



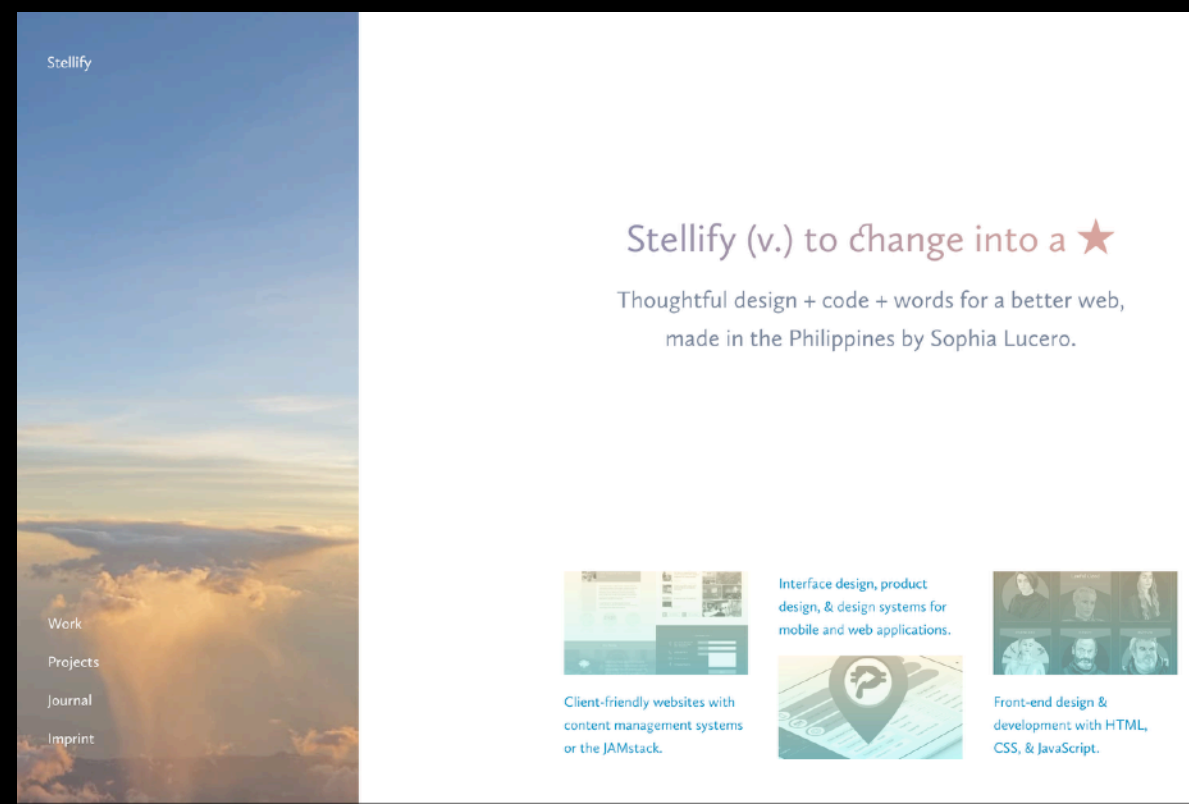
# **Alphabet Soup and Rainbows**

**UI, UX, & the spectrum of design & tech  
by Sophia Lucero**

**Magandang  
umaga, Y4IT!**

# Pook-sapot

stellify.net





# Tagapagtatag

**Philippine Web Designers Organization**

**<form> function() & .class conference**



# Trabaho

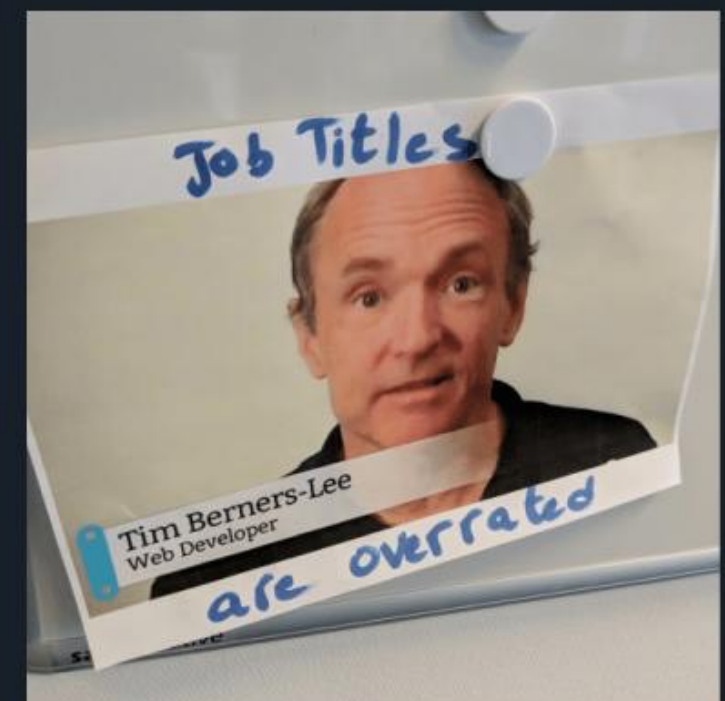
**web designer**  
**front-end engineer**  
**UI & UX designer**



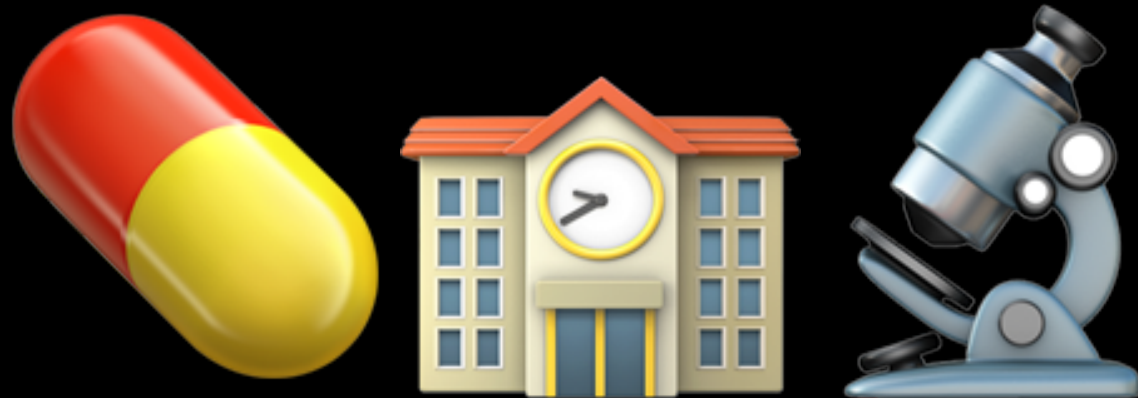
2005: I'm a web designer  
2009: I'm a UI designer  
2011: I'm a UX designer  
2014: I'm a product designer  
2021: I'm an experience sommelier



Graphic Designer  
Product Designer  
Interaction Designer  
Web Designer  
Digital Designer  
UX Designer  
Design: Ragnarok  
Episode VII: The Designer Awakens  
2 Graphic 2 Design  
The Lord of the Fonts  
Designers: Infinity War  
The Designer Identity  
Digital Designer & the Prisoner of Azkaban



# A little rant backstory



# Elementary



# High School

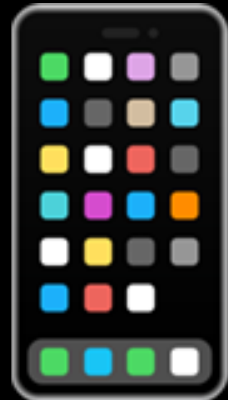


# College





# Work





**but why tho**



**RanaAwdishMD**

@RanaAwdish



Me: How was your day?

8yo: I just worry they are doing it wrong.

Me: Doing what wrong?

8yo: They separate everything so we can't understand anything. Who says music isn't really math or math isn't science really? Someone made categories but the world is a mushier than that.

5:11 AM · Sep 21, 2019 · [Twitter for iPhone](#)

---

**6K** Retweets   **35K** Likes

ROYGBIV





**Learning is seeing the bigger picture  
and how things are connected**





**Design**

**Technology**

**Experience**



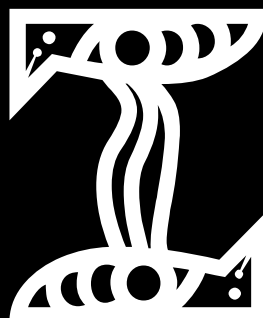
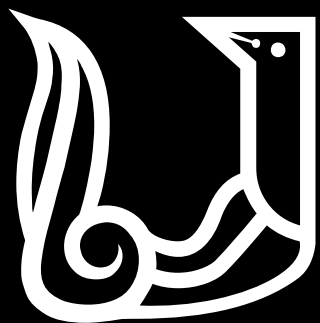
**It's all connected**

