UX Research as Strategy



Motivation

- Too much content on "do it yourself" usability testing.
- It's time to think bigger than this to create usable & effective products that people love
- Research needs to be embedded in the design strategy.



Agenda

- The Nature of User Research
- Philosophy
- Fictitious Scenario
 - Step 1 : Project Meetings
 - Step 2 : Contextual Analysis
 - Step 3: Usability Goal Setting
 - Step 4 : Work Reengineering
 - Step 5 : Design & Usability Testing
- Conclusion



UX Research as Strategy

- There is no one shoe fits all approach to research.
- This webinar will cover the research needed for a specific context
- Research for projects where new technology is being introduced to meet specific business objectives.



strategically and collaboratively to meet business objectives.



Fictitious Scenario







Project Meetings





Define business objectives and identify the user group.



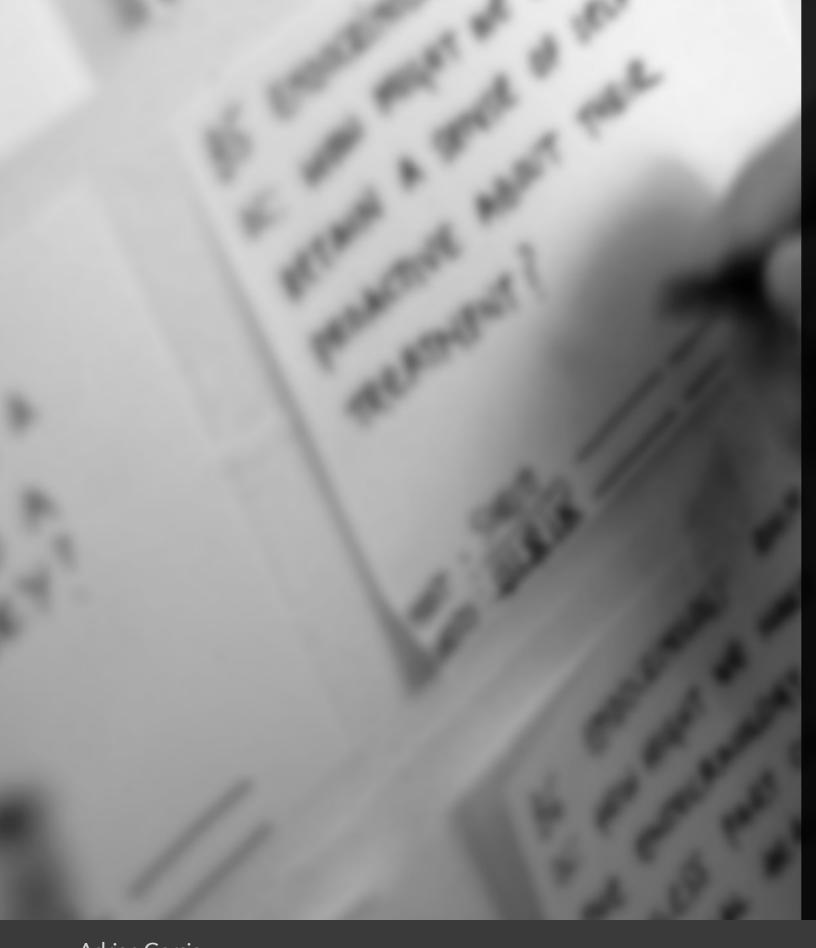


User Profile

Information needed for a user profile.

- 1. Knowledge and experience (e.g., typing skill, task experience)
- 2. Psychological characteristics (e.g., attitudes, motivations)
- 3. Job and task characteristics (e.g., frequency of use, daily structure)
- 4. Physical characteristics (e..g., color blindness)





User Profile

How do I get information for the user profile?

- 1. Interview knowledgable personnel
- 2. Send questionnaires



Rob Strickland

Age: 32

Occupation: Forklift Operator Education: High school diploma

Rob has been a forklift operator for 12 years and is proud to work for his company. He believes he is good at his job and describes himself as a "hunt-and-peck" typist. He has received lots of on the job training—none of which relates to a computer interface. The only personal computer he owns is an iPhone and is considering purchasing a Mac laptop.



