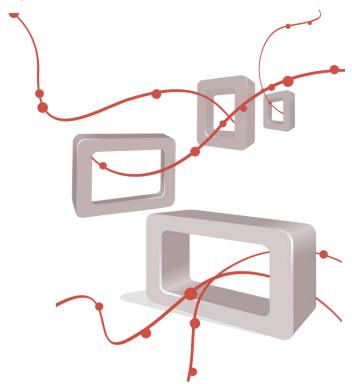
User experience 2011

From Paper to Product: Designing for Windows Phone

Megan Galbraith Donahue

October 6, 2011



FROM PAPER TO PRODUCT

designing for windows phone



MEGAN DONAHUE senior design pm lead windows phone design studio

verdanagate

ABCDEFGHIJKLMNOP **QRSTUVWXYZabcdef** ghijklmnopqrstuvwx yz1234567890 (.;!?&\$£€)

ABCDEFGHIJKLMNOP QRSTUVWXYZabcdef ghijklmnopqrstuvwx yz1234567890 (.;!?&§£)



FROM PAPER TO PRODUCT

designing for windows phone

- WHAT'S THE BIG IDEA?
- UNDERSTANDING METRO
- PUTTING PENCIL TO PAPER
- BRINGING IT TO LIFE

FROM PAPER TO PRODUCT

designing for windows phone

- WHAT'S THE YOUR BIG IDEA?
- UNDERSTANDING METRO
- PUTTING PENCIL TO PAPER
- BRINGING IT TO LIFE

building apps we love

there's no shortage of good ideas

it comes down to execution

knowing what to build, how to build it,

then getting it out the door

WHAT'S THE BIG IDEA?

building apps we love

two paths to success

be cheap ... or be different



WHAT'S THE BIG IDEA?

red threads

personal

relevant

connected







IMAGINE

You are waiting for a train to arrive



REALIZE

Your phone brings the grocery store checkout to you



make them want

attract

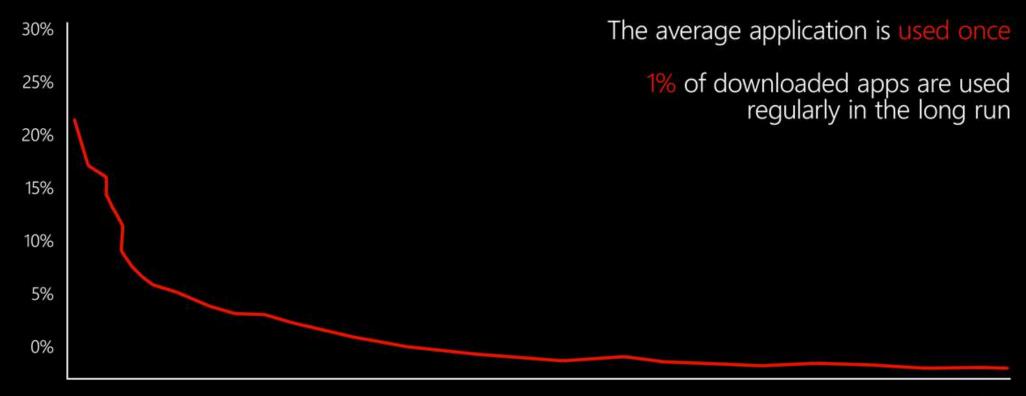
delight

retain



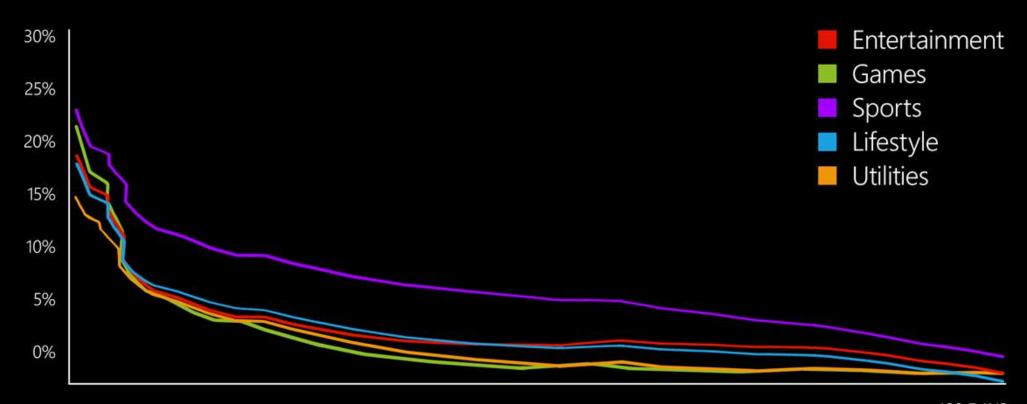
WHAT'S THE BIG IDEA?