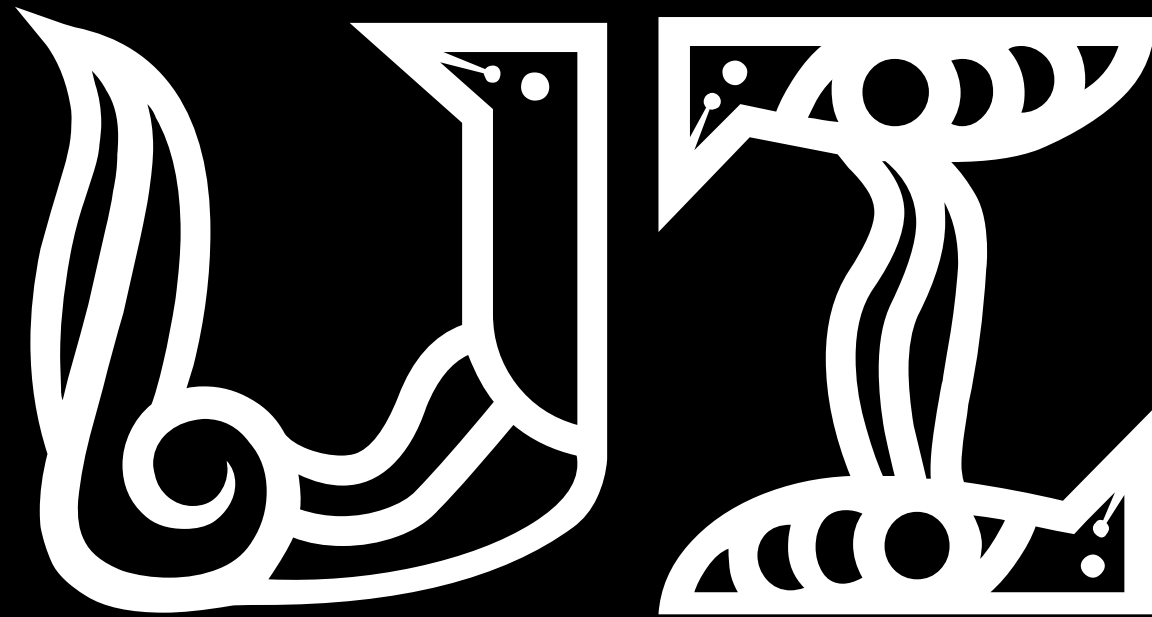
**not OR**



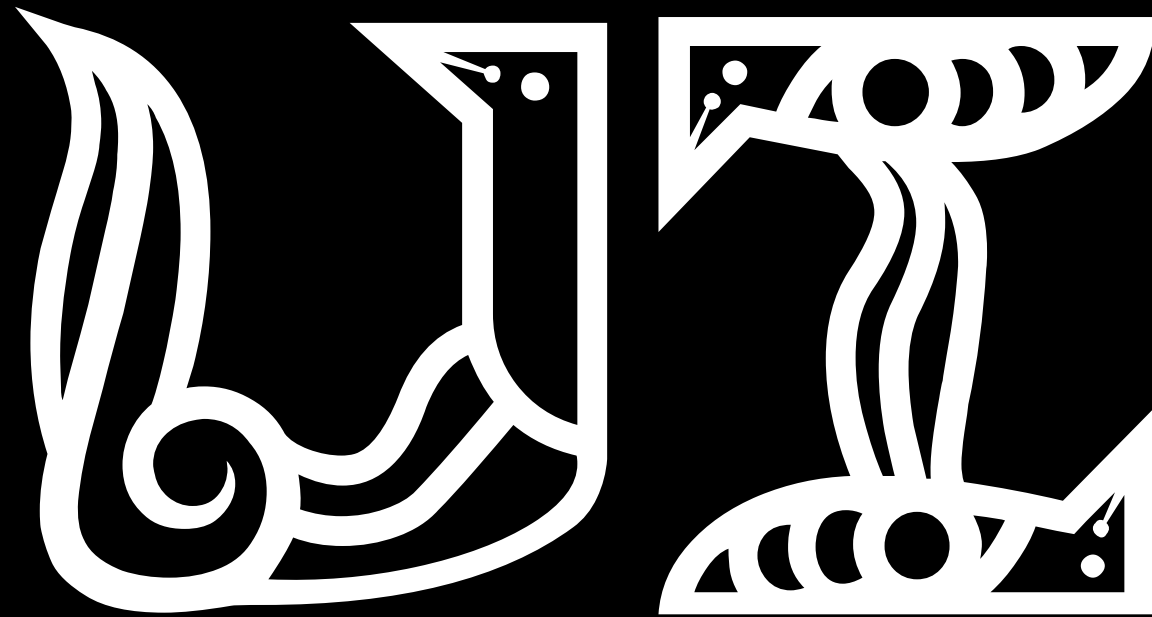
**but AND**





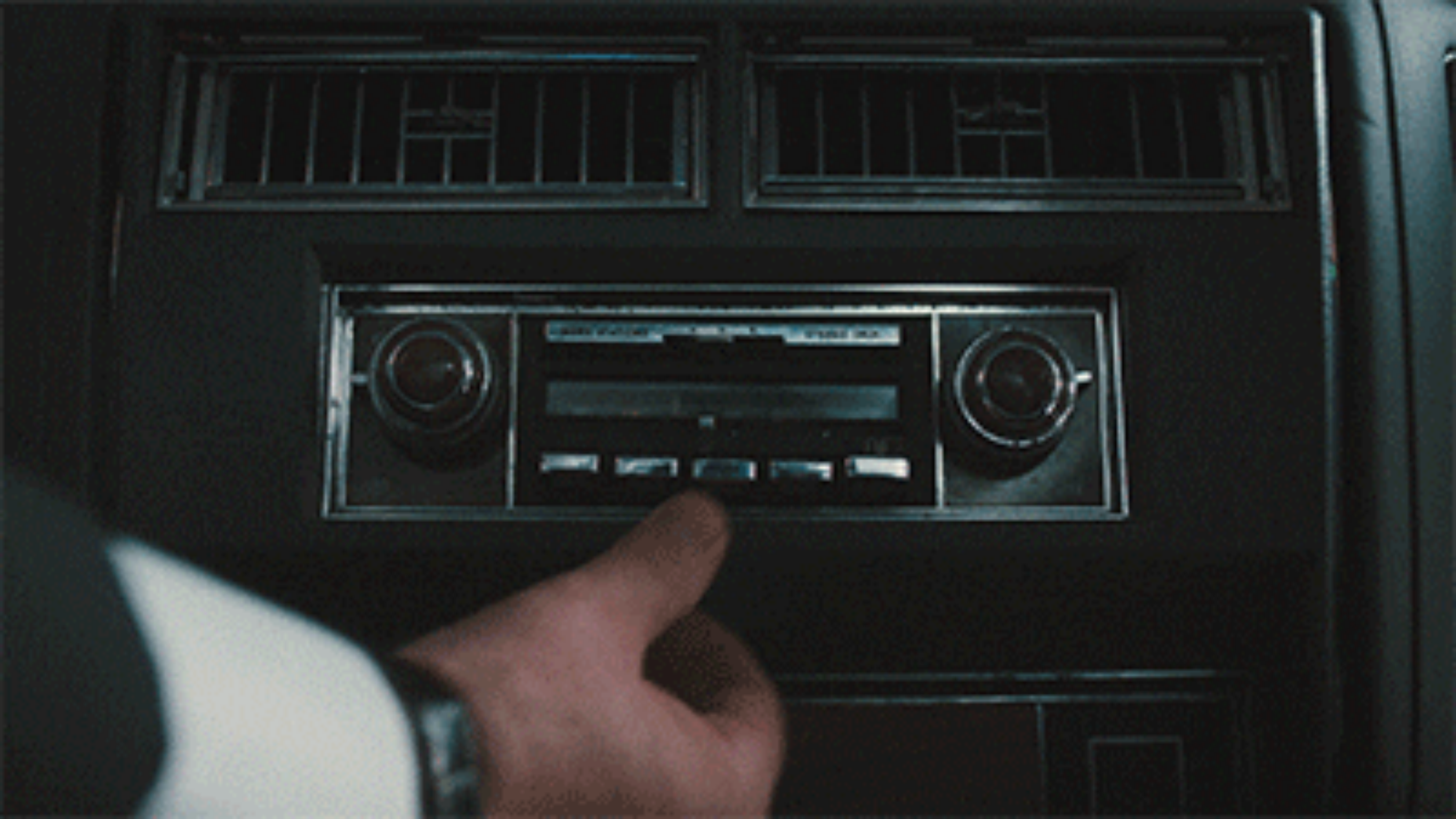


**User Interface**





**User Interface is the space  
where interactions between  
humans and machines occur**







**Radio buttons can only be pushed one at a time**

TEXT PROPERTY SHEET   Done   Apply   Cancel   Defaults   Reset    

Display   CHARACTER   **PARAGRAPH**

Style     Properties Shown   None   **Hard**   Style   Default   Appearance

Show   **Paragraph Layout**   Tab-Stop   properties

Units      Inches

Alignment   **Flush Left**   Centered   Flush Right   Justified

Hyphenation   Use Hyphenation


Margins   Left      Right  





Line Height   **Single**   1 1/2   Double   Triple   Other

Before Paragraph   **Single**   1 1/2   Double   Triple   Other

After Paragraph   **Single**   1 1/2   Double   Triple   Other

Keep on   Same Page as Next Paragraph

Language      US English   Text Direction   **Left To Right**   Right To Left

**Radio buttons in the Graphical User Interface of the Xerox Star 8010 computer (1981)**



Splat - it's the new click!

