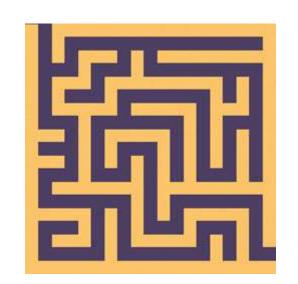
# **UX Strategy**

the secret sauce that defines the pixie dust

Eric Reiss @elreiss ProfsoUX April 15, 2017 St. Petersburg, Russia





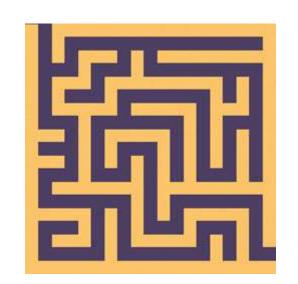
#### "Secret sauce"



# **UX Strategy**

the secret sauce that defines the pixie dust

Eric Reiss @elreiss ProfsoUX April 15, 2017 St. Petersburg, Russia





Where do you start?
What do you do?
What is UX?

### A simple definition of "UX"

- User experience is the sum of a series of interactions between
  - People
  - Devices
  - Events

## What is the UX of St. Petersburg?













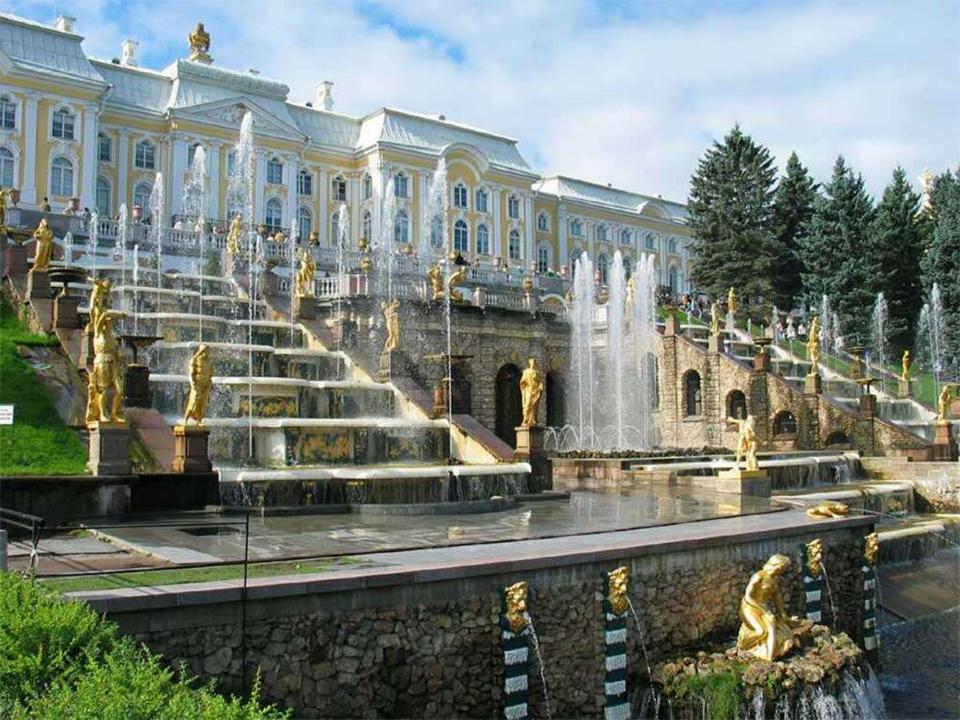