app mortality



WHAT'S THE BIG IDEA?

app mortality

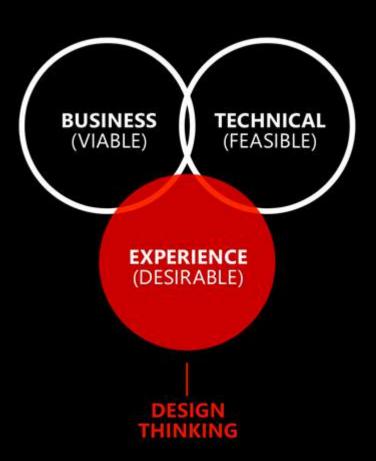


ASK THE HARD QUESTIONS

often and early

is it useful? usable? desirable?
strive to create something lasting & meaningful

just because you can *build* it doesn't mean anyone wants to *use* it



FRAMEWORK

know your user

identity

tasks

what do I want to be?

what do I want to do?

FRAMEWORK

be principled

what is your product vision?

what does your brand stand for?

write it down

knows who I am

let's me be in control

is predictable & understandable

is safe and secure

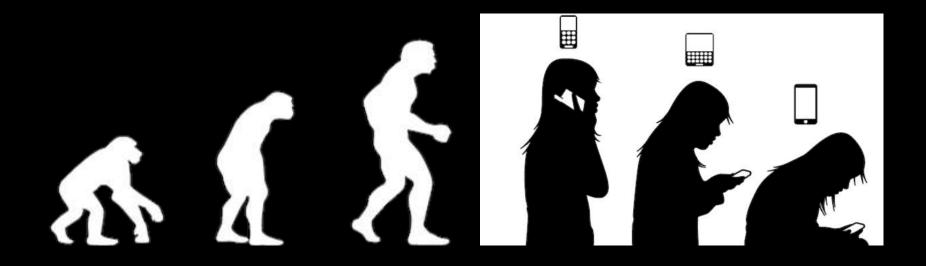
puts my mind at ease

just works

THINK OUTSIDE THE BOX

more than a phone

encourage interaction with the world around us context aware







IMAGINE

You settle into your seat in a movie theater.



REALIZE

Your phone is aware you're in a theater & goes in silent mode for you.

FROM PAPER TO PRODUCT

designing for windows phone

- WHAT'S THE BIG IDEA?
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metro is our design language

modern and clean

fast and in motion

content & typography

metro is our design language

it's entirely authentic

a different kind of phone









confident evolution

inspired by the past

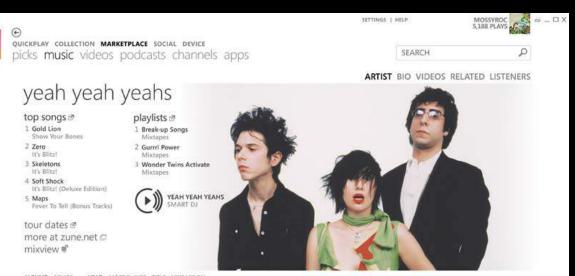




(E)







ALBUMS SONGS

YEAR MOST PLAYED TITLE APPEARS ON







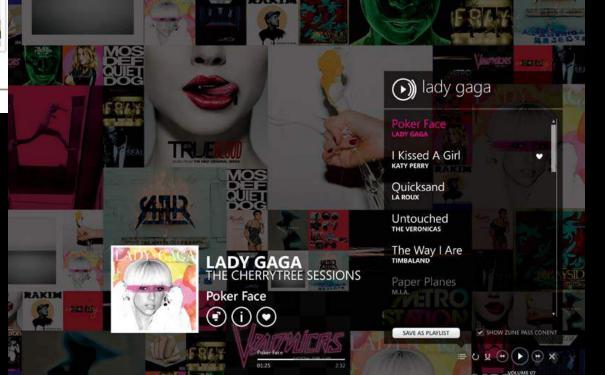












music library

play all

bums by year

< albums by title

albums by artise

artist

songs

geni







100th Window

Massive Attack 9 tracks 72:36 2002

1 | 201

moving forward

Inspired by our content

people, places, the world around us



weather

er **•**

web local media

Seattle, WA forecast Currently: Snow



Mon	Tue	Wed	Thu	Fri
100	,			•
35°	46°	71°	89°	102°
26°	23°	42°	66°	66°

Data provided by iMap Weather in fahrenheit

Seattle Weather Forecast and Conditions

Seattle weather forecast and weather conditions. Today's Seattle weather plus a 36 hour forecast and Doppler radar from weather.com www.weather.com