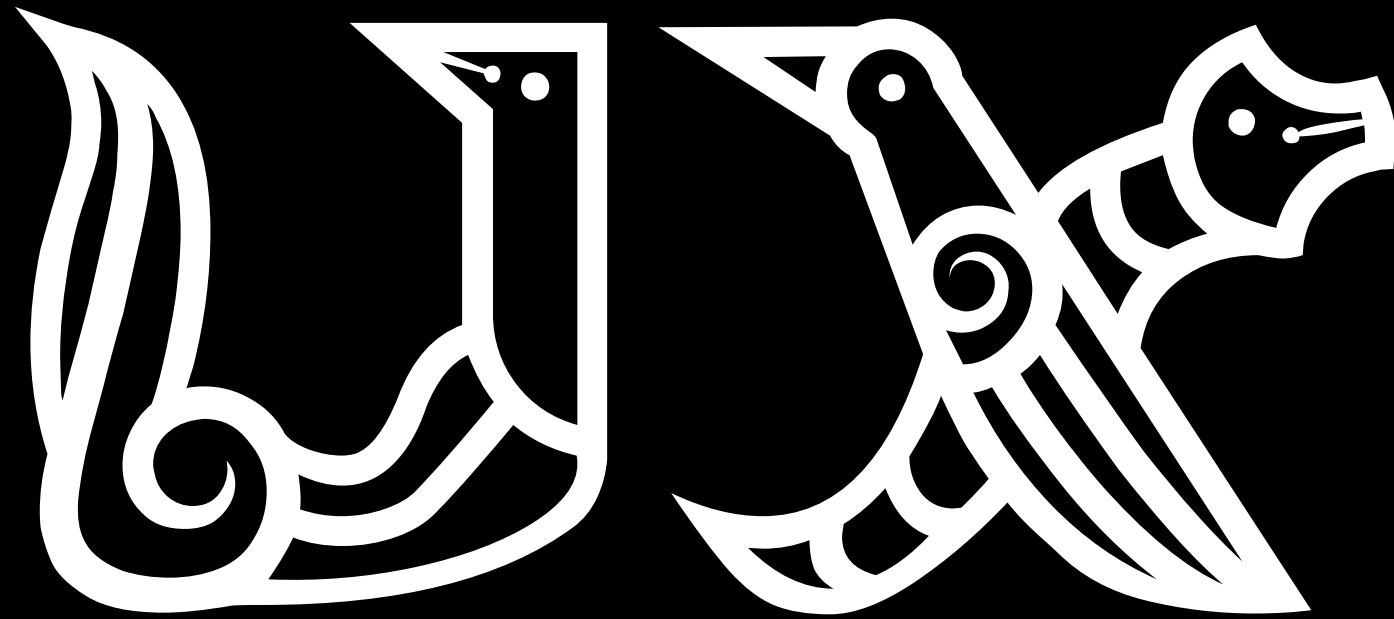


Goosy buttons are snazzy!

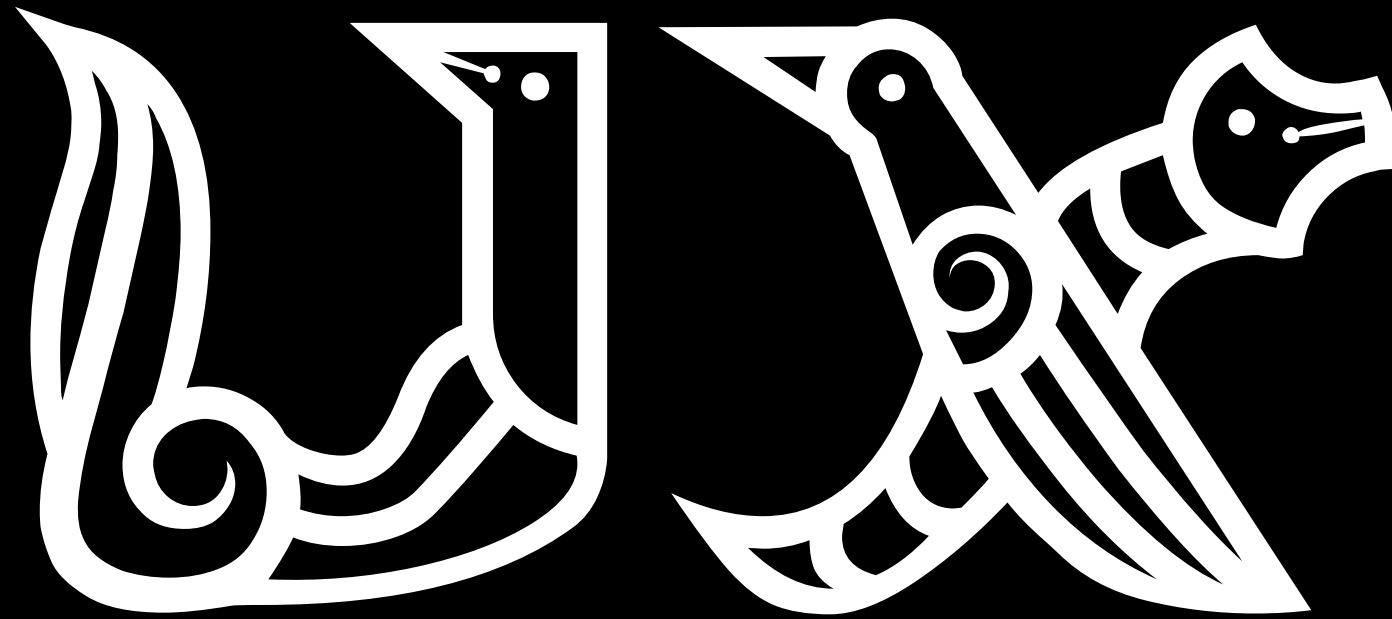


Unlike (because I'm dead inside)

**SVG Splat Radio Button by Chris Gannon (2015)**



**User Experience**



**User Experience is a person's  
perceptions & responses resulting  
from the use and/or anticipated use  
of a product, system, or service**

**Use of a product**





Use of a product, system



**Use of a product, system, or service**



**“I wanted to cover all aspects of the person’s experience with a system, including industrial design, graphics, the interface, the physical interaction, and the manual.”**