Contextual Analysis



Obtain a user-centered model of how the work is currently being performed

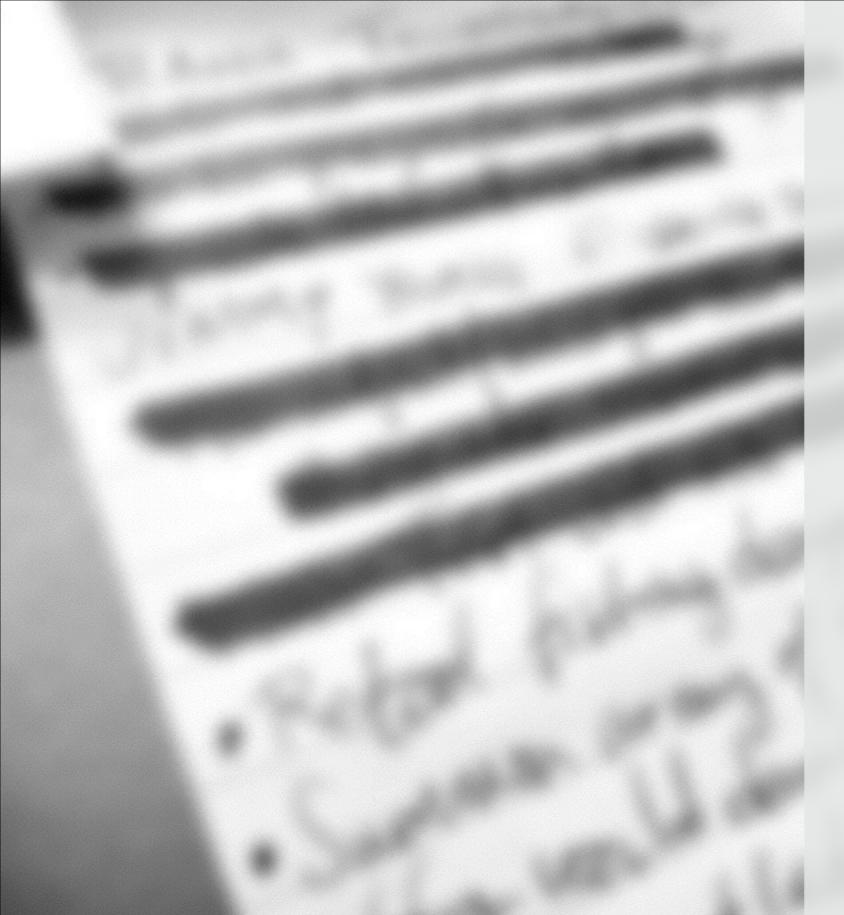


Contextual Analysis

Preparing for the Contextual Analysis.

- 1. Get Documentation
- 2. Get copies of objects and artifacts





Contextual Analysis

Analyze the Data

- 1. List discrete tasks
- 2. Include task scenarios
- 3. Work environments
- 4. Use cases / user stories and task scenarios