Seattle Weather Forecast

Weather Underground provides weather information for worldwide locations, including current conditions, hourly forecasts, radar, and the www.seattleforecast.com

NOAA's National Weather Service

National Weather Service Home page. The starting point for official government weather forecasts, warnings, meteorological products for all. www.weather.gov

see more web results

news

Seattle -area rush hour snowy, cold, slow

SEATTLE Snowy weather, subfreezing temperatures and gusty winds have turned the Seattle area's Monday evening commute into a slow, frustrating Tri-City Herald - 1 day ago

Seattle Humane: Helping Others

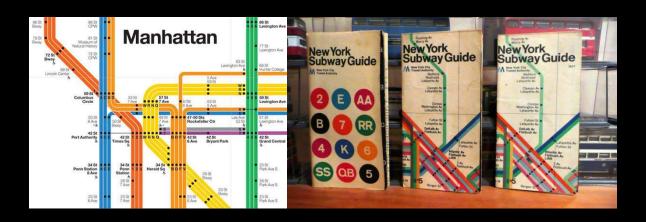
Snowy weather recently forced pet owners to take extra care when walking their dogs. The cold weather has forced many to shorten their trips and Seattle Post Intelligencer - 49 minutes ago

Severe weather, shelters open Seattle's mean, cold streets

a phone on a journey

inspired by transportation graphics

an international language of way-finding







built on principles

clean, light, open, fast celebrate typography alive & in motion content not chrome authentically digital



