Business Value of UX

Presentation to UX Masterclass Prague, October 2013

Robert M. Schumacher, Ph.D. | Executive Vice President | GfK UX Gavin S. Lew | Executive Vice President | GfK UX

Costs of poor UX

Business Value of UX Benefits of good UX

What is UX?

What can you do?

Costs of poor UX

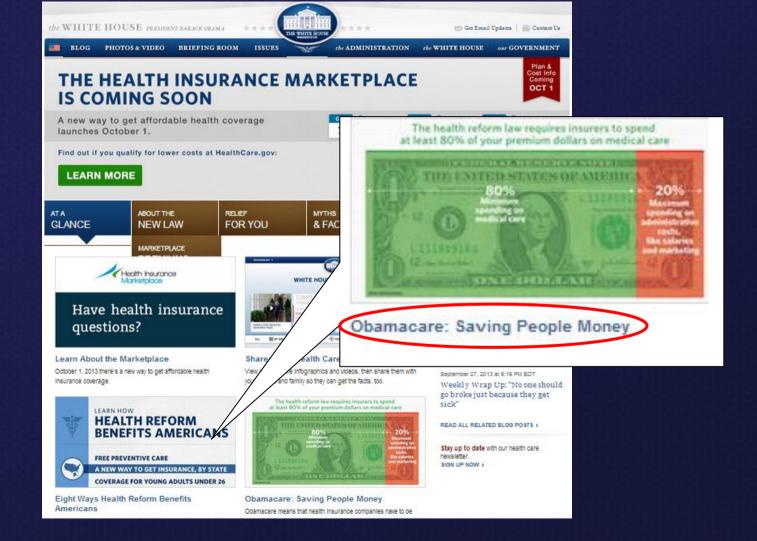
Business Value of UX

Three UX Stories











New Study Shows that More Than Half of Consumers Will Choose a Healthcare Plan that Costs Too Much Using Exchanges



CHOOSE YOUR STATE AND WE'LL TELL YOU YOUR NEXT STEPS If you live in Illinois, you'll use this website, HealthCare.gov, to apply for coverage, compare plans, and enroll. Specific plans and prices are available now and coverage can start as soon as January 1, 2014.

\$9,000,000,000 to the taxpayers

Poor UX Costs Money

My Ford Touch





\$50 per car

*5 M

MyFord Touch: Cutting edge, or just too complicated?

MyFord Touch has been lambasted by Consumer Reports and was cited as one of the main reasons for Ford's recent plunge in J.D. Power and Associates' Initial Quality Study.

Why the MyFord Touch control system stinks

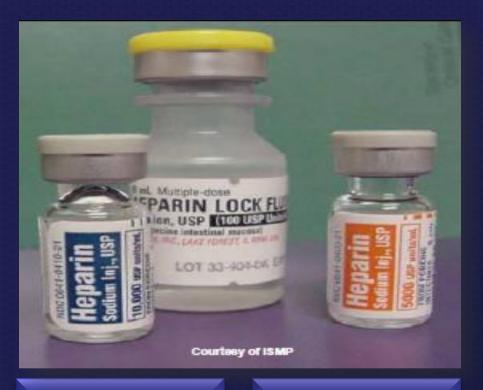
Consumer Reports News: August 22, 2012 10:08 AM