### But what if you live in St. Petersburg?













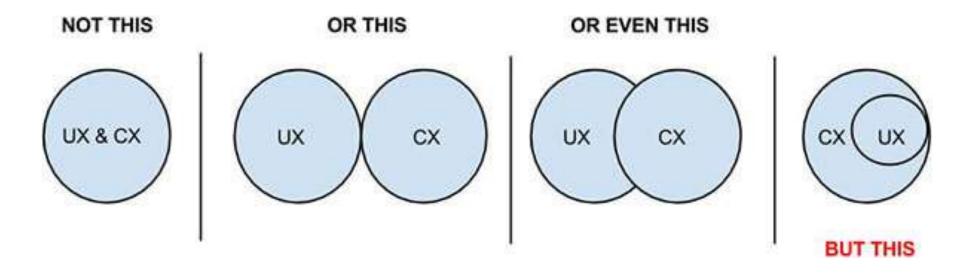




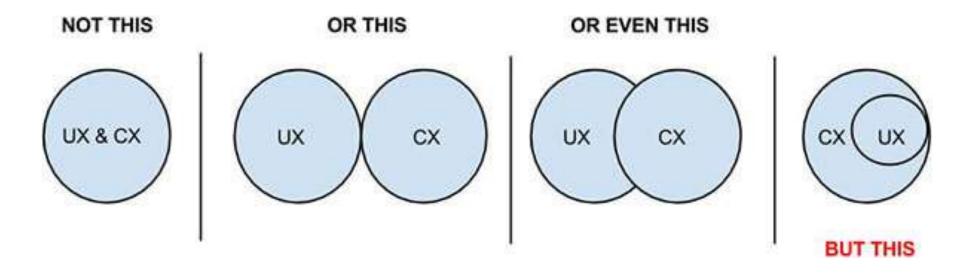




#### UX or CX?



Source: Megan Wilson at http://ux.walkme.com/cx-vs-ux-please-explain/



Source: Megan Wilson at http://ux.walkme.com/cx-vs-ux-please-explain/

#### UX or CX?

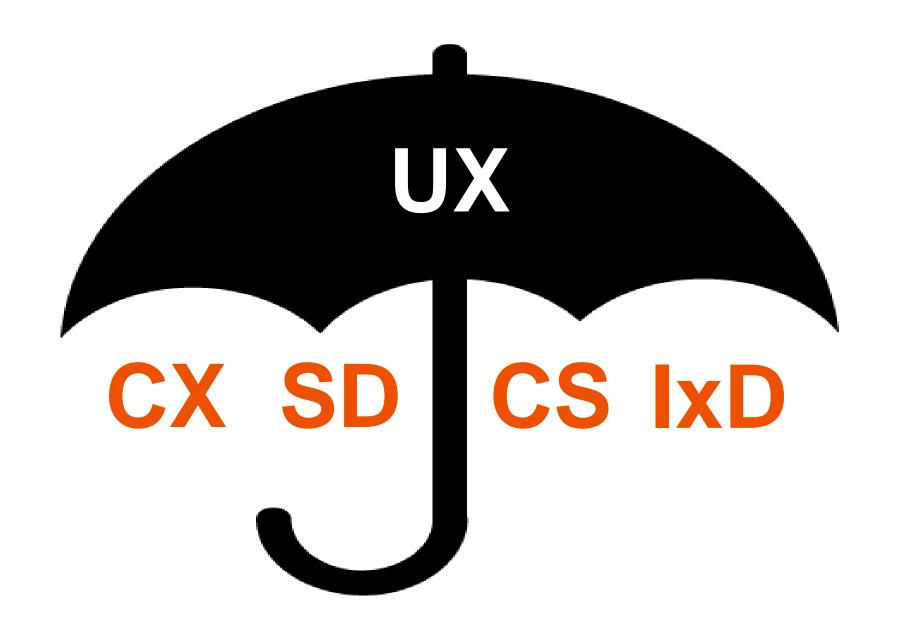
Customer = financial relationship
User = relationship with product/service







# All users are customers. Not all customers are users.



# Where do you start? What do you do?





"This could be SOOOO cool!"





"We need to build on our momentum"