built on principles

clean, light, open, fast

celebrate typography

alive & in motion

content not chrome

authentically digital

clean, light, open, fast

fierce reduction of unnecessary elements

focus on primary tasks

do a lot with very little

delightful use of whitespace

full bleed canvas







designing to a grid

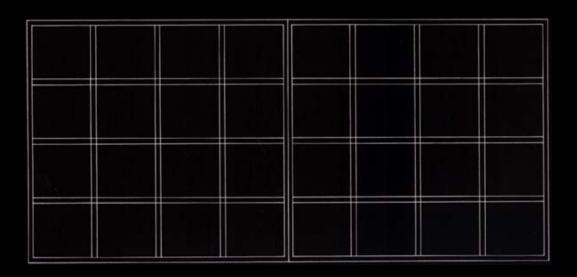
visual balance

composition

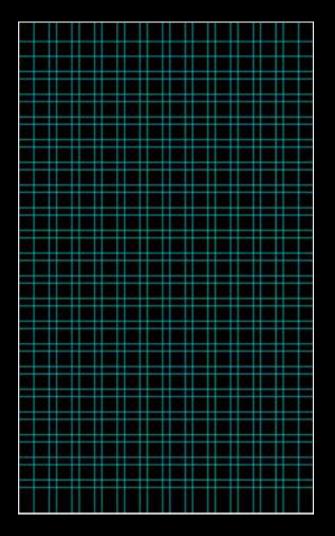
form

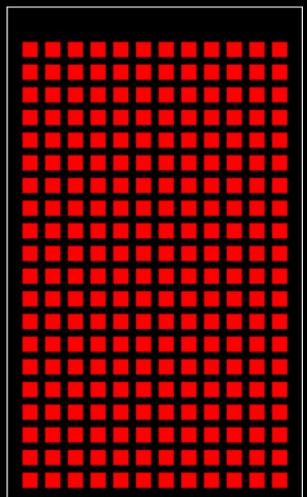
line

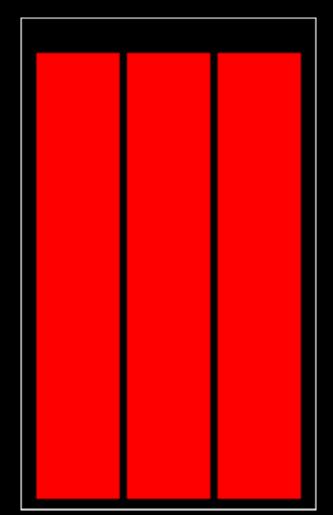
draw the eye



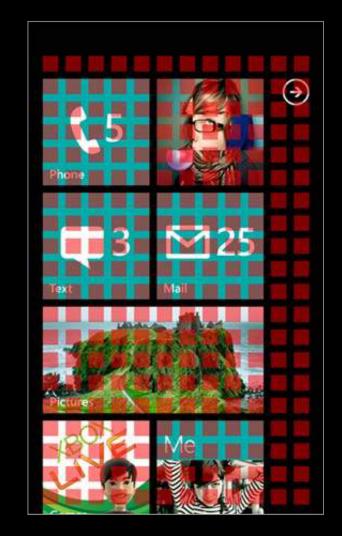


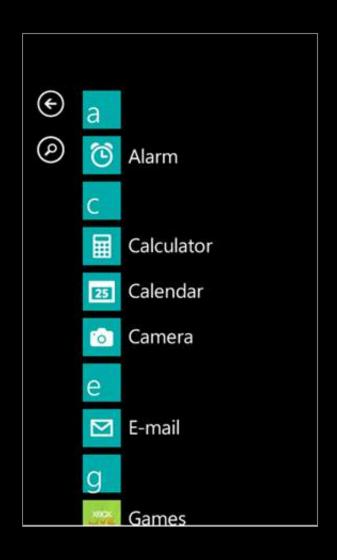












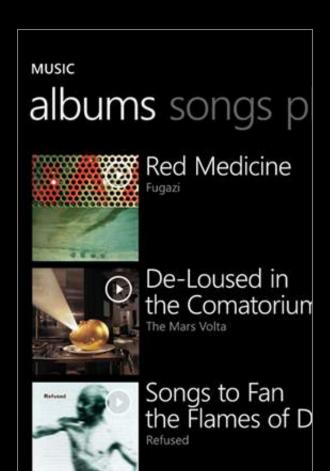


people

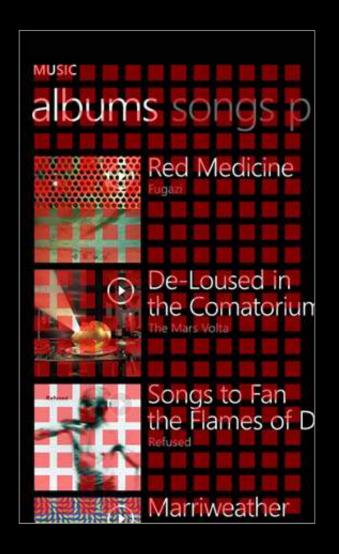
recent







Marriweather



designing to a grid

a guide not a rule





built on principles

clean, light, open, fast

celebrate typography

alive & in motion

content not chrome

authentically digital

celebrate typography

sensitivity to weight, balance and scale

beautiful, not just legible clear, straight-forward





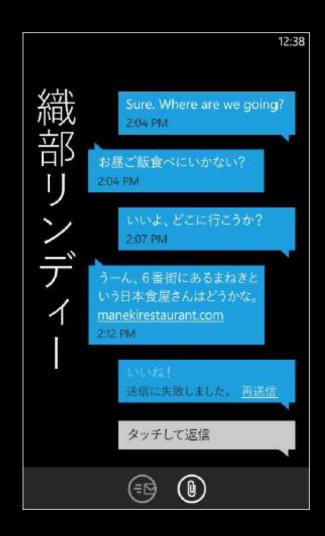
ABCDEFGHIJKLMNO PQRSTUVWXYZ abcdefghijklmnopqr stuvwxyz