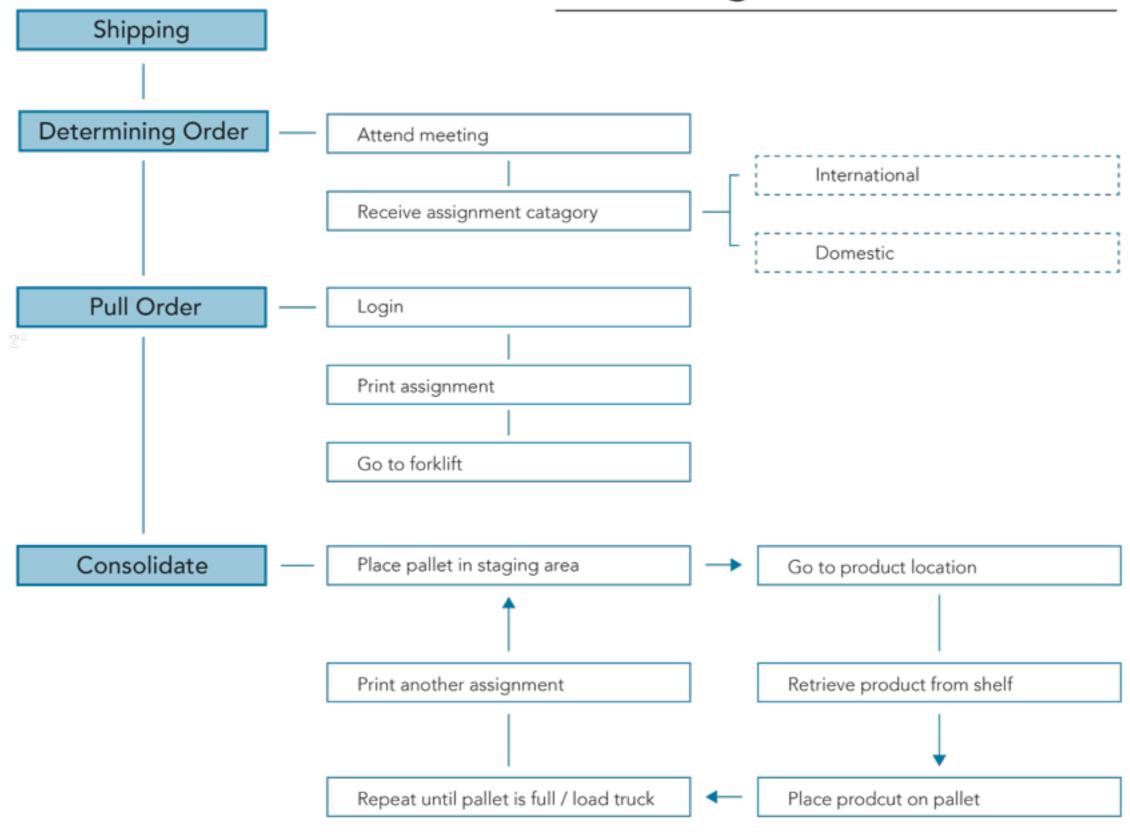
Contextual Analysis

Construct a Task Organization Model

- Sort the discrete tasks into logical groupings
 - "Open card sorting"



Task Organization Model



Usability Goal Setting





Usability Goal Setting

Purpose of Usability Goal Setting

- 1. Focus design effort
- 2. Determine Interface Requirements



There are many types of usability Goals

- Qualitative
- Quantitative
- Subjective
- Objective



The Usability Goals for Operators:

Perceived usability score of 70 SUS points

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Work

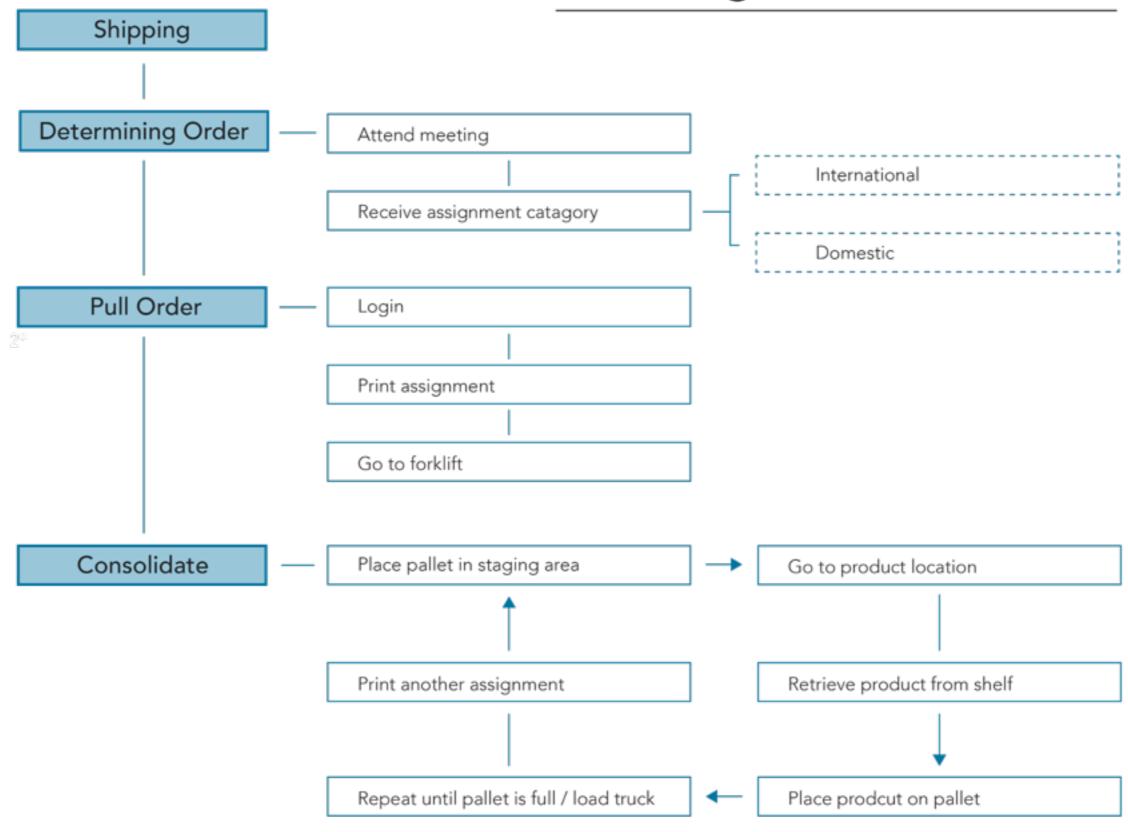
Reengineering



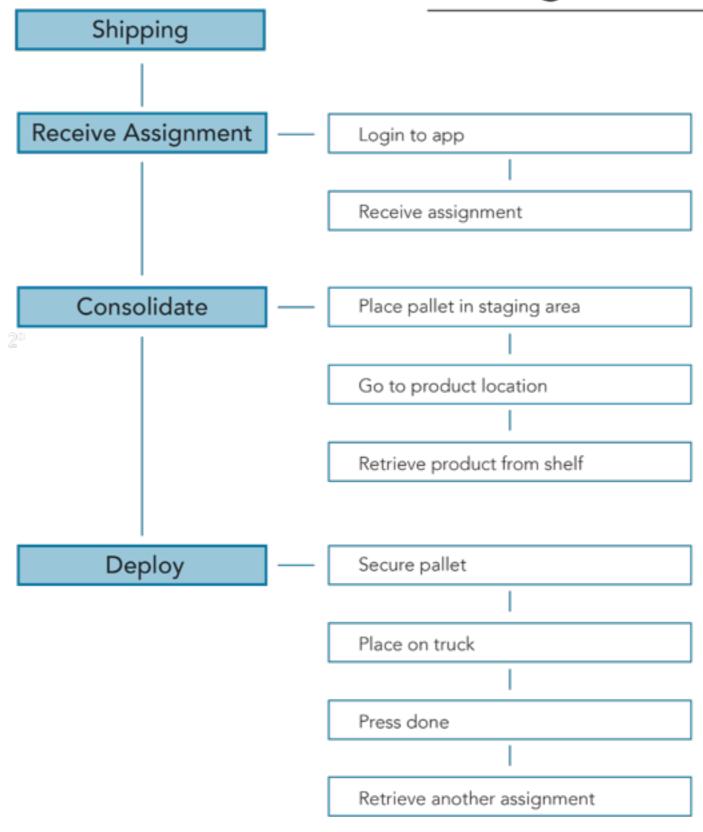
Create a reengineered Task Organization Model to meet the defined objectives.