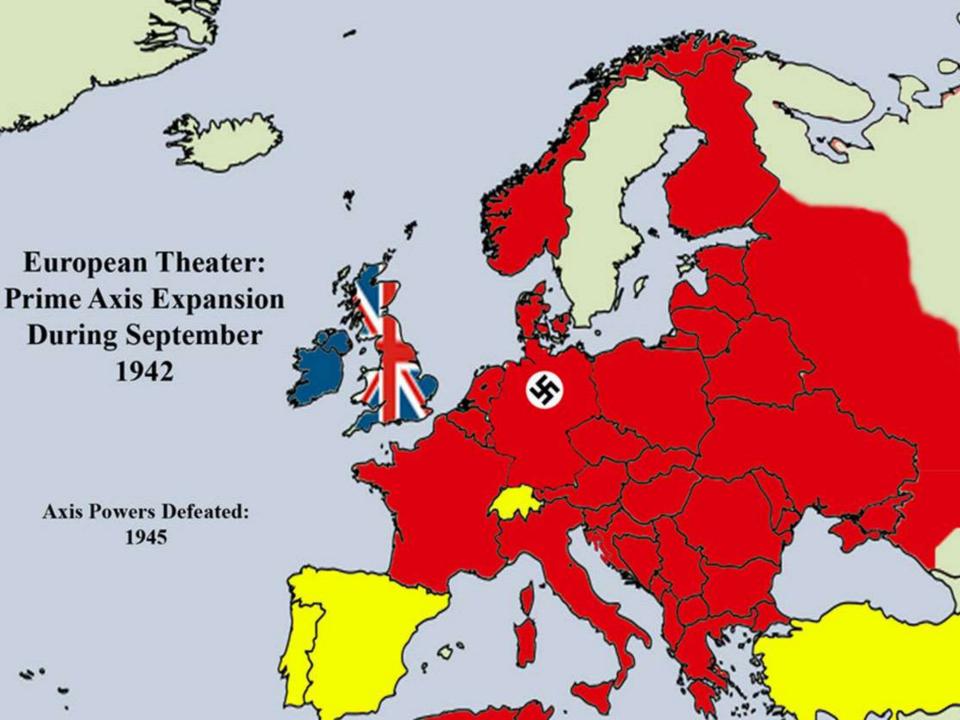
"This could be SOOOO cool!"





# So, let's talk about "strategy" and "tactics"

First, a war story...





# Opening a second front in Sicily was strategic

Taking Messina was strategic/tactical

# Generals decide goals and strategies

# Officers decide strategies and tactics

NCOs decide tactics



So let's make this personal... (when *you* are the whole army)



# ПрофсоUX 17 конференция #1

15 апреля 2017 пр. Медиков, д. 3 Пространство «Club House» САНКТ-ПЕТЕРБУРГ

для UX-профессионалов в России

Программа

Регистрация

Эрик Райс

Мастер-классы

Доклады

Докладчикам

Партнёры

2017 2016 2015 2014 2013 2012 English

Контакты

#### О КОНФЕРЕНЦИИ

ПрофсоUX — конференция для UX-специалистов, аналитиков, руководителей проектов / продуктов, дизайнеров, тестировщиков, разработчиков — позволит:



Быть в курсе UX-трендов: методик исследований, визуализации, инструментов;



От новичка до профи — и дальше! Понять, куда двигаться на разных этапах развития самому, а также как развивать команду / бизнес;



Познакомиться с UX-коллегами, заглянуть на рынок UX-вакансий.

#### Регистрация

Нас уже <u>314!</u>

#### О ПРОГРАММЕ



Встречайте кейспикера!

#### Эрик Райс

- ключевой доклад
- мастер-класс
   «Usable Usability»

Расписание

Открытие в 10:30, закрытие в 18:00.

Посмотреть предварительное расписание

Посмотреть список утверждённых докладов.

#### ПАРТНЁРАМ

Приглашаем вас поддержать конференцию.

Лучшие доклады ProfsoUX 16 Фотоотчёт (в социальных сетях)



Вступай в ПрофсоUX!









#### **ОРГАНИЗАТОРЫ**

ПАРТНЁРЫ

# Why you decided to go to a conference is a goal

# What event you chose to attend is strategic

How you choose your sessions is tactical

# Why you do something is your goal

What you do is strategic

How you do it is tactical

**Business plan Business strategy UX** strategy **Products** 





## Let's look at these points individually

## The value proposition

- a clear definition of the company's/brand's value proposition vis-á-vis the business plan
- a statement of what the user experience should bring customers/clients
- an explanation of how your company's products will continue to provide value in the future through UX.