**— Don Norman**

**UI vs UX** 

**Not parallel**

**Batman v Superman** ✖

**Not opposite**

**UI/UX** 

**Not interchangeable**

# MamSir



**Not equivalent**



# UI

**can be more than digital**

# UX

**can be more than digital**

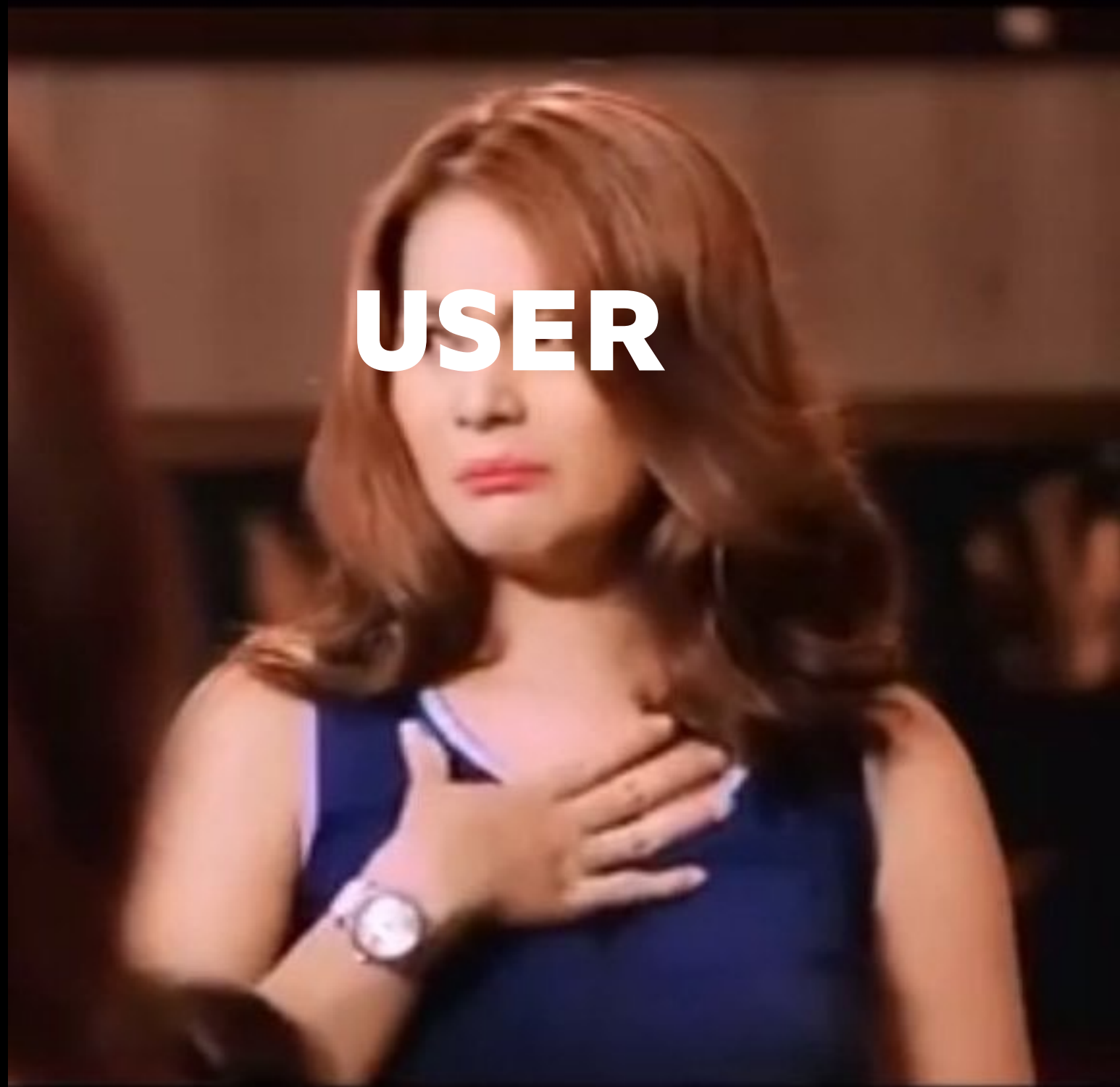
# **But for simplicity**

**We'll be talking about digital**

**You can't control  
an experience**

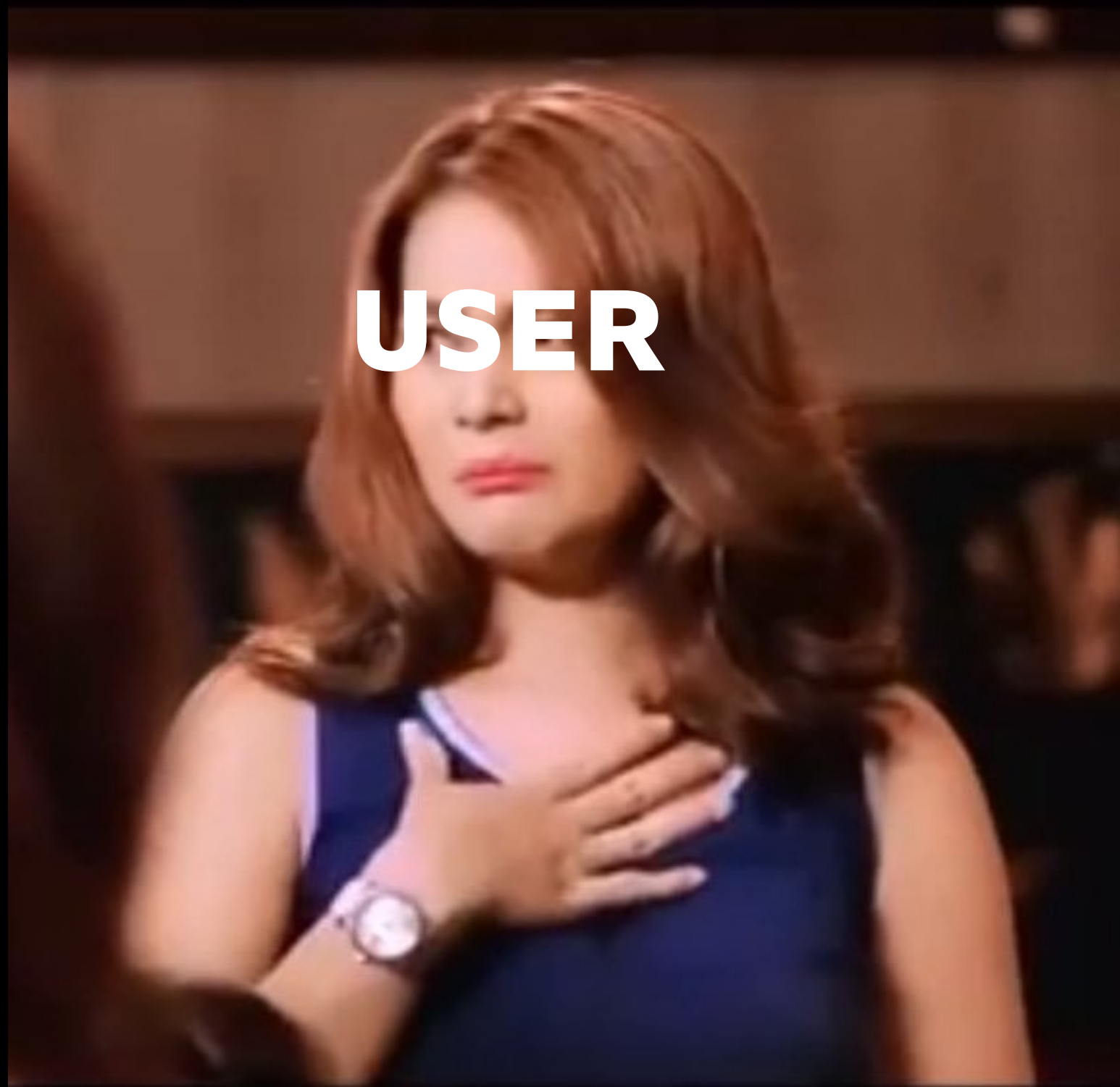
**You can build for  
an experience**

**How you build  
will affect it**



**So what affects experience?**





# Principles & Processes

# **Designing the User Interface: Strategies for Effective Human-Computer Interaction by Ben Shneiderman (1987)**

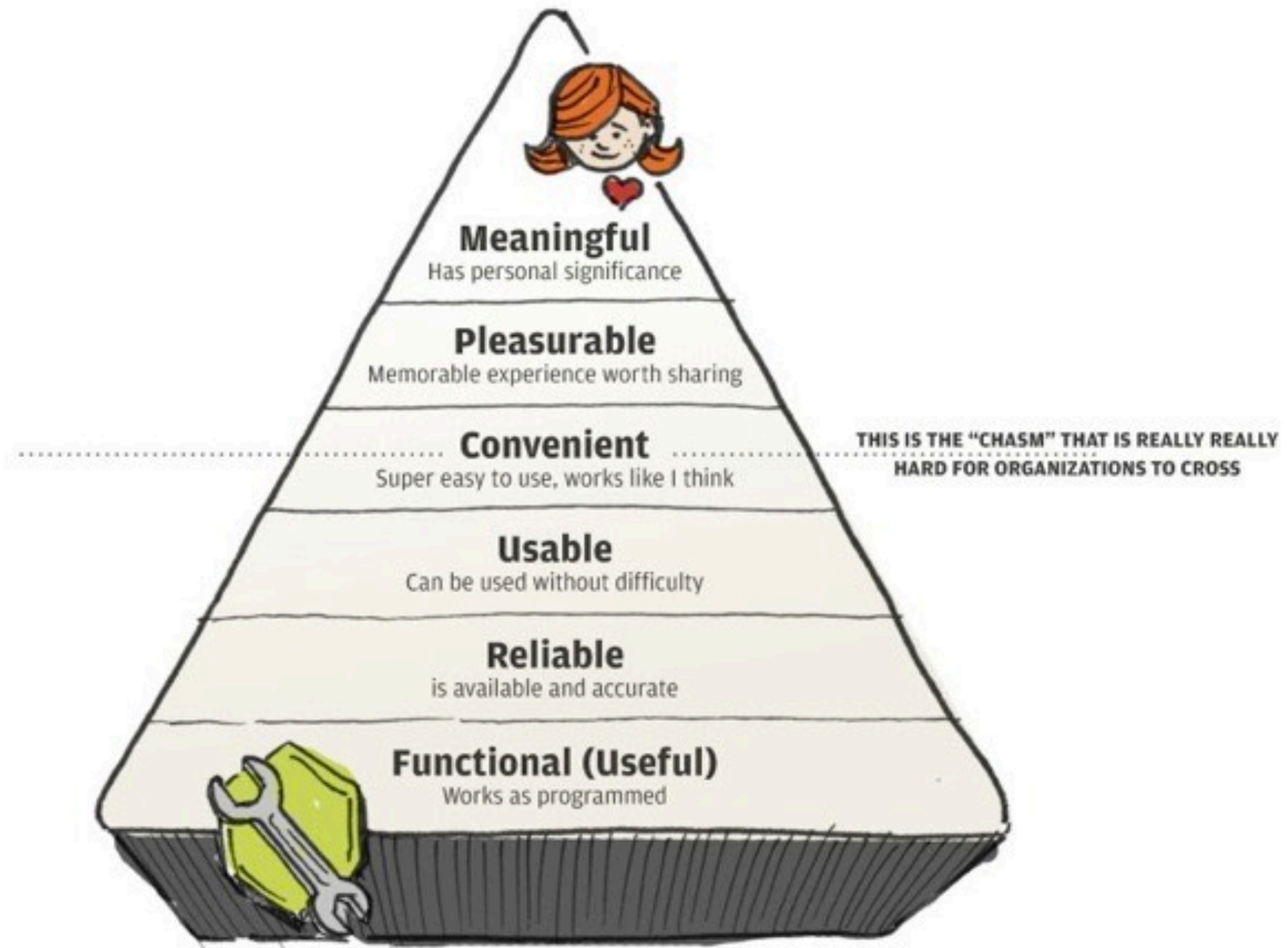
- 1. Strive for consistency**
- 2. Enable frequent users to use shortcuts**
- 3. Offer informative feedback.**
- 4. Design dialog to yield closure.**
- 5. Offer simple error handling.**
- 6. Permit easy reversal of actions**
- 7. Support internal locus of control.**
- 8. Reduce short-term memory load.**

# **10 Usability Heuristics for User Interface Design**

**by Jakob Nielsen (1994)**

- 1. Visibility of system status**
- 2. Match between system and the real world**
- 3. User control & freedom**
- 4. Consistency & standards**
- 5. Error prevention**
- 6. Recognition rather than recall**
- 7. Flexibility and efficiency of use**
- 8. Aesthetic and minimalist design**
- 9. Help users recognize, diagnose, and recover from errors**
- 10. Help and documentation**

Focused on  
**Experiences**  
( People, Activities, Context )



Focused on  
**Tasks**  
( Products and Features )





**The challenge: turn down your volume**  
**AT ONCE!**

**Volume: 50**





Volume Control

<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	<input type="radio"/> 10	<input type="radio"/> 11
<input type="radio"/> 12	<input type="radio"/> 13	<input type="radio"/> 14	<input type="radio"/> 15	<input type="radio"/> 16	<input type="radio"/> 17	<input type="radio"/> 18	<input type="radio"/> 19	<input type="radio"/> 20	<input type="radio"/> 21	
<input type="radio"/> 22	<input type="radio"/> 23	<input type="radio"/> 24	<input checked="" type="radio"/> 25	<input type="radio"/> 26	<input type="radio"/> 27	<input type="radio"/> 28	<input type="radio"/> 29	<input type="radio"/> 30	<input type="radio"/> 31	
<input type="radio"/> 32	<input type="radio"/> 33	<input type="radio"/> 34	<input type="radio"/> 35	<input type="radio"/> 36	<input type="radio"/> 37	<input type="radio"/> 38	<input type="radio"/> 39	<input type="radio"/> 40	<input type="radio"/> 41	
<input type="radio"/> 42	<input type="radio"/> 43	<input type="radio"/> 44	<input type="radio"/> 45	<input type="radio"/> 46	<input type="radio"/> 47	<input type="radio"/> 48	<input type="radio"/> 49	<input type="radio"/> 50	<input type="radio"/> 51	
<input type="radio"/> 52	<input type="radio"/> 53	<input type="radio"/> 54	<input type="radio"/> 55	<input type="radio"/> 56	<input type="radio"/> 57	<input type="radio"/> 58	<input type="radio"/> 59	<input type="radio"/> 60	<input type="radio"/> 61	
<input type="radio"/> 62	<input type="radio"/> 63	<input type="radio"/> 64	<input type="radio"/> 65	<input type="radio"/> 66	<input type="radio"/> 67	<input type="radio"/> 68	<input type="radio"/> 69	<input type="radio"/> 70	<input type="radio"/> 71	
<input type="radio"/> 72	<input type="radio"/> 73	<input type="radio"/> 74	<input type="radio"/> 75	<input type="radio"/> 76	<input type="radio"/> 77	<input type="radio"/> 78	<input type="radio"/> 79	<input type="radio"/> 80	<input type="radio"/> 81	
<input type="radio"/> 82	<input type="radio"/> 83	<input type="radio"/> 84	<input type="radio"/> 85	<input type="radio"/> 86	<input type="radio"/> 87	<input type="radio"/> 88	<input type="radio"/> 89	<input type="radio"/> 90	<input type="radio"/> 91	
<input type="radio"/> 92	<input type="radio"/> 93	<input type="radio"/> 94	<input type="radio"/> 95	<input type="radio"/> 96	<input type="radio"/> 97	<input type="radio"/> 98	<input type="radio"/> 99	<input type="radio"/> 100		

☐ Mute

Please make a noise as loud as you want the volume to be.