1234567890

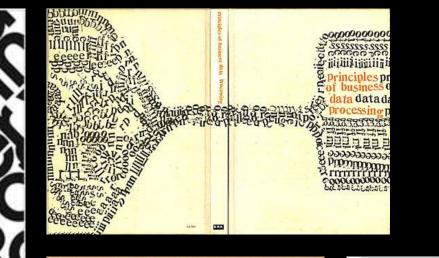
beautiful not just legible

some type is meant to be seen not read

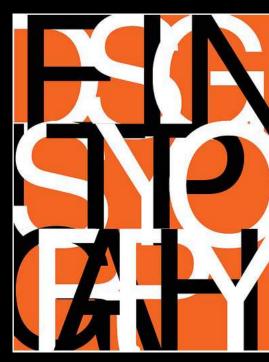
like couture clothing on the runway











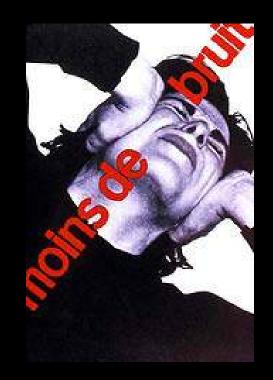
mind your p's and q's

attention to detail

"the public has an awareness and an opinion

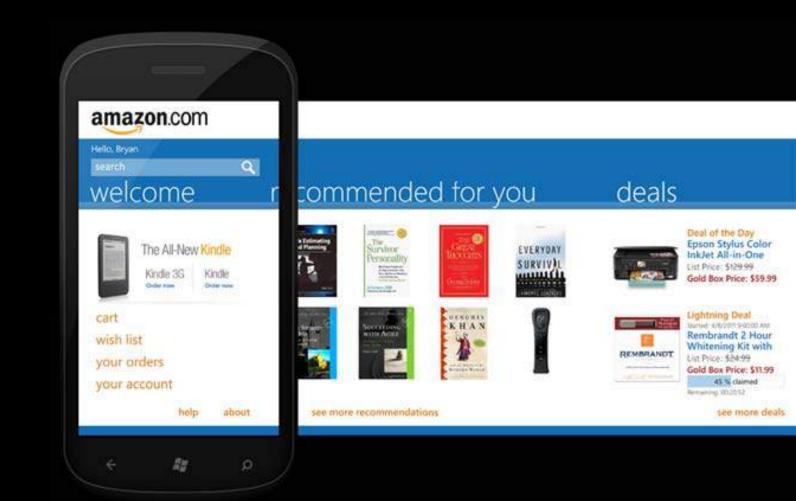
on the everyday appearance of words"

- just my type, a book about fonts, pg 15



CELEBRATE TYPOGRAPHY

express you



built on principles

clean, light, open, fast

celebrate typography

alive & in motion

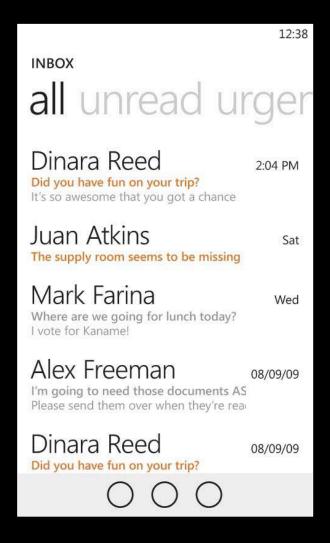
content not chrome

authentically digital

BUILT ON PRINCIPLES

alive and in motion

responsive and alive
creates a system
gives context to improve usability
adds dimension and depth















≈999 **∞**!999 **⊳**999

Studio H/2010 12:45-2:00 PM (→ ())

it's me, not you

it's about the content, not how you got there

light

fast

delightful

doesn't get in the way

tricks of the eye

it doesn't matter how long an animation takes,

it's how long you THINK it takes

under 500ms is instant
not what you thought you saw
consistent, quick motion
use easing to your advantage