## **Generic UX guidelines**

- a clear definition of what you mean by "UX"
- a decision model that can help designers evaluate and priortize their ideas/work
- a simple list of do's and don'ts (or questions) that relate UX decisions back to the company/brand value

### Let's look at these points individually, too

### A simple definition of "UX"

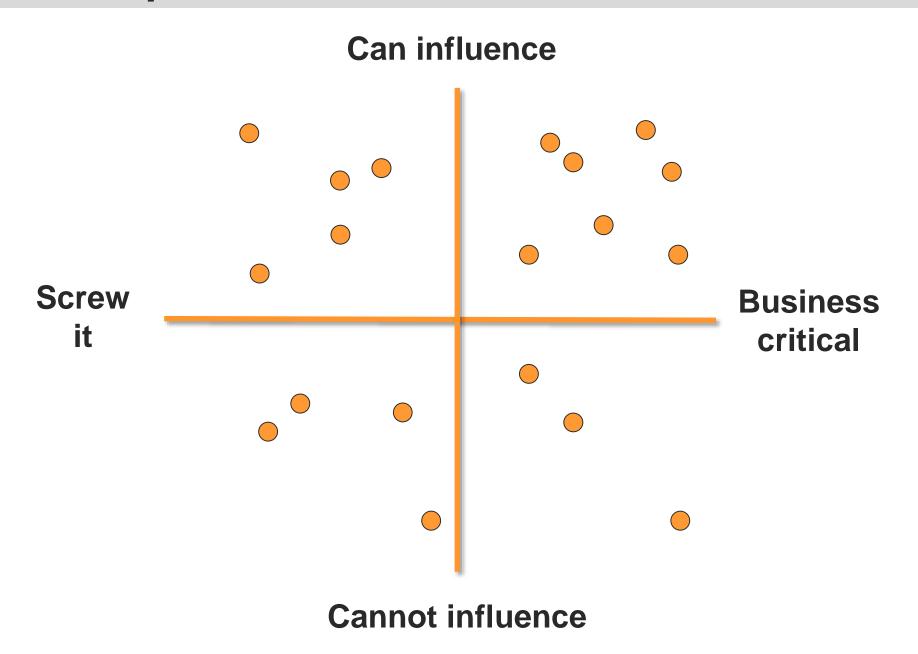
### What it is

- User experience is the sum of a series of interactions between:
  - People
  - Devices
  - Events.

### What we do

- Coordinate interactions that we can control
- Acknowledge interactions beyond our control
- Reduce negative interactions

## A simple decision model



## A simple list (Yes or no? Why and how?)

### The proposed project/feature makes things:

- Easier to use
- Easier to learn
- Encourages use
- More enjoyable
- Supports the value proposition

Try to be specfic in the strategy document!

### The governance structure

- Suggests a chain of command
  - Who is ultimately responsible
  - Who will do the actual work
- Insists on a timeline
- Provides rules to measure and optimize UX

### A few pointers...

- Keep the solution simple don't overthink it
- Keep it flexible there is no one right way





### A case story:

The AI Factory



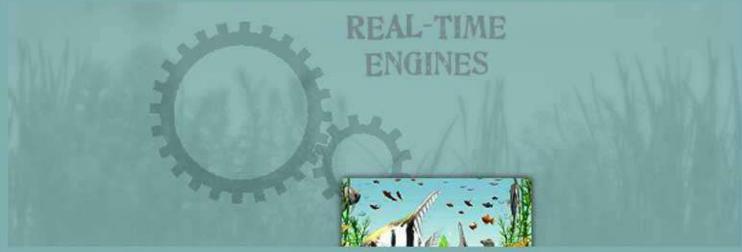




### AI Production for Games

Al Factory are specialists in providing quality, casual Al game engines, superior Al characterisation and full 2D and 3D games for PC, console and mobile.

