10/2017	\$152.72	
Payment	Payment	2/10/2017	\$2,122.56	
Penalty	Charge	2/1/2017	\$19.16	
Repair	Charge	10/1/2016	\$2,345.56	
Payment	Payment	1/19/2016	\$2,122.56	
Delivery	Charge	10/1/2015	\$2,122.56	
Payment	Payment	1/10/2015	\$1,934.56	
New Installation	Charge	10/1/2014	\$1,934.56	



### Collect examples of good and bad UX

- What are the web sites you really don't like? Why don't you like them?
- What apps do you use and they work so well you almost never think about how they work?
- What good and bad designs do you see in the real world?







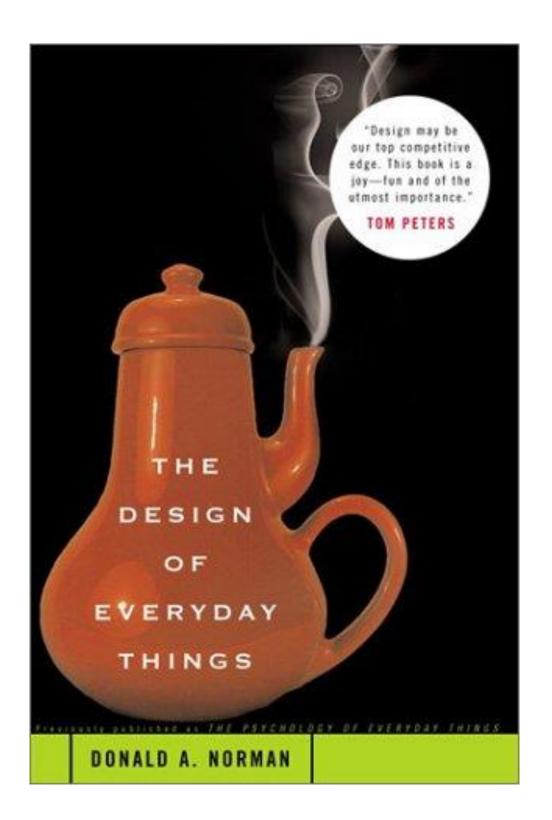




ZEPHYR HEALTH CLUB







APER ALICHMET ATTEMATICATION OF EMBRITARY PER EMPRESS CETT CONSTRUCTION CONST

## Universal Principles of Design

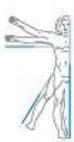


William Lidwell Kritina Holden Jill Butler

Foreword by Kimberly Elam







125 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach through Design

### Assignment

After this session, write down one thing you are going to do because of something you saw in this session. Put a date by which you intend to do it.

If you like, you can email it to me (billyhollis@live.com). That will make it more real to you, and make you more likely to do it.

- User interface design, prototyping, and construction
- Training on user experience design
- Training on XAML
  - Windows 10 / WPF / mobile / touch
  - Beginning through advanced

billyhollis@live.com or billyhollis@gmail.com

### Billy Hollis