Now listening...



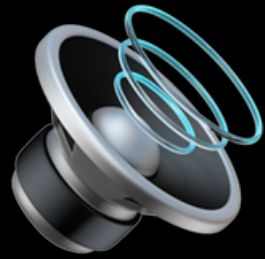
Current noise level: 0db

Cancel

Save



**How would you feel?**



**Functional**

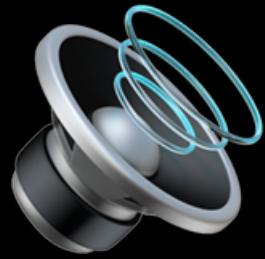


**Reliable**



**Usable**





**Functional**



**Reliable**



**Usable**



**Convenient**



**Pleasurable**



**Meaningful**

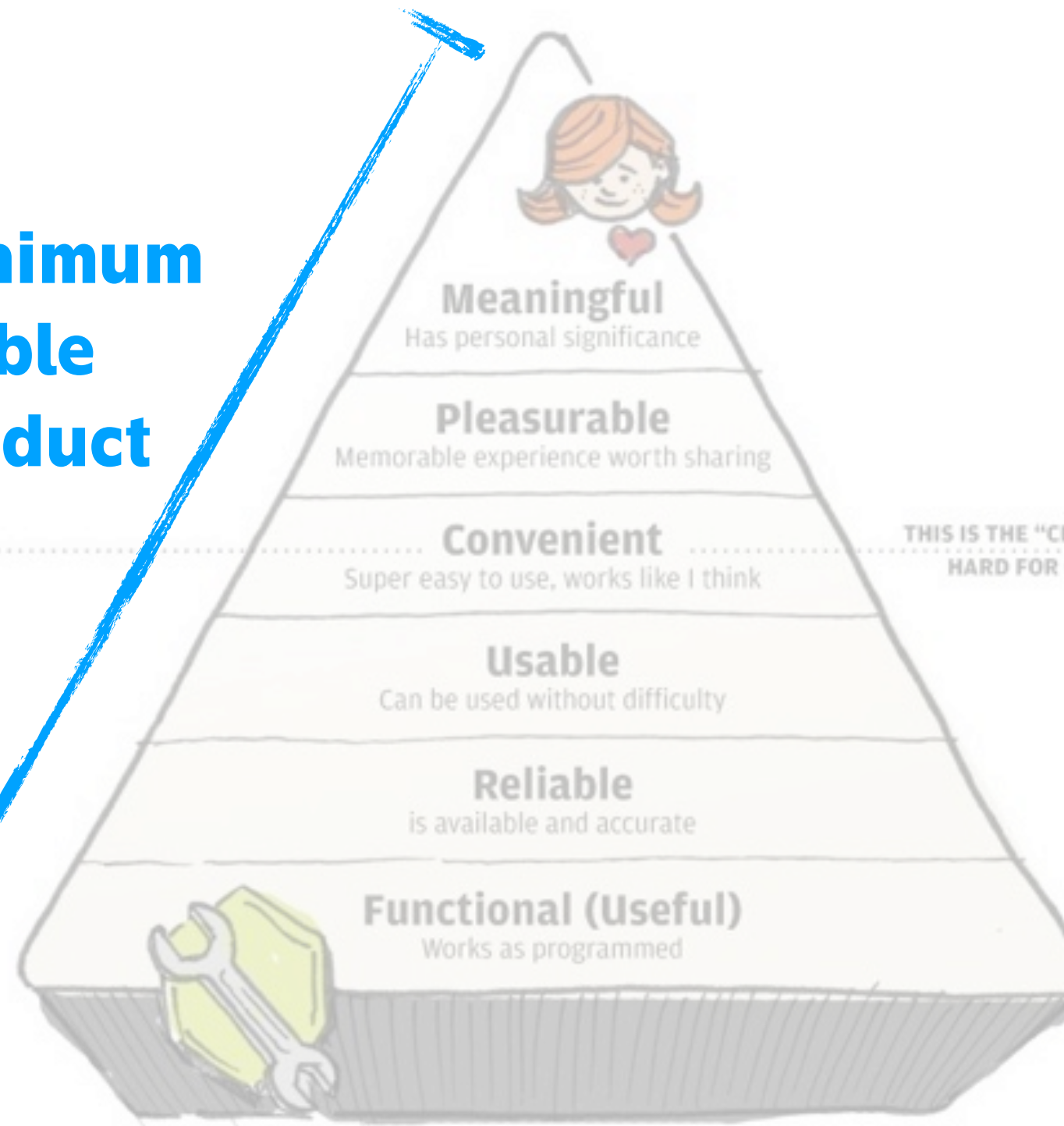




**Something can be perfectly functional  
but utterly ridiculous to use**

Focused on  
**Experiences**  
( People, Activities, Context )

**minimum  
viable  
product**



**maturity**

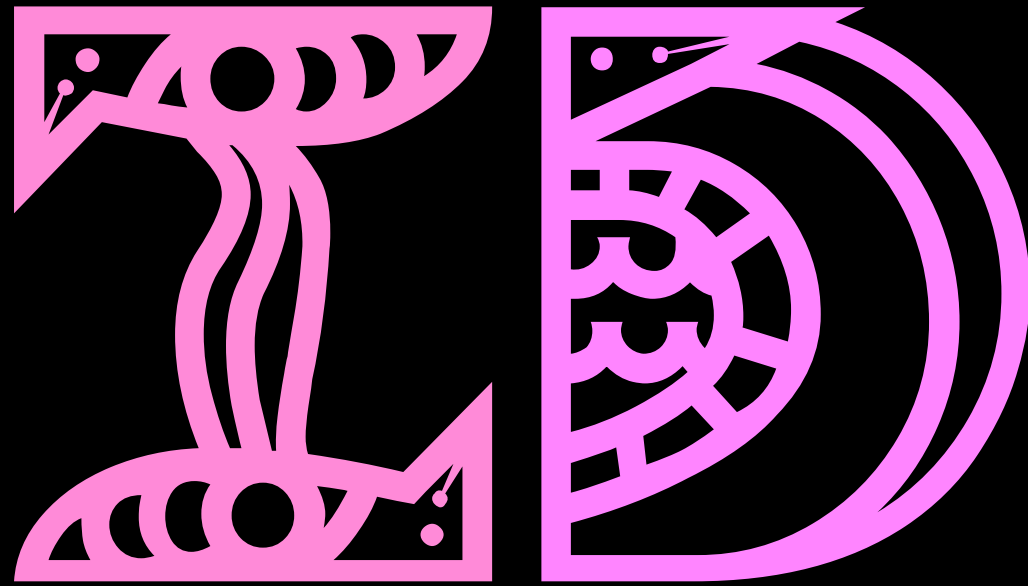
THIS IS THE "CHASM" THAT IS REALLY REALLY  
HARD FOR ORGANIZATIONS TO CROSS

Focused on  
**Tasks**  
( Products and Features )




**More things  
to consider**





**Information Design (ID) is the practice of presenting information that fosters efficient and effective understanding of it.**






Building Type:	Detached House
Year Of Construction:	2012
Listing Price:	\$750,000
Address:	742 Evergreen Terrace
Bedrooms:	3
Bathrooms:	2