PRODUCT SCREENSHOTS - Artwork, models, rendering engines and Al created by Al Factory



#### **Business Partners:**





#### September 2015:

Al Factory's new Go-moku/Gomoku
game is a sister product to Tic Tac Toe
Universe released in July, but adding 3
harder opponents and losing the 3
weakest from Tic Tac Toe Universe for



















#### What's wrong with this picture?



### **Another case story:**

**The Mark Hopkins Hotel** 





# My guesses regarding MH's strategies





### **UX** strategies fail when:

- They are not communicated correctly
  - Not all departments are "on the same page"
  - The senior directors are not involved at all
- The strategy is vague or unclear
- The strategy does not ensure measurability
- UX is considered a buzzword, not a tool

#### The 10 commandments of UX

- 1. Honour thy user's needs
- 2. Thou shalt not worship digital only
- 3. Thou shalt not kill truly cool ideas
- 4. Thou shalt not covet a UX team of one
- 5. Thou shalt not speak in UX tongues
- 6. Thou shalt look at the bigger UX picture
- 7. Thou shalt measure and optimise your UX
- Thou shalt not reinvent the wheel
- 9. Thou shalt embrace KISS (keep it simple, stupid)
- 10. Honour thy company's value proposition



# Uncle Eric's hog's-breath-style BBQ sauce

```
1 cup packed brown sugar
1 1/2 cups Heinz Ketchup (use no other!)
3 tablespoons barbeque spice (Sexton, Santa Maria, whatever)
3 tablespoons vinegar
1 tablespoon sweet paprika
1 teaspoon fine salt
1/2 teaspoon each of:

white pepper
black pepper
cayenne
sweet chili
liquid smoke (optional)
```

Mix it all up in a pot over low heat. Let it simmer for about 15 minutes to make sure the sugar is completely dissolved. Stir regularly. Thin with bourbon as needed.

If you cannot get liquid smoke, use smoked paprika. This works well, too.

If you add a little canning preservative (typically sodium benzoate), you can keep this in the refrigerator indefinitely.

Do NOT use this like ketchup on a burger. You need to slather it on during the final minutes of cooking so the sugar caramelises and thereby cuts the sweetness a bit.