Task Organization Model

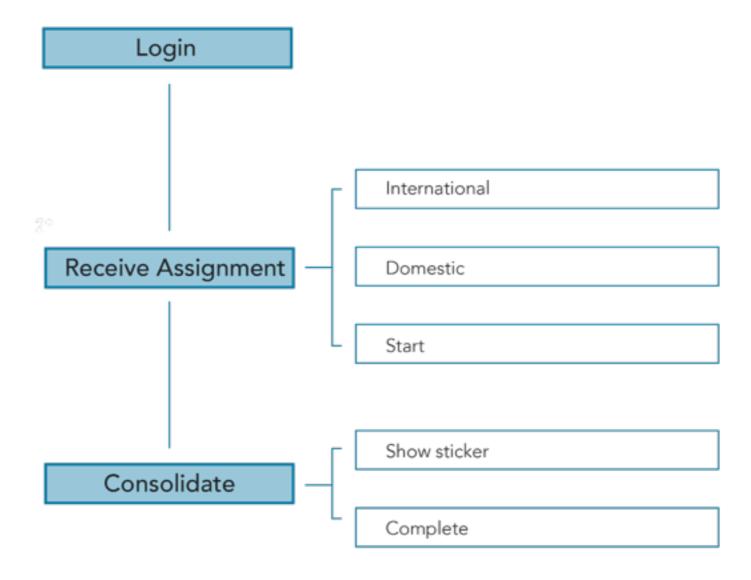


Reengineered Model



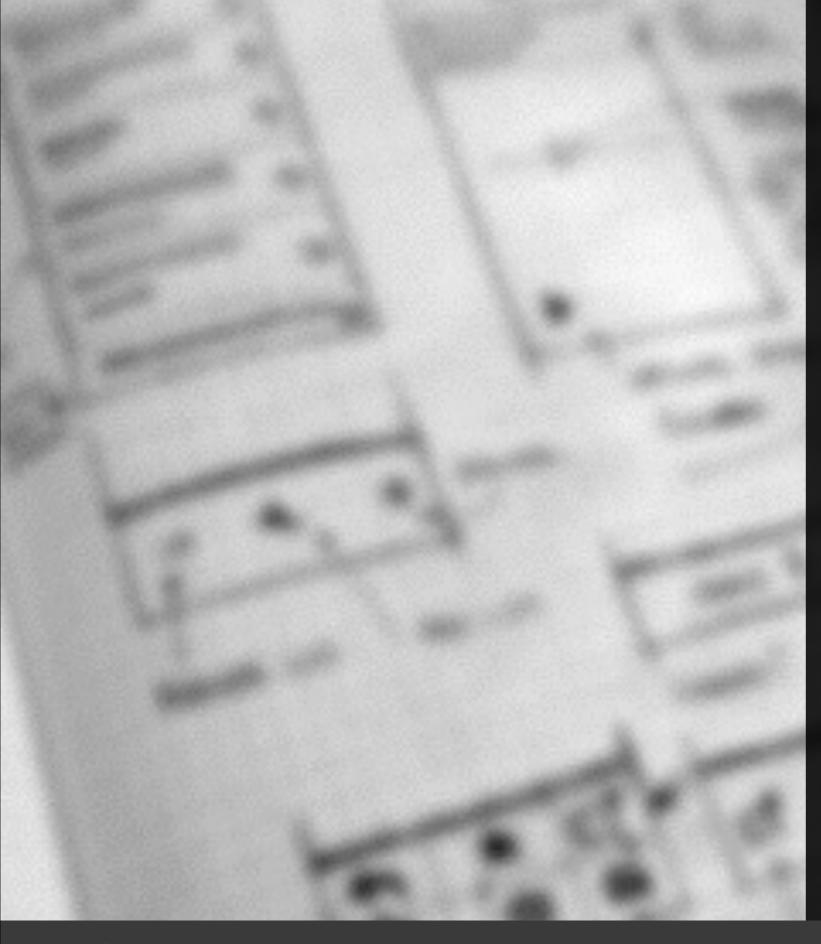


Information Architecture



Design & Usability Testing





Design & Usability Testing

Make Wireframes