get a move on

establish physics that users can relate to gravity is always the same

transitions are directional enter, exit, forward, backward



get a move on

create the mental model of where items live if it didn't change don't move it

entertain me

ALIVE AND IN MOTION

turnstile

for changing spaces
the biggest move
app to app



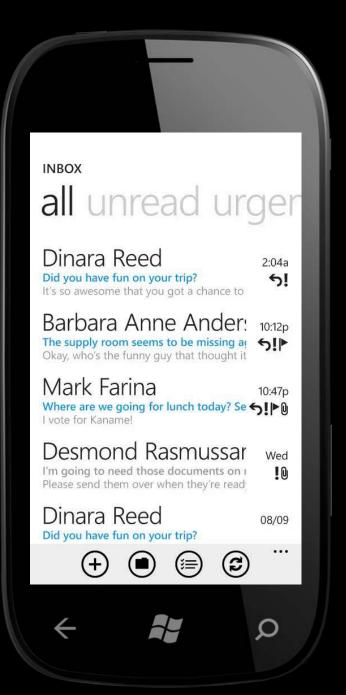
ALIVE AND IN MOTION

continuum

lighter weight

for drilling in

sense of one space



ALIVE AND IN MOTION

slide

conceptual dead end
doesn't leave the space
doesn't drill
in and out quickly



swivel

interruptions like dialogs or pickers won't take the user away from their task



built on principles

clean, light, open, fast

celebrate typography

alive & in motion

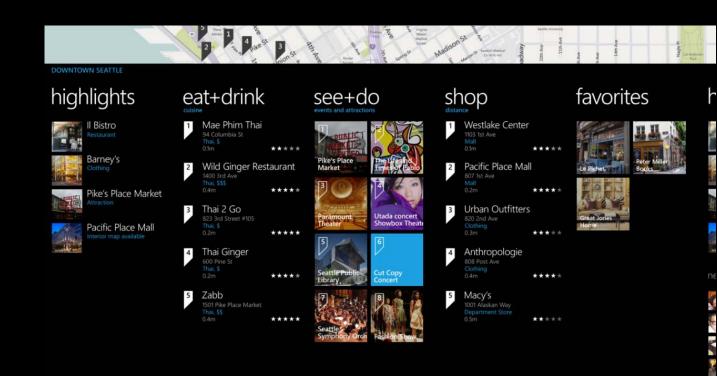
content not chrome

authentically digital

content not chrome

delight through content instead of decoration

direct interaction with the content

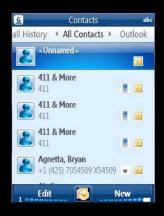


reduce unnecessary elements

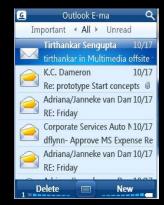
revisiting





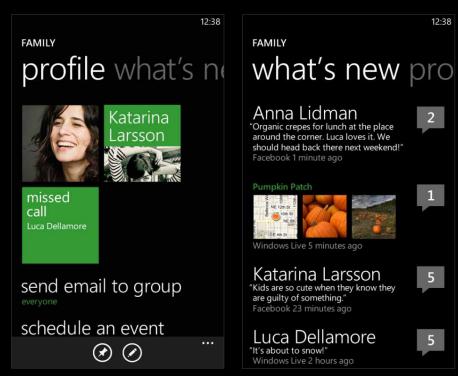






reducedinnecessary elements

in order to move forward







integrated experiences

content is relevant

and related

weaving your way through



integrated experiences

but also

task-oriented

can enable efficiency or exploration



built on principles

clean, light, open, fast

celebrate typography

alive & in motion

content not chrome

authentically digital

authentically digital

away from replication of real world objects

freedom from restraints that existed due to hardware

limitations

embracing the medium

contextual awareness



from iconographic

moving away from

real world objects a metaphors

hyper-realism

translating from analog to digital

our digital stuff





to infographic

and towards

content represented as it exists assumed interaction augmentation with relevant data