# Спасибо!

# Eric Reiss can (usually) be found at:

The FatDUX Group ApS Strandøre 15 2100 Copenhagen Denmark

Office: (+45) 39 29 67 77

Mobil: (+45) 20 12 88 44

Twitter: @elreiss

info@fatdux.com

www.fatdux.com



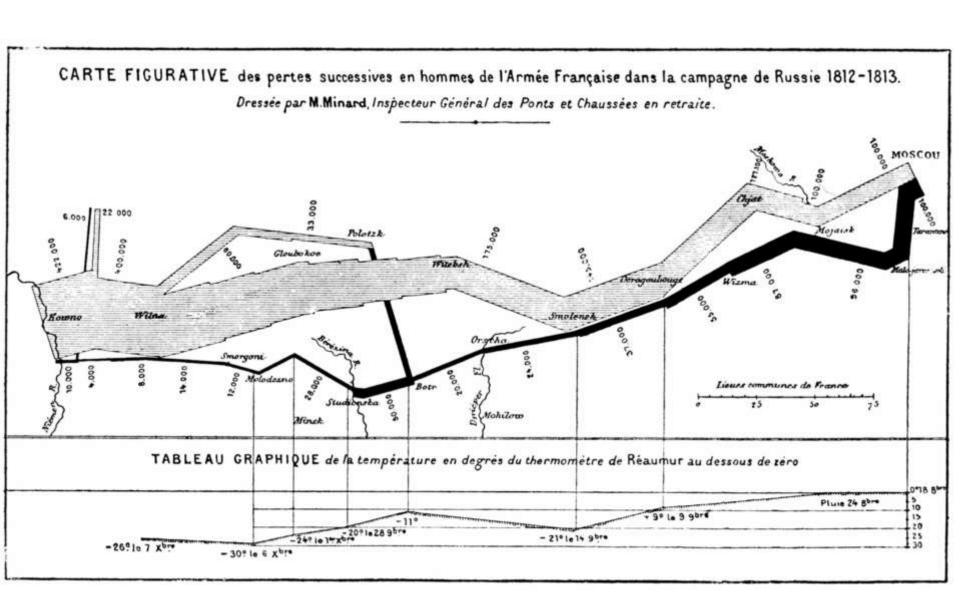
#### Some bonus material

## UX is not a new discipline

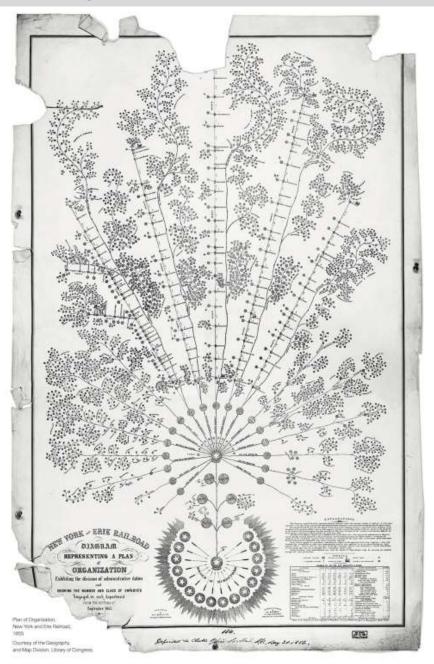
# 50-year-old wearable



# 150-year-old infographic

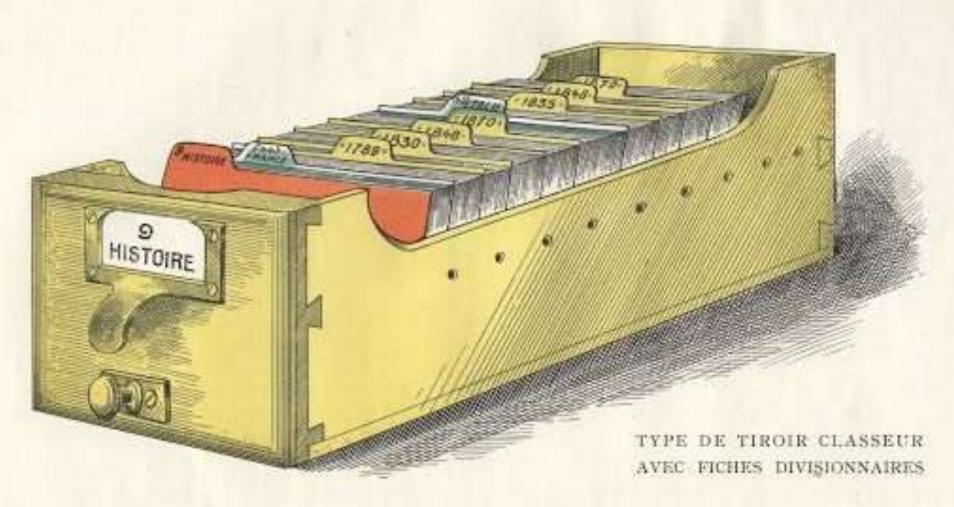


# 170-year-old sitemap



# 220-year-old SEO project

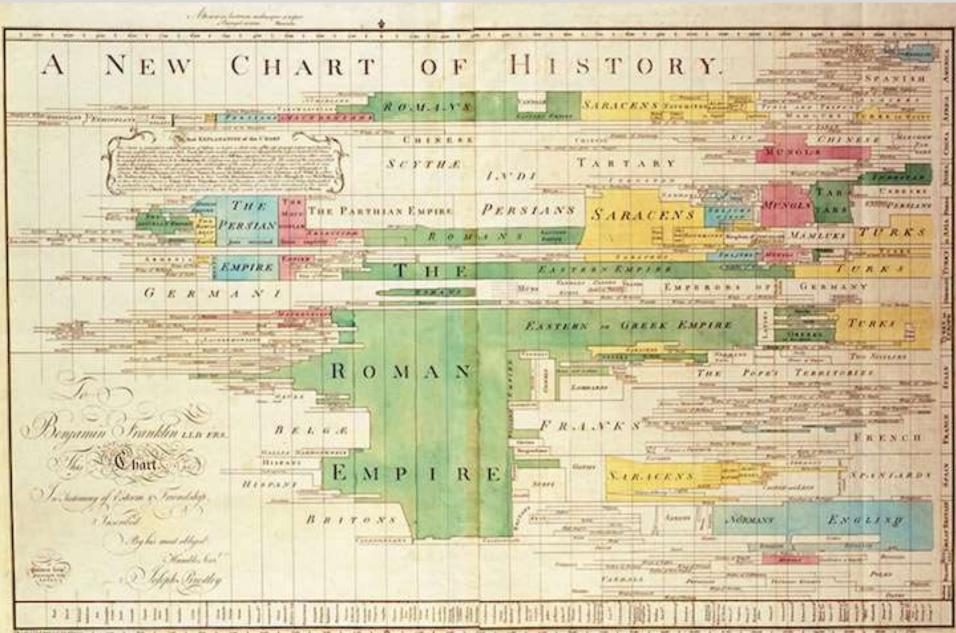
PLANCINE III.