---

Real Estate Agent:	Tiffany Heffner
Contact:	(555) 555-4321





DETACHED HOUSE • 5Y OLD

**\$750,000**


742 Evergreen Terrace

---

 **3 Bedrooms**     **2 Bathrooms**

---

REALTOR

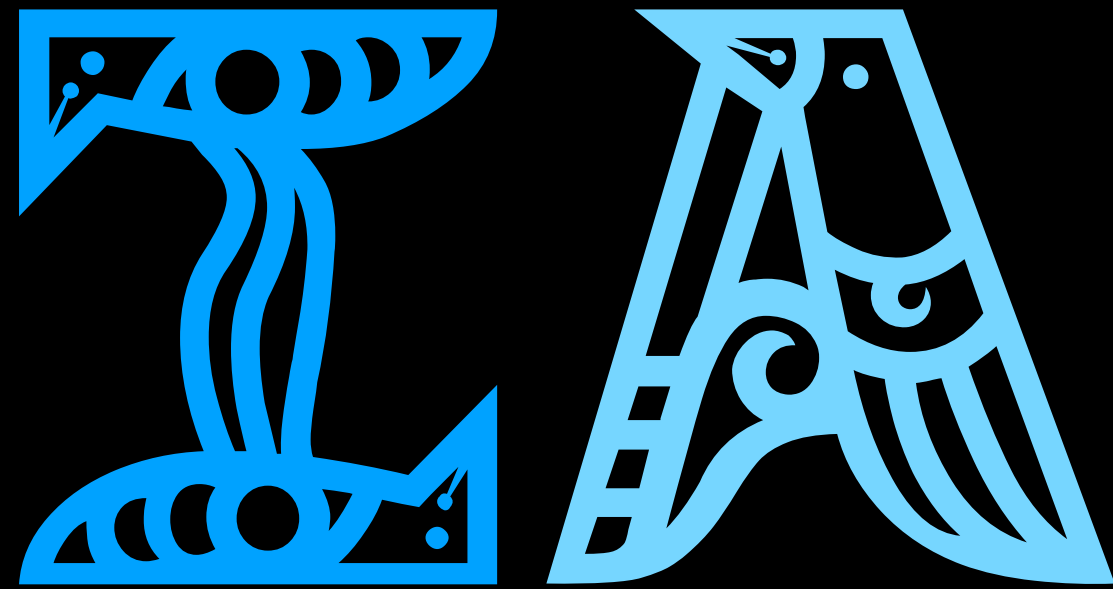


**Tiffany Heffner**  
(555) 555-4321

Present data in a more useful way

Emphasize the most important content

Combine labels and values into human-readable phrases



**Information Architecture (IA) is the organizing, structuring, and labeling of content in an effective & sustainable way.**

Women ▾Men ▾Kids ▾Departments ▾Brands ▾Sale ▾

Shoes

Boots & Booties

Sneakers & Athletic

Heels

Sandals

Flats

Loafers

Clogs & Mules

Comfort

Wide

Narrow

Slippers

View All

Clothing

Coats & Outerwear

Jeans

Shirts & Tops

Activewear & Yoga

Dresses

Swimwear

Sweaters

Sleepwear

Intimates

Plus Size

Petite

View All

Even More

Bags & Handbags

Accessories

The Style Room

Lookbooks

New Balance

Cole Haan

Brooks

adidas

Sale

New Arrivals

View All

Shop Fall Boots

Visit The Denim Shop

SEARCH

Subcategory ▾

Search Subcategory

Ankle Boots and Booties (3544)

Lace Up Boots (668)

Cowboy Boots (619)

Winter and Snow Boots (497)

Chelsea Boots (479)

Rain Boots (445)

Knee High Boots (436)

Women's Size ▾

Search Women's Size

4

4.5

5

5.5

6

6.5

7

7.5

8

8.5

9

9.5

10

10.5

11

11.5

Women's Width ▾

Search Women's Wid

SS

S

N

M

W

WW

4A

3A

A

B

C

EE

3E

Shoes X

Boots

Do these items match w

New

UGG

Classic Mini Fluff High-Low

\$179.95

New

2

Explore Zappos

Brands

Clothing

Luxury

Eyewear

New Arrivals

Outdoor

Rideshop

Running

Shoes

Watches

Wedding

Zappos Adaptive

Education & Military Program

All Departments

Customer Service

FAQs

Contact Info

¿Ayuda en español?

Shipping And Returns

About Proposition 65

Fit Info

Measurement Guide

Size Conversion Chart

Measure Your Bra Size

About Zappos

About

Beyond The Box Blog

Zappos for Good

Zappos Insights

Tours

Get the Zappos Mobile App

Resources

Associates Program

Jobs

Press Kit

Glossary of Terms

Site Map

Your Voice Matters

We'd love to learn more about your shopping experiences on Zappos.com and how we can improve!