Poor UX Costs Market Share

Medication Administration









10,000 units

5,000 units

10,000 units

10 units



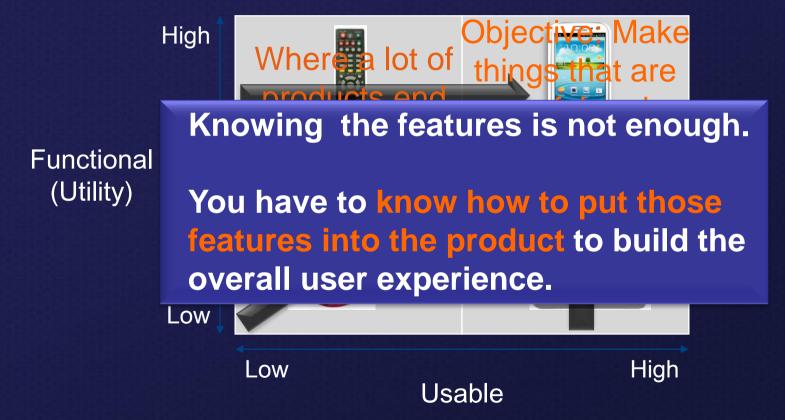
Poor UX Costs Lives



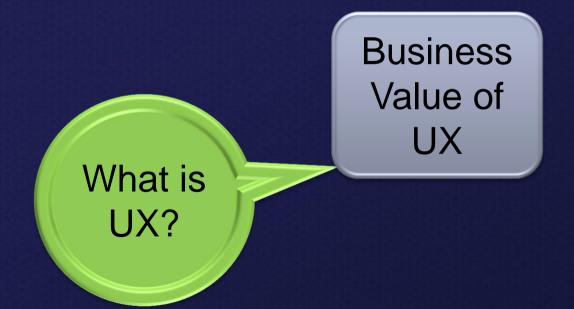
Redesign

If we don't set out to make bad user experiences... Why are there so many bad user experiences?

The Target Quadrant



Programmers and designers don't wake up and say:
'I'm think I'm gonna make things a
little harder for those users today.'



Disabonating

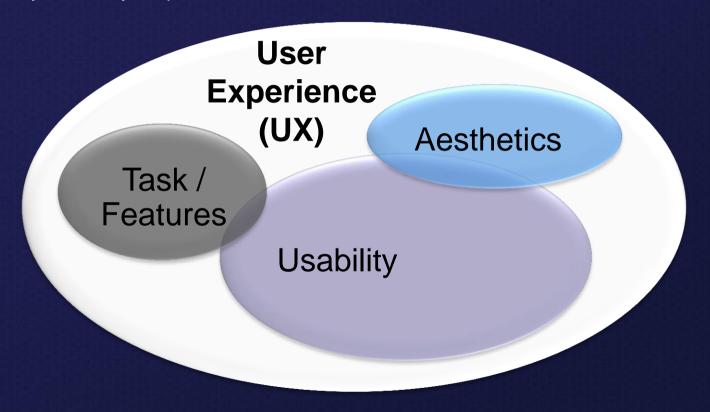


We measure, because we do not have all the answers

Core Issues

We change by taking measures to shape the experience

Usability is just part of User Experience (but an important part)



Usability Defined

The extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency, and satisfaction in a specified context of use

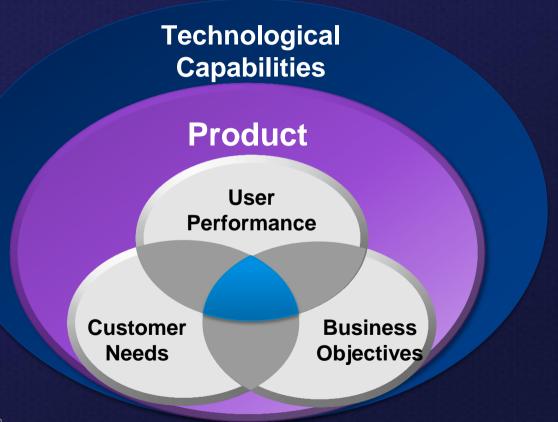
Users | Tasks | Environments

What Usability Is Not



If we don't set out to make bad user experiences... Why are there so many bad user experiences?

Who wants to build a bad product?



UX as Adjectives



UX is More than "just" the Product



Paper Bills

Out-of-the-Box Experience

Web Site

e-com

IVR

Product or Service

User Guide Call Centers

Store Experience

HR



Business
Value of
UX

Three UX Stories







Only 10% of people who have a programmable thermostat create a schedule

90% of people who have a programmable thermostat don't program it

Programmable thermostats as implemented waste more money than static thermostats

One device in an ecosystem of connected

The battle over the smart connected thermostat rages on



Good UX: Understanding user behaviors creates market potential



I'd like the number for Mail Boxes Etc in Elgin

| | MAIL BOX RENTALS 931 ROSELLE RD SCHAUMBURG 60193 708 893-5705 MAIL BOXES ETC 836 ARLINGTON HEIGHTS RD ELK GROVE VILLAGE 600 708 956-1112 1749 W GOLF RD MOUNT PROSPECT 60056 708 640-7788 | | | | |
|---|---|--|--|--|--|
| | Challenge: 708 913-0335 | | | | |
| | mprove customer 708 991-9980 708 980-5551 | | | | |
| 5 | satisfaction while reducing cost 708 428-4100 708 428-4100 708 818-9000 | | | | |
| | 2569 W GOLF RD HOFFMAN ESTATES 60195 708 882-4402 | | | | |
| | 3 GOLF CENTER HOFFMAN ESTATES 60195 708 310-9666 3 GOLF CENTER HOFFMAN ESTATES GREATER CHICAGO LAND TOLL | | | | |
| | FREE 800 913-2333 | | | | |
| | MAIL BOXES ETC 126 E WING ARLINGTON HEIGHTS GREATER | | | | |
| | CHICAGOLAND TOLL FREE | | | | |
| | MAIL BOXES ETC 13 S RANDALL RD ALGONQUIN 60102 708 854-7506 | | | | |