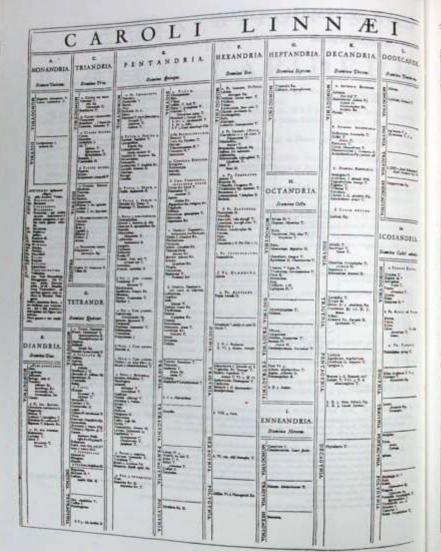
La division principale y Histoire est indiquée par une fiche divisionnaire du premier eran, de couleur compe,

Les subdivisions de lieu (44) France, (43) Italie, sont indiquées par des fiches divisionnaires de deuxième cran, de couleur verte. — Les subdivisions de temps « 1785 », « 1850 », «10., sont indiquées par des fiches divisionnaires du troisième cran, de couleur janne. — L'histoire de France, en 1785, est classée à 9 (44) « 1785 ».

# 250-year-old knowledge map

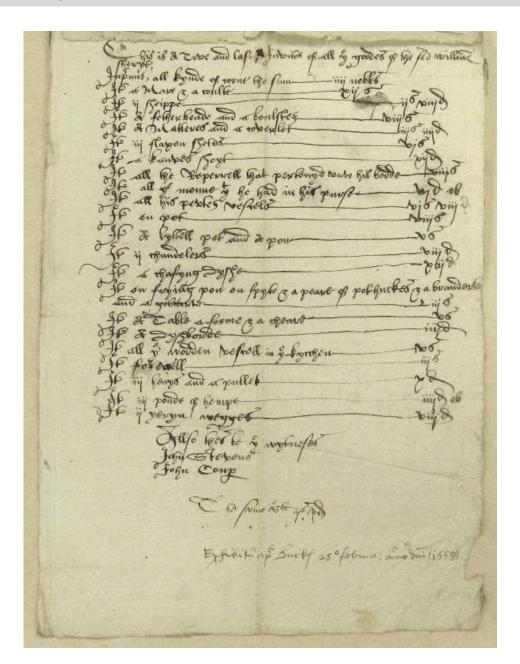


# 300-year-old taxonomy



M. SOLTANDEIA	DIDYNAMIA.	TETRADYNAM.	MONADELPH	ITNGENEUA.	U. GTNANDPIA	BIL	1
male recept salients.	mar 1 per respect	Tree of them I palmet	D. Fillen, real le camp.	St. Atlant make	Domina Pytick patron	Carlo Maria	
	September 1 - September 2 - Se	The second secon	DIADELPHIA  BOLLOHIA  BOLL	A TAME STORY OF THE PARTY OF TH	The state of the s	Fine Argue    Continue   Continue	CRIPTOGAMI And Administration of the Control of the