TAKE SURVEY

Language

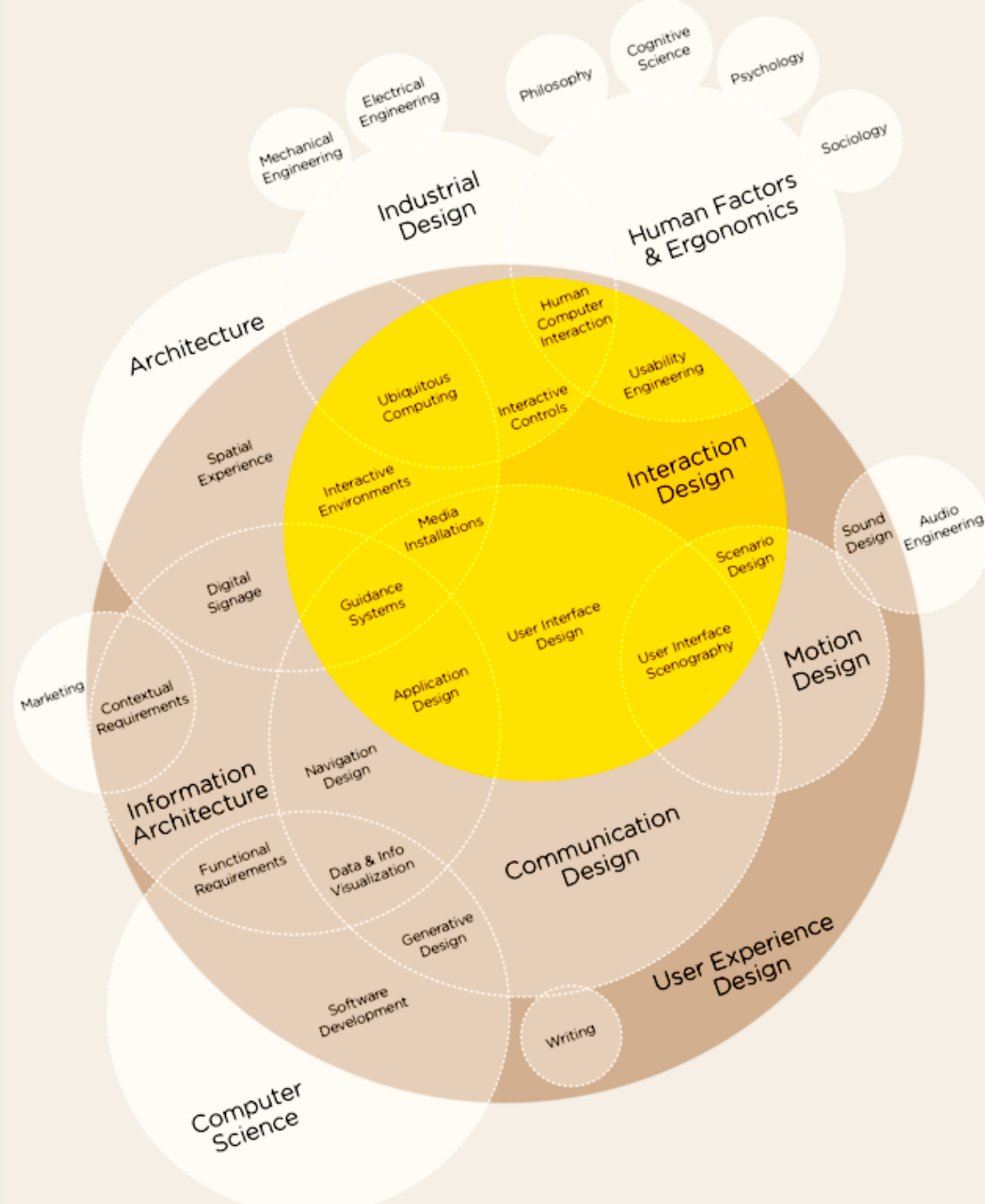
English - EN

Learn More

Connect With Us




**Interaction Design (IxD) is the creation of engaging interfaces with well thought out behaviors over time.**





User Name


Phone Number



Don't

User Name

Phone Number



Do



**Accessibility (A11Y) is the design of environments to be usable by people with disabilities.**



One-arm only

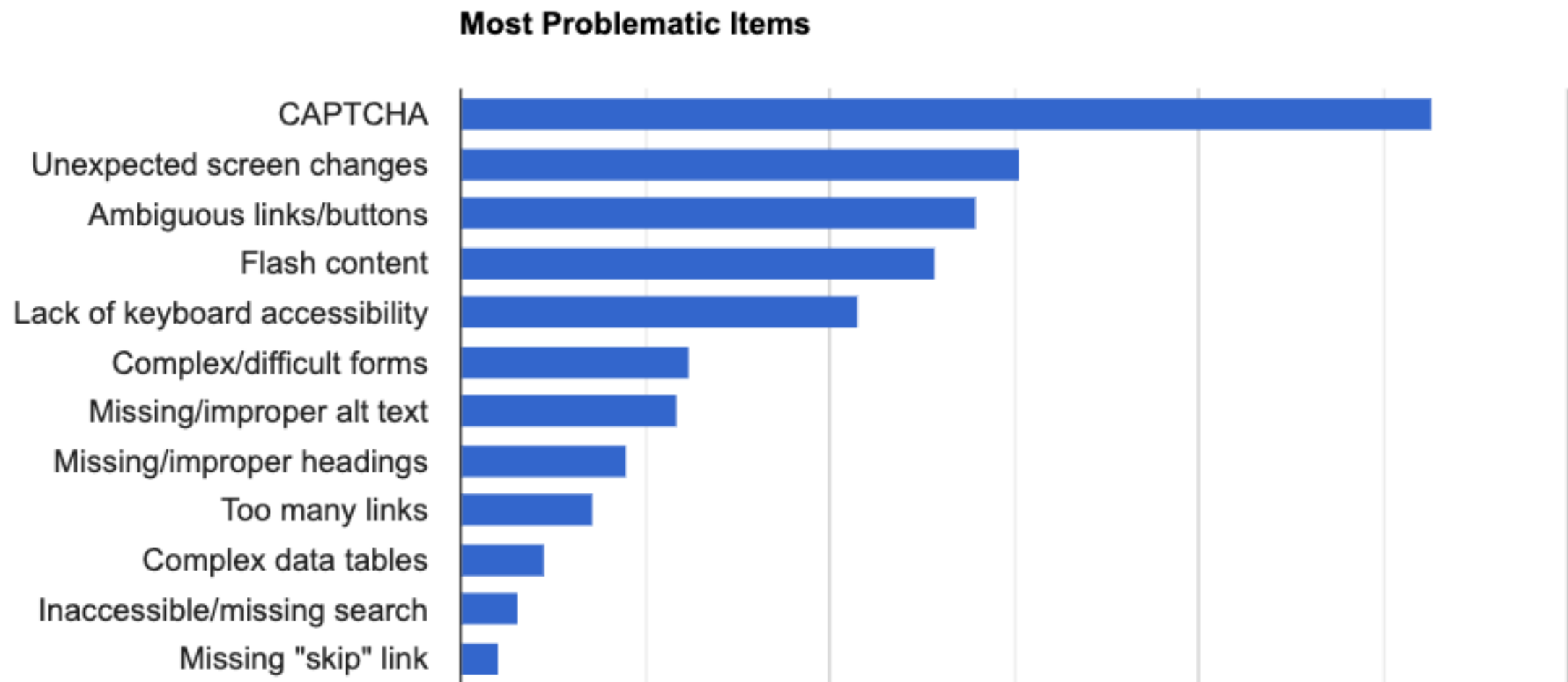


Injured arm

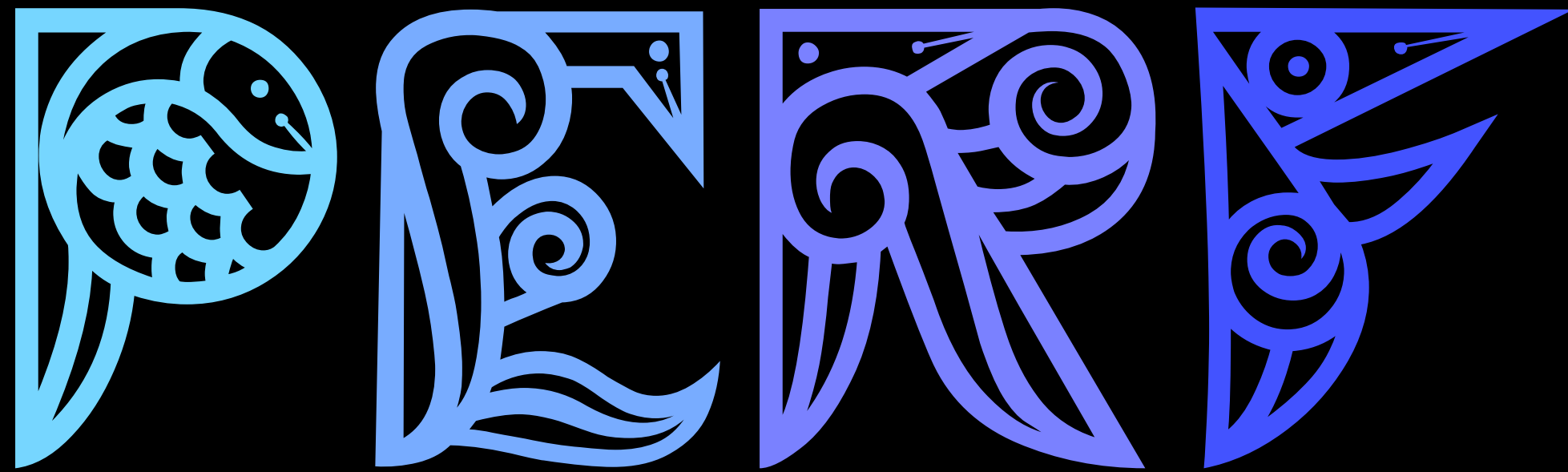


Baby in one arm

**Disabilities: Permanent, Temporary, Situational**  
**— Inclusive design toolkit by Microsoft**



**Most problematic A11Y issues according to screenreader users (via Bruce Lawson / WebAIM)**



**Performance is the speed at which a page can download and render content, as measured objectively and perceived subjectively by the user.**

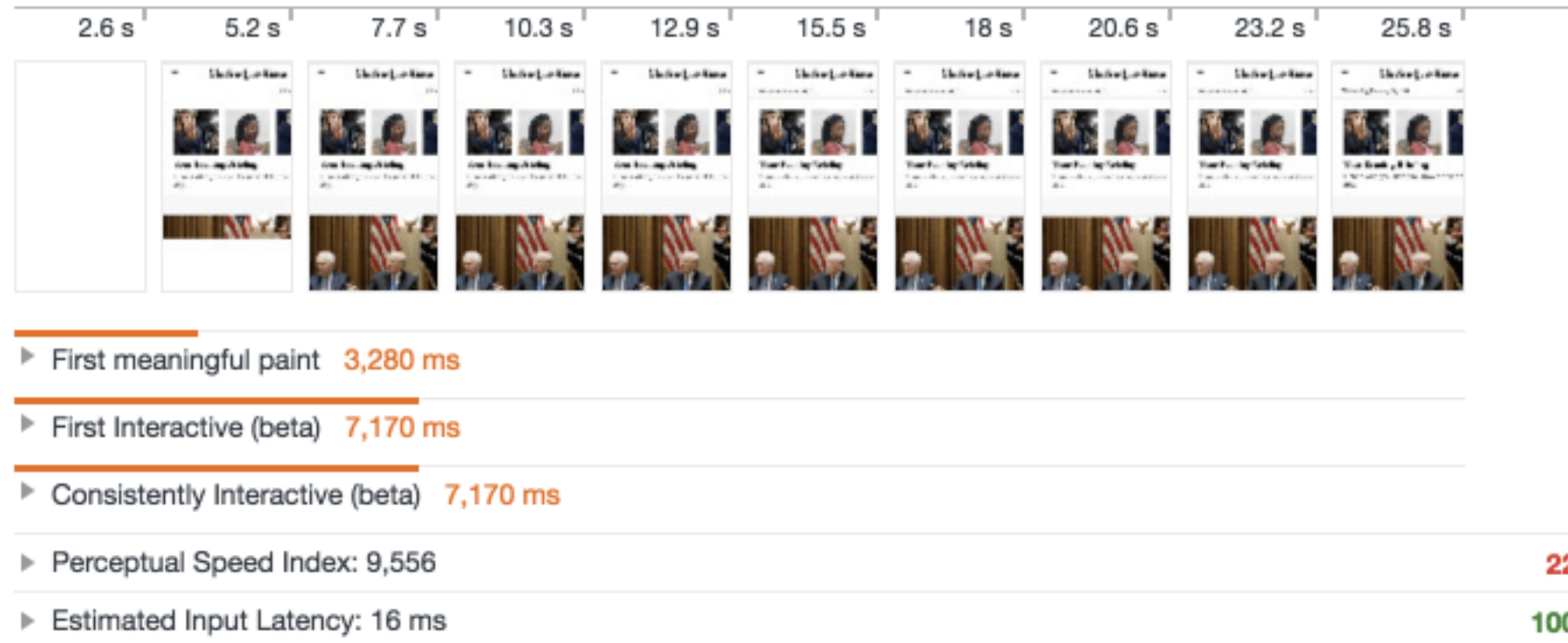
## Performance

These encapsulate your web app's current performance and opportunities to improve it.

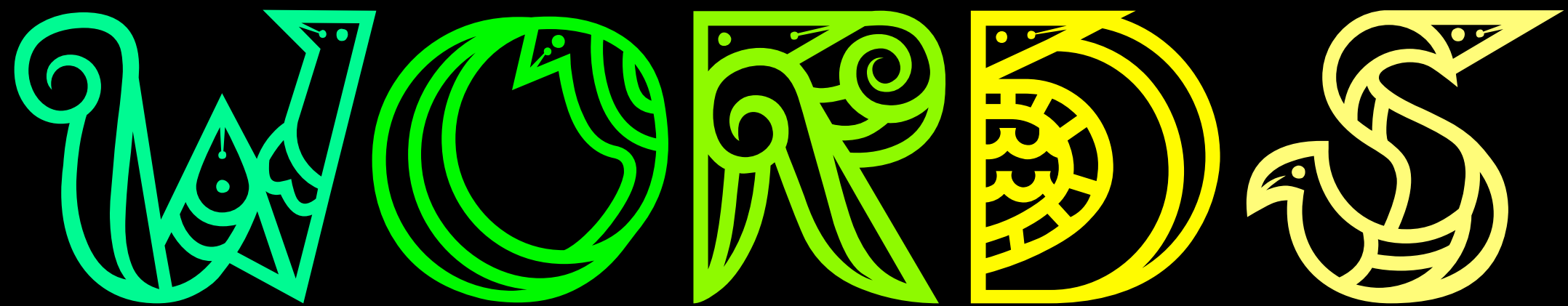
65

### Metrics

These metrics encapsulate your web app's performance across a number of dimensions.