Results

| MAIL BOX RENTALS 931 ROSALLE RD SCHAUMBURG 60193 | 708 893-5705 |
|---|--------------|
| MAIL BOXES ETC | |
| 836 ARLINGTON HEIGHTS RD ELK GROVE VILLAGE 600 | 708 956-1112 |
| 1749 W GOLF RD MOUNT PROSPECT 60056 | 708 640-7788 |
| 318 HALF DAY RD BUFFALO GROVE 60069 | 708 913-0335 |
| 830 W MAIN LAKE ZUR CH 60047 | 708 540-8550 |
| 113 MC HENRY RD BUFFALO GROVE 60089 | 708 459-7060 |
| 1935 S PLUM GRV RD ROLLING MEADOWS 60008 | 708 991-9980 |
| 869 E SCHAUMBURG RD SCHAUMBURG 60194 | 708 980-5551 |
| 1030 SUMMIT ELGIN 601 | |
| 180 S WESTERN AVE CARPENTERS VILLE 60110 | /08 428-4100 |
| 126 E WING ARLINGTON HEIGHTS 60004 | 708 818-9000 |
| 2569 W GOLF RD HOFFNIAN ESTATES 60195 | |
| 3 GOLF CENTER HOFFMAN ESTATES 60195 | 708 310-9666 |
| 3 GOLF CENTER HOFFMAN ESTATES GREATER CHICAGO LAND | TOLL |
| FREE | 800 913-2333 |
| MAIL BOXES ETC 126 E WING ARLINGTON HEIGHTS GREATER | |
| CHICAGOLAND TOLL FREE | |
| MAIL BOXES ETC 13 S RANDALL RD ALGONQUIN 60102 | 708 854-7506 |
| | |

| Mail Box Rentals 931 Roselle | Rd SCHAUMBURG 60193 | 708 893-5705 |
|-------------------------------|-------------------------------------|--------------|
| Mail Boxes Etc | | |
| 836 Arlington Heights Rd | ELK GROVE VILLAGE 60007 | 708 956-1112 |
| 1749 W Golf Rd MOU | NT PROSPECT 60056 | 708 640-7788 |
| 318 Half Day Rd BUF | ALO GROVE 60069 | 708 913-0335 |
| 830 W Main LAKE ZU | RICH 60047 | 708 540-8550 |
| 113 Mc Henry Rd BUI | FALO GROVE 60089 | 708 459-7060 |
| 1935 S Plum Grv Rd R | OLLING MEADOWS 60008 | 708 991-9980 |
| 869 E Schaumburg Rd | SCHAUMBURG 60194 | 708 980-5551 |
| 1030 Summit ELGIN | 60120 | 708 428-4100 |
| 180 S Western Ave CA | RPENTERSVILLE 60110 | 708 428-4100 |
| | ON HEIGHTS 60004 | |
| | MAN ESTATES 60195 | |
| | AN ESTATES 60195 | 708 310-9666 |
| 3 Golf Center HOFFM | AN ESTATES GREATER CHICAGO LAND TOL | L |
| | | 800 913-2333 |
| Mail Boxes Etc 126 E Wing | ARLINGTON HEIGHTS GREATER | |
| CHICAGOLAND TOLL FRE | | |
| Mail Boxes Etc 13 S Randall K | d ALGONQUIN 60102 | 708 854-7506 |

Old Design

0.6 s Faster

New Design

Annual Recurring Savings

\$2,940,000

Good UX: Small changes can have big impact





The \$ 200 million button

Projected Sales Increase



 α



Business Value of UX

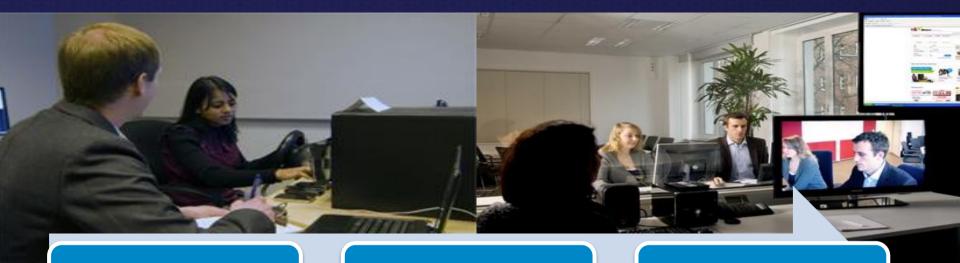
What can you do?