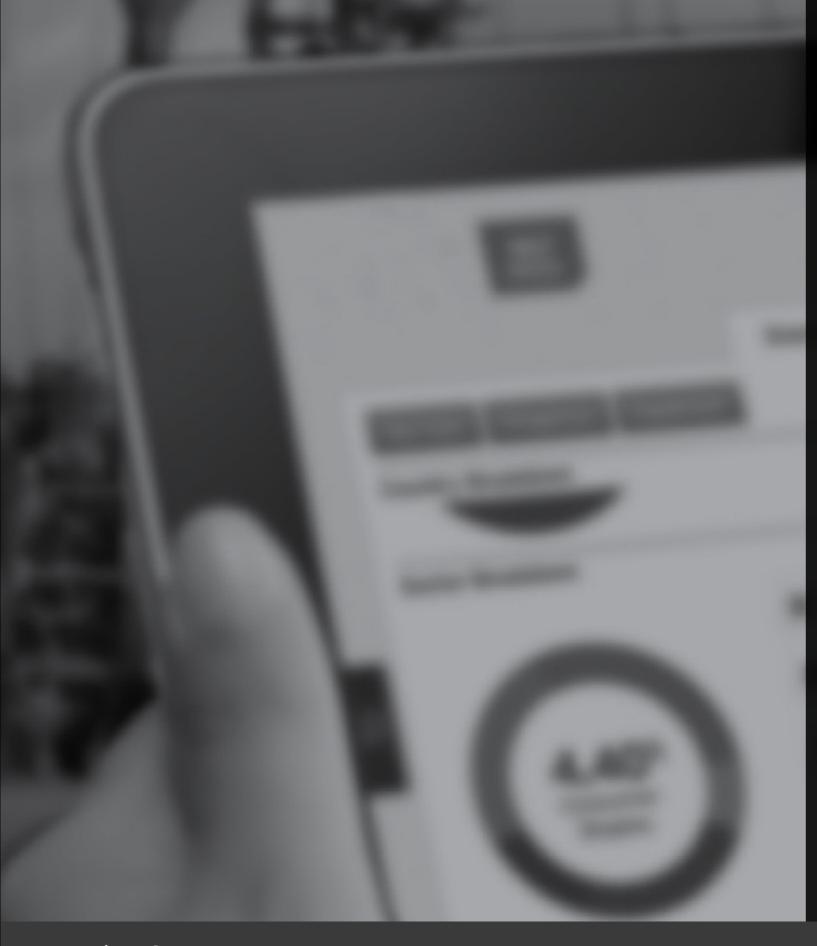
- 1. Create testing scripts
- 2. Give representative users tasks to execute
- 3. Are we moving towards actualizing our goals



Refine Wireframes if Needed

Most likely going to be things related to language or other "cosmetic "issues.