our digital selves



direct manipulation

buttery smooth touch

real-world physics

no lag

no stutter

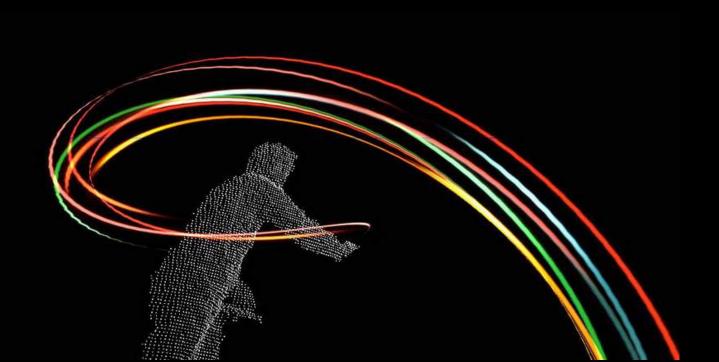






intuitive user interfaces

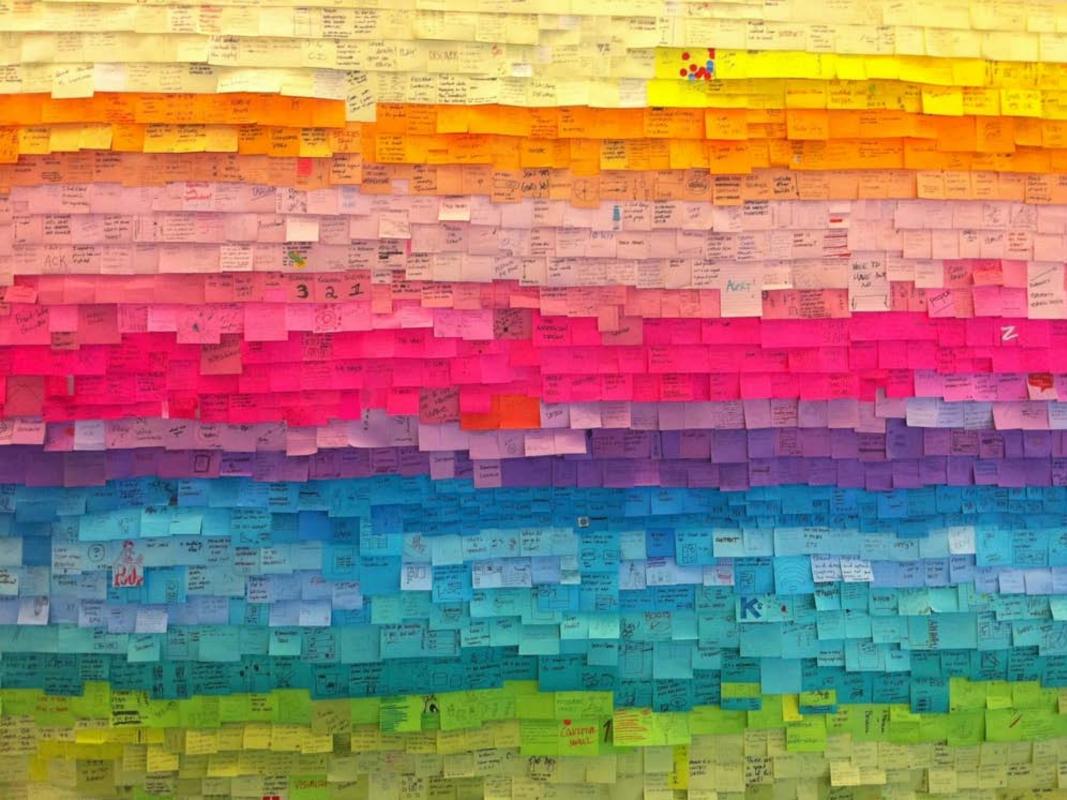
searching for a world where UI doesn't have to be explained it's just understood



FROM PAPER TO PRODUCT

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assemble a team

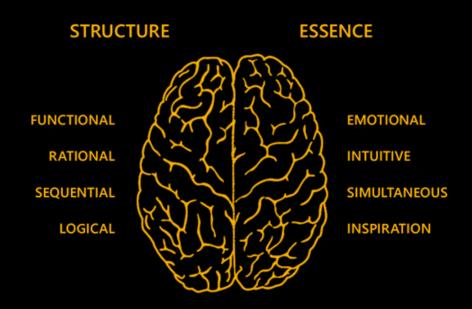
windows phone team:

designers

design program managers

design user researchers

design integrators

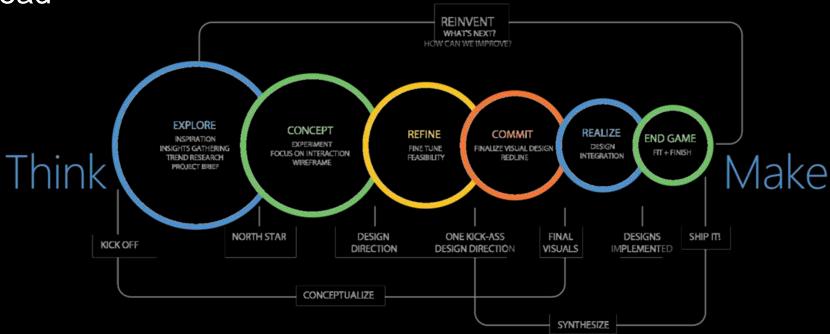


establish a process

concept & refine

fit & finish

look ahead



research the tools

windows phone UX guide

http://msdn.microsoft.com/en-us/library/hh202915(v=vs.92).aspx

design templates for windows phone 7

http://go.microsoft.com/fwlink/?LinkId=196225

microsoft design .toolbox tutorials

http://www.microsoft.com/design/toolbox/school/tutorials.aspx

microsoft design .toolbox courses (look for extra credit modules) http://www.microsoft.com/design/toolbox/school/