UX Research Takeaways:

- Usability can be Measured
- Good Design begins with the Right Research
- Usability is a process; it is not 'one and done'
- User research can be done at the speed of the business



The trick is to know when to use each tool



Before

During

After

"Anticipated Use"
Expectations BEFORE
using a device

Engaging and effective experience DURING use

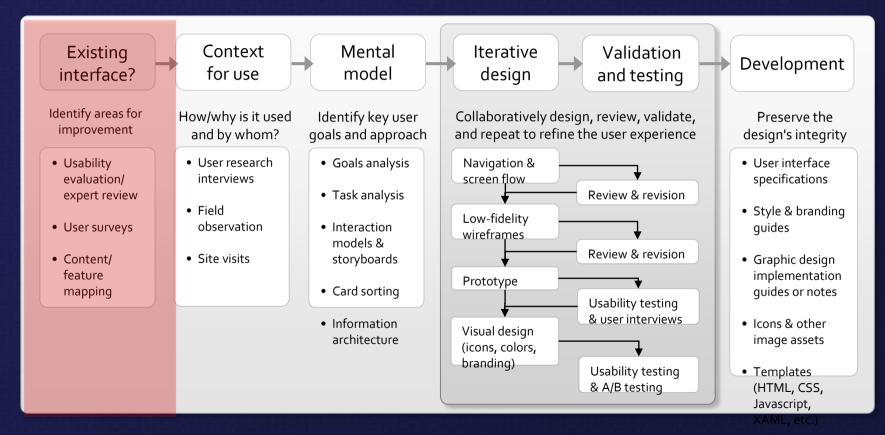
Experience that impacts the Brand Experience AFTER

Common User-Centered Design Process: Insertion Points

Context Mental Existing Iterative Validation Development for use model interface? design and testing Identify areas for How/why is it used Collaboratively design, review, validate, Identify key user Preserve the improvement and by whom? goals and approach and repeat to refine the user experience design's integrity • User research Usability Goals analysis Navigation & • User interface evaluation/ interviews screen flow specifications Task analysis Review & revision expert review Field Style & branding Low-fidelity observation User surveys Interaction quides wireframes models & Review & revision Site visits Content/ storyboards • Graphic design feature implementation Prototype mapping Card sorting guides or notes Usability testing & user interviews Information Icons & other Visual design architecture image assets (icons, colors, branding) Usability testing Templates & A/B testing (HTML, CSS, Javascript,

XAMIL, etc.)

Already have something in the market?

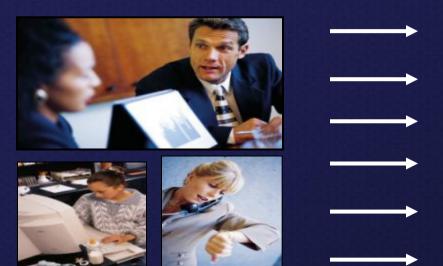


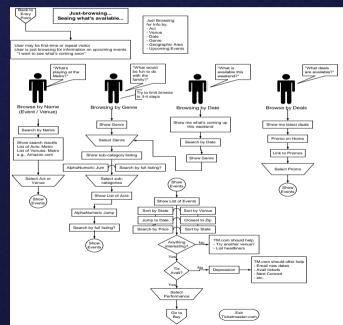
Understand how products get used

Context Mental Iterative Existing Validation Development model interface? for use design and testing Identify areas for How/why is it used Identify key user Collaboratively design, review, validate, Preserve the improvement and by whom? goals and approach and repeat to refine the user experience design's integrity Usability • User research Goals analysis Navigation & • User interface evaluation/ interviews screen flow specifications Task analysis Review & revision expert review Field Style & branding Low-fidelity observation User surveys Interaction quides wireframes models & Review & revision Site visits Content/ storyboards Graphic design implementation feature Prototype Card sorting mapping guides or notes Usability testing & user interviews Information Icons & other Visual design architecture image assets (icons, colors, branding) Usability testing Templates & A/B testing (HTML, CSS, Javascript,

XAML, etc.)