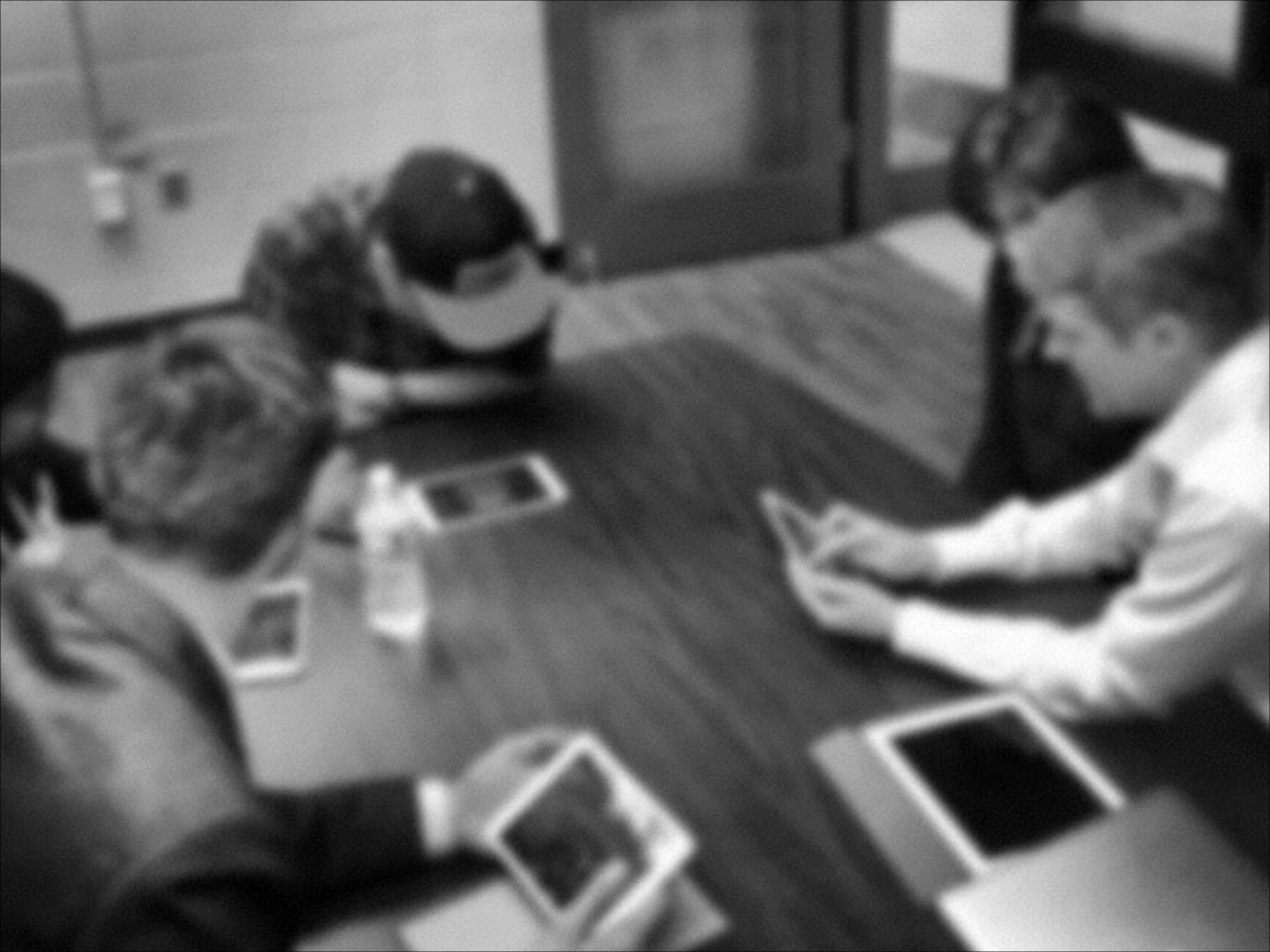




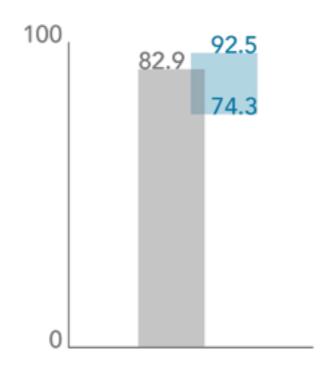
High Fidelity Comps

All revisions and designs should be grounded in user data and directed towards meeting goals.

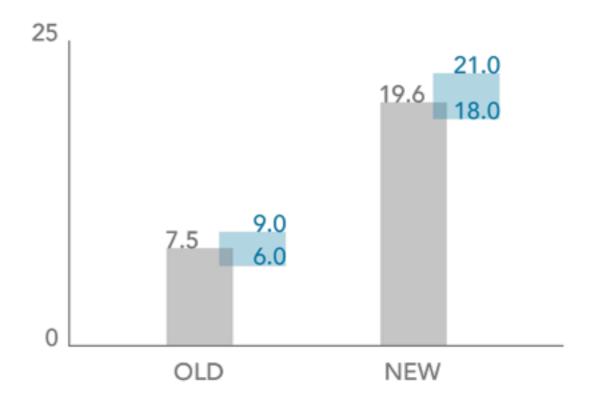




Average SUS Score



Significant Increase in Warehouse Product Movement



Once you've met all of your goals with summative research, you are ready to launch the product.



Build and Release



Conclusion

Research needs to be a strategic engagement to ensure that you are meeting defined business objectives and creating high usable products.



Thank You!