windows phone geek - UX resources

http://www.windowsphonegeek.com/Resources/UX#ux

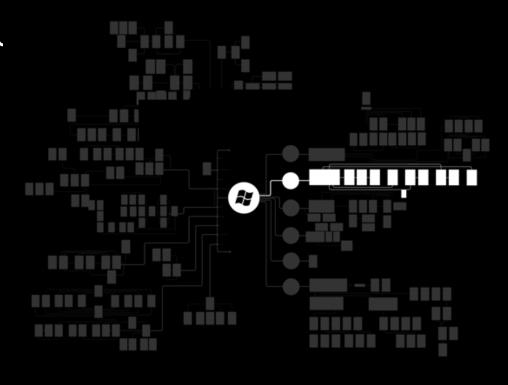
understand the navigation

universal navigation out of the l

hub & spoke model

literal forward & back

be predictable avoid traps or loops





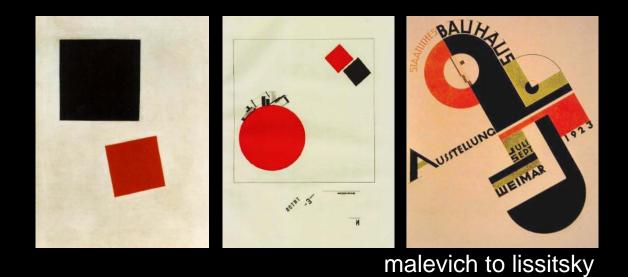




have a point of view

create or evolve?

find inspiration
explore the literal
make it your own



tell a story

what's your pitch?

why should we care?

get alignment on expectations





































































interaction wireframes

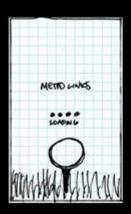
nail the basics

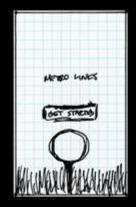
focus on core tasks

establish page hierarchy

pay attention to navigation

end to end flows

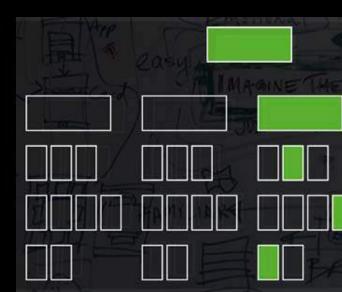












check your controls

pivots

panoramas

application bars

live tiles

check your controls

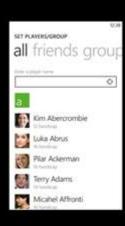
pivots

efficient, focused & habitual

the work horse of your UI

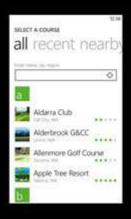
multiple meaningful ways to view

your content

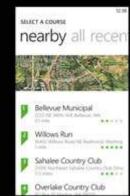












check your controls

panoramas

a playground

serendipitous & fun

don't try to do too much work

Tune

Note

Tory

back by a strong underlying structure

CHECK YOUR CONTROLS

panoramas





check your controls

application bars

use thoughtfully

reserved for the most-used tasks

avoid using it for navigation

app menu is for secondary actions



check your controls

live tiles

playful innovation of brand

opportunity to entice a user in

context and relevance



























CHECK YOUR CONTROLS

live tiles

part of a collection: a user's personal brand











CHECK YOUR CONTROLS

live tiles

have fun with the design
marry both theme and brand
use alpha, notifications, motion











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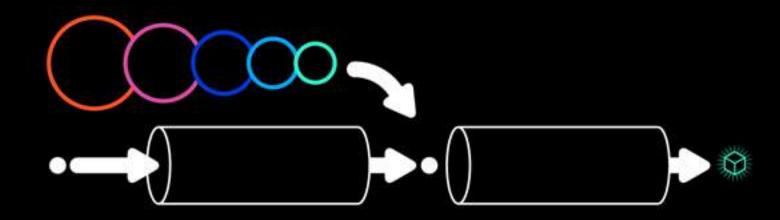
iteration & teamwork

rapid prototyping

focused user testing

regular team design critiques

close partnership with engineers



final visuals

fonts & typography

color

placement

Composition





















design specs

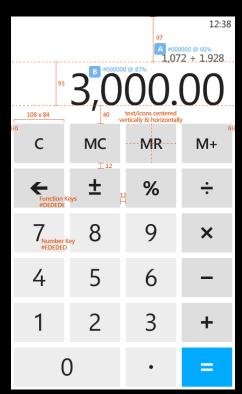
composition

color

fonts & typography

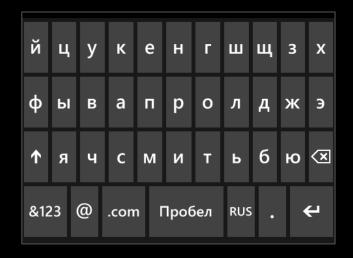
pixel perfect placement





world ready

refinement born from region-specific needs finding moments of delight











world ready

targeted vs. universal design changes

built-in smarts to handle long words and wrapping

frequent reviews with localization team & writers

thinking ahead

shipping vs planning having a roadmap confident evolution







building apps we love

there's no shortage of good ideas

it comes down to execution

knowing what to build, how to build it,

then getting it out the door



thank you