Understand the Interaction





Understand how customers "think"

Context Mental Existing Iterative Validation Development for use model interface? design and testing Identify areas for How/why is it used Identify key user Collaboratively design, review, validate, Preserve the improvement and by whom? goals and approach and repeat to refine the user experience design's integrity • User research Usability Goals analysis Navigation & • User interface evaluation/ interviews screen flow specifications Task analysis Review & revision expert review Field Style & branding Low-fidelity observation User surveys Interaction quides wireframes models & Review & revision Site visits Content/ storyboards Graphic design implementation feature Prototype Card sorting mapping guides or notes Usability testing & user interviews Information Icons & other Visual design architecture image assets (icons, colors, branding) Usability testing Templates & A/B testing (HTML, CSS, Javascript,

XAML, etc.)

Mapping Expectations to Performance = Understanding Mental Model



Test, Learn, Improve, and Test Again is an Iterative Process

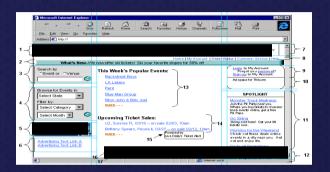
Context Mental Existing **Iterative** Validation Development model interface? for use design and testing Identify areas for How/why is it used Collaboratively design, review, validate, Identify key user Preserve the improvement and by whom? goals and approach and repeat to refine the user experience design's integrity Usability • User research Goals analysis Navigation & • User interface evaluation/ interviews screen flow specifications Task analysis Review & revision expert review Field Style & branding Low-fidelity observation User surveys Interaction quides wireframes models & Review & revision Site visits • Graphic design Content/ storyboards feature implementation Prototype mapping Card sorting guides or notes **Usability testing** & user interviews Information Icons & other Visual design architecture image assets (icons, colors, branding) Usability testing Templates & A/B testing (HTML, CSS, Javascript,

Iterative testing prevents "baked" ideas

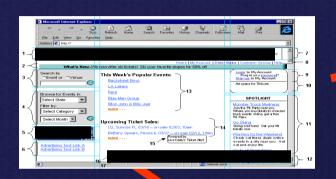


-- Andy Grove, former CEO of Intel

80% of usability is navigation / structure



Graphic Treatment is the END GAME, not the foundation









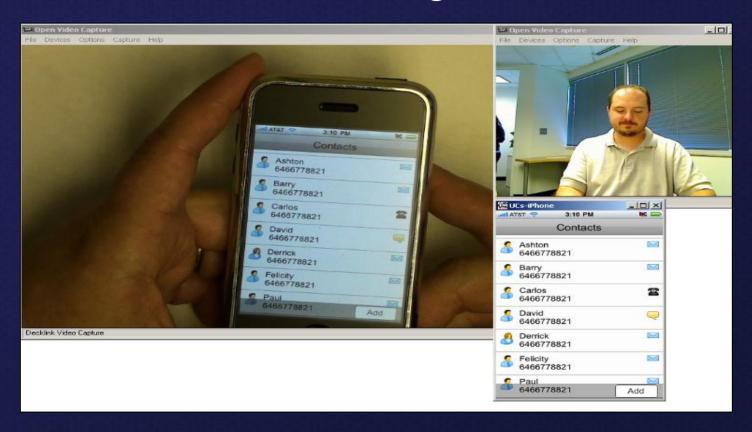
Ensuring Success Requires Effort BEFORE the BUILD

Context Mental Iterative Existing Validation Development for use model interface? design and testing Identify areas for How/why is it used Collaboratively design, review, validate, Identify key user Preserve the improvement and by whom? goals and approach and repeat to refine the user experience design's integrity • User research Usability Goals analysis Navigation & • User interface evaluation/ interviews screen flow specifications Task analysis Review & revision expert review Field Style & branding Low-fidelity observation User surveys Interaction quides wireframes models & Review & revision Site visits Content/ storyboards • Graphic design feature implementation Prototype mapping Card sorting quides or notes Usability testing & user interviews Information Icons & other Visual design architecture image assets (icons, colors, branding) Usability testing Templates & A/B testing (HTML, CSS, Javascript,