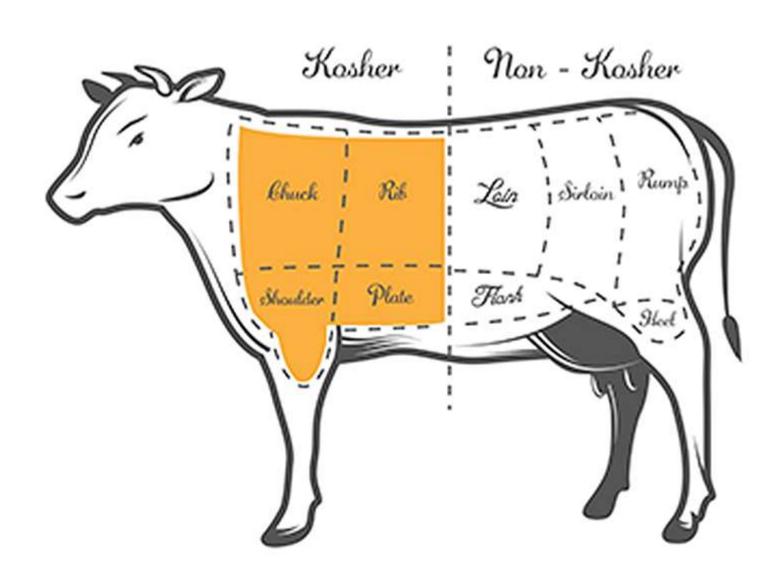
# A 400-year-old content inventory



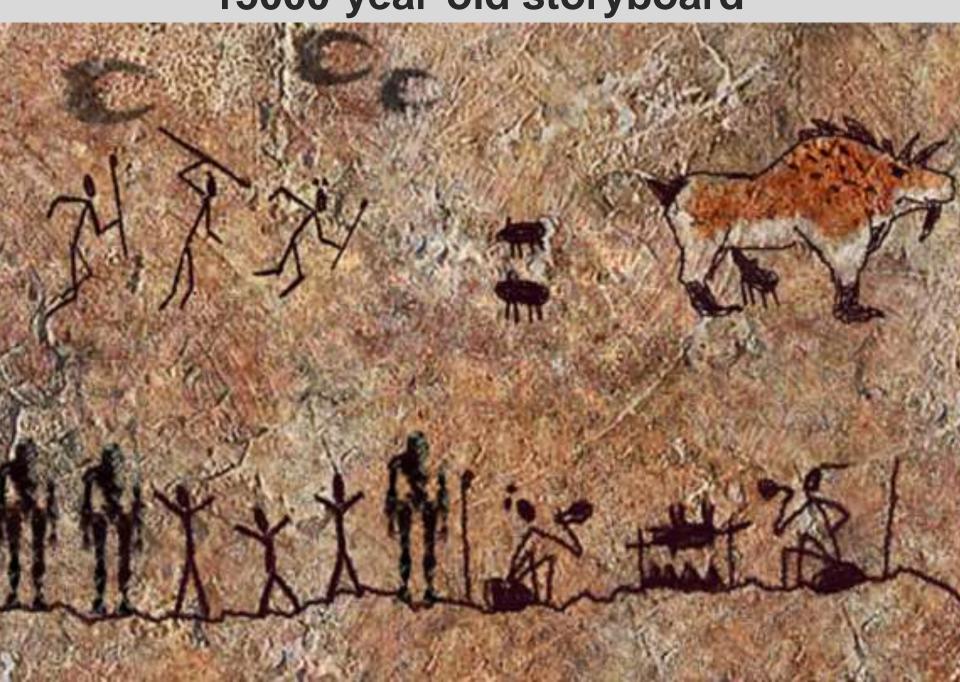
# 650-year-old personas



# 5000-year-old wireframe



# 15000-year-old storyboard



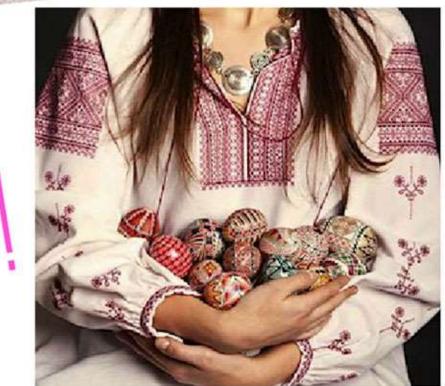
# **Gestural interfaces - 1935**











# Eric Reiss can (usually) be found at:

The FatDUX Group ApS Strandøre 15 2100 Copenhagen Denmark

Office: (+45) 39 29 67 77

Mobil: (+45) 20 12 88 44

Twitter: @elreiss

info@fatdux.com

www.fatdux.com