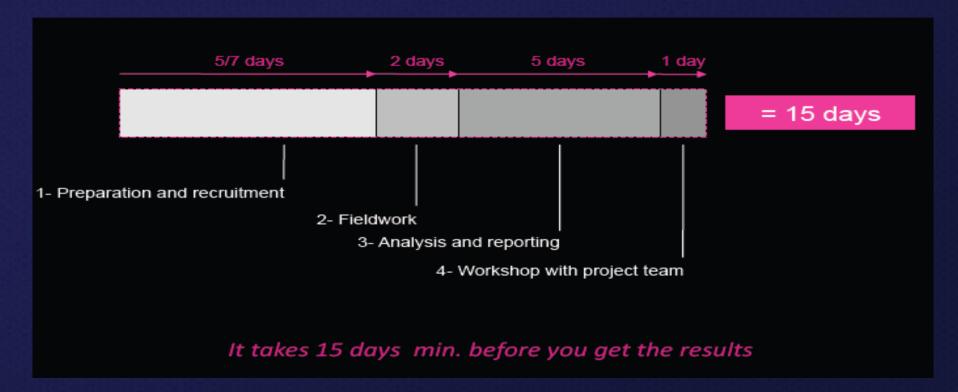
Things you can do

Take the time to observe UX research

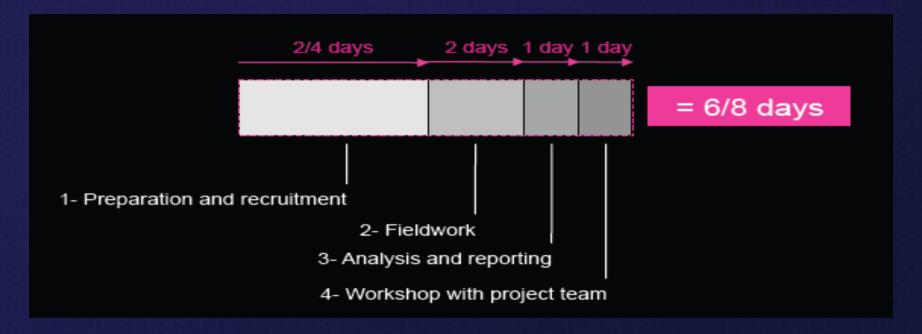
Observation means seeing failures



Traditional study take 3-4 weeks or more

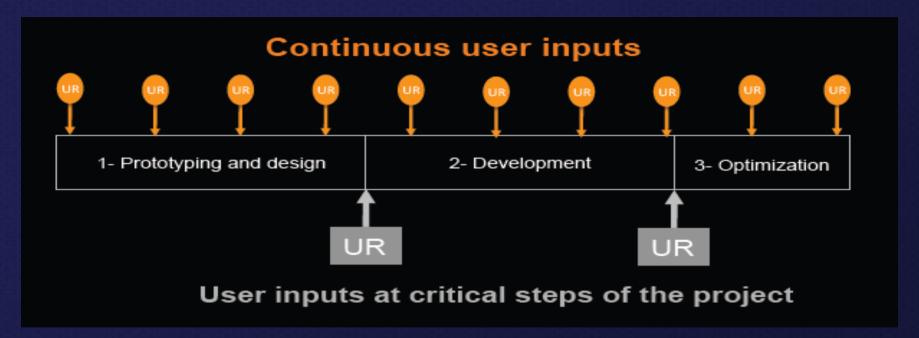


With Planning, You Can Cut the Time in Half



Who does not have a week to get insight into the user experience???

Plan for UX



- User Research placed at critical points
 - Working readouts as a deliverable (top lines delivered)

UX Research Takeaways:

- Usability can be Measured
- Good Design begins with the Right Research
- Usability is a process; it is not 'one and done'
- User research can be done at the speed of the business

If a builder build a house for some one, and does not construct it properly, and the house which he built fall in and kill its owner, then that builder shall be put to death.

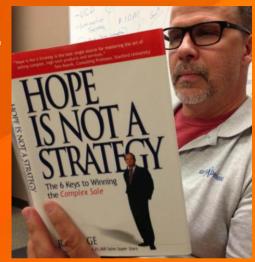
Code of Harman 229

erubildides a urre of consistence If a eamenaded common description of the same and each construct it properly, and the boose whichidhehe built fallsraaddkild its useretherethatat desideres healdebeut utot destatath

Even Ancient Babylonians understood that designers carry the responsibilities for their design...

> Imagine if today's programmers were held to Hammurabi's Code, our programs would be much better;)

Robert M. Schumacher, Ph.D. EVP, GfK User Centric robert.schumacher@gfk.com





Gavin S. Lew EVP, GfK User Centric gavin.lew@gfk.com