**53% of mobile site visits were abandoned if a page took longer than 3 seconds to load — DoubleClick**



**Copywriting, Content Strategy, Editing**

**“Conversation is the  
oldest interface.”**

**— Erika Hall**



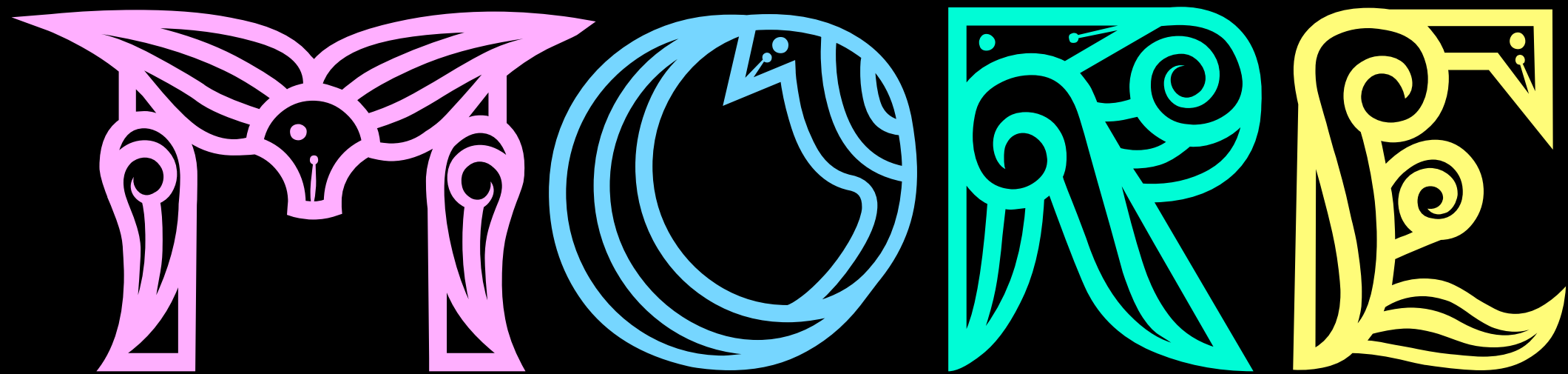
# Cancel Download

Do you want to cancel this download?

CANCEL

OK

**What do you tap to cancel the download?**

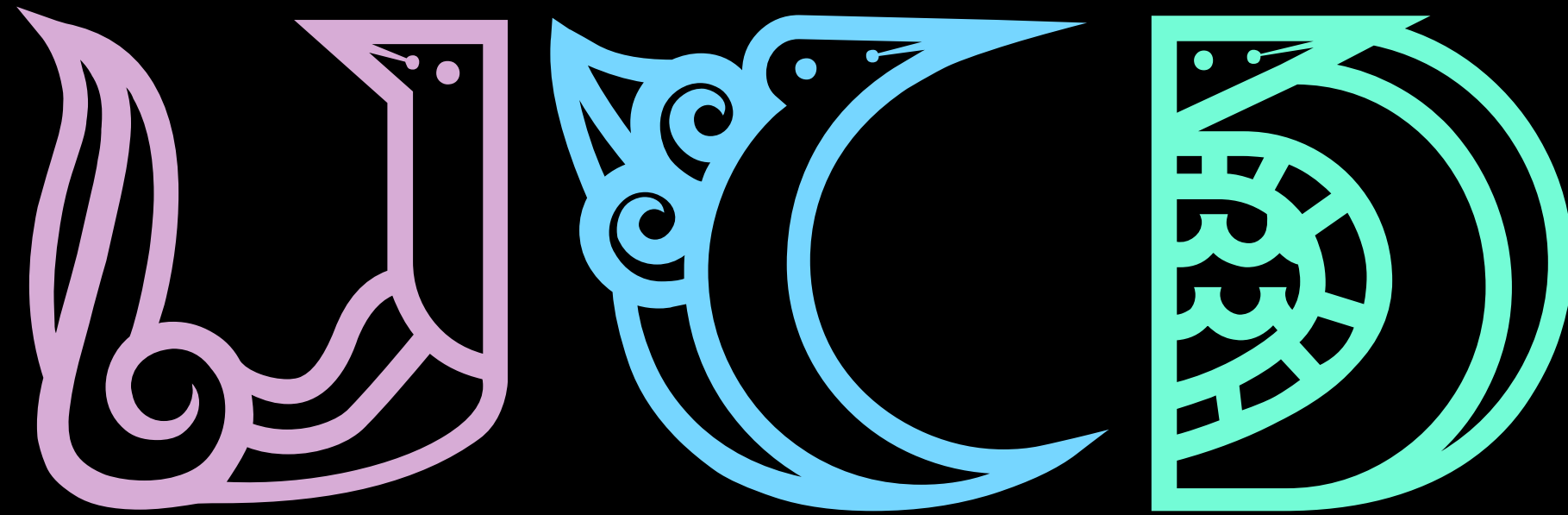


**Motion Design**  
**Data Visualization**  
**Psychology**  
**and so on**

- 
- 
-



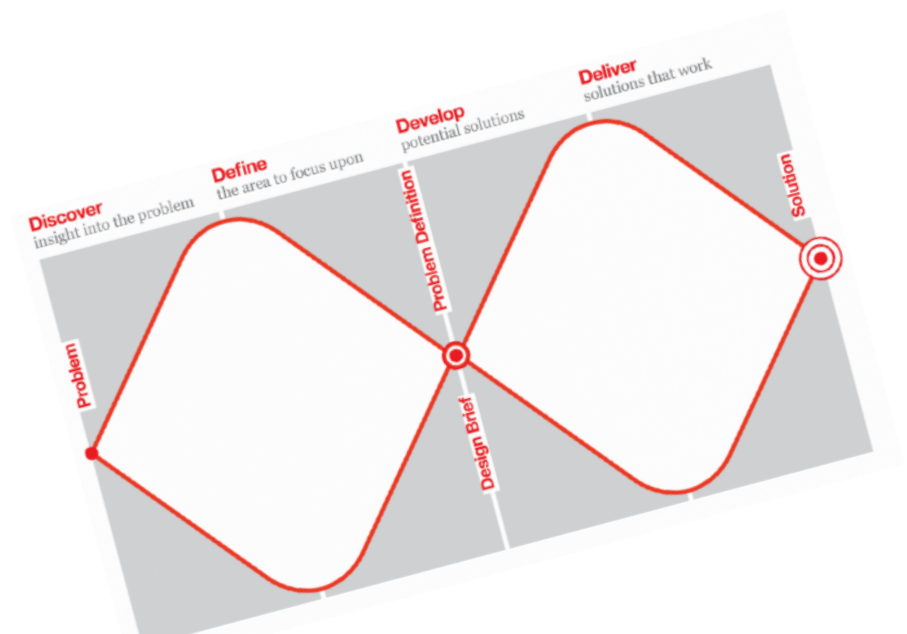
**Don't stop at  
just functional**



**User-Centered Design is an approach that focuses on users through planning, design & development of a product**



# What does a user-centered process look like?



A horizontal sequence of five overlapping circles in magenta, blue, green, orange, and red, each containing a stage of the User-Centered Design Process. The circles are arranged in a slightly overlapping fashion from left to right. Below the circles, the title 'User-Centered Design Process' is written in white bold text.

**Discover**

**Define**

**Design**

**Refine**

**Deliver**

**User-Centered Design Process**



**Discover**

**Define**

**Design**

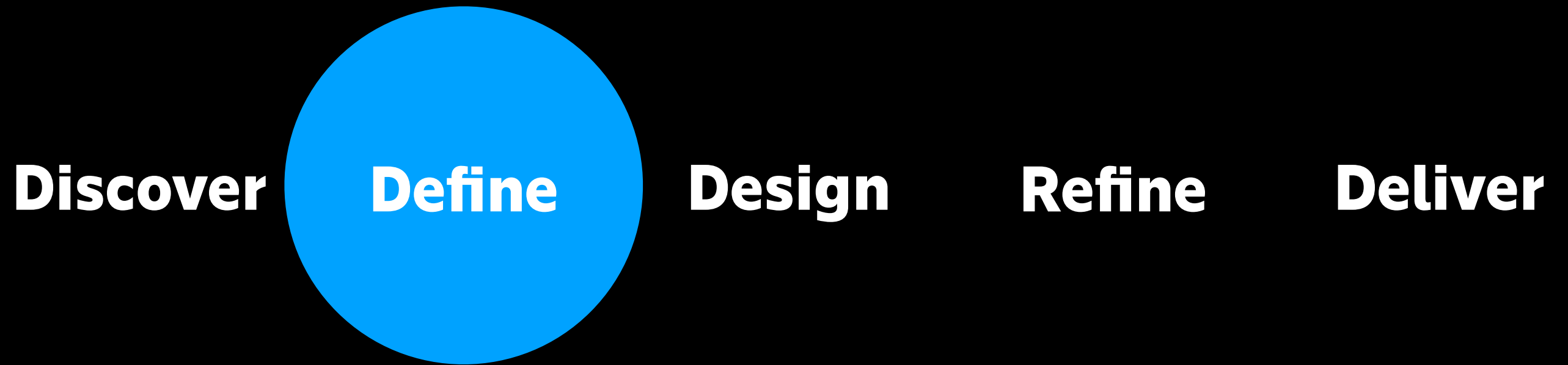
**Refine**

**Deliver**

**understand the problem**

**research, interviews, requirements, goals**





**define user needs, business  
goals, & tech constraints**

**Discover**

**Define**



**Design**

**Refine**

**Deliver**

**build the solution**

**Most people make the mistake of thinking design is what it looks like. That's not what we think design is. It's not just what it looks like and feels like. Design is how it works.**

**— Steve Jobs**

**Design is the rendering  
of intent.**

**— Jared Spool**

**Design is intelligence  
made visible.**

**— Alina Wheeler**

**Discover**

**Define**



**Design**

**Refine**

**Deliver**

**build the solution**

**sketches, wireframes, mockups, prototypes**

**Discover**

**Define**

**Design**

**Refine**

**Deliver**

**build the solution**

**(hypothesis)**

**Discover**

**Define**

**Design**

**Refine**

**Deliver**

**user research &  
usability testing**

**(qualitative + quantitative)**



THIS DESIGN IS BASED ON  
THE **USER RESEARCH**  
I MADE.

WHAT **KIND** OF RESEARCH  
DID YOU CONDUCT?

USABILITY TESTING.

HOW **MANY** PEOPLE  
WERE TESTED?

...ONE

**WHO** WAS IT?

A COWORKER...

WAS THIS  
COWORKER **YOU**?

...YES.



**Pablo Stanley**

**Discover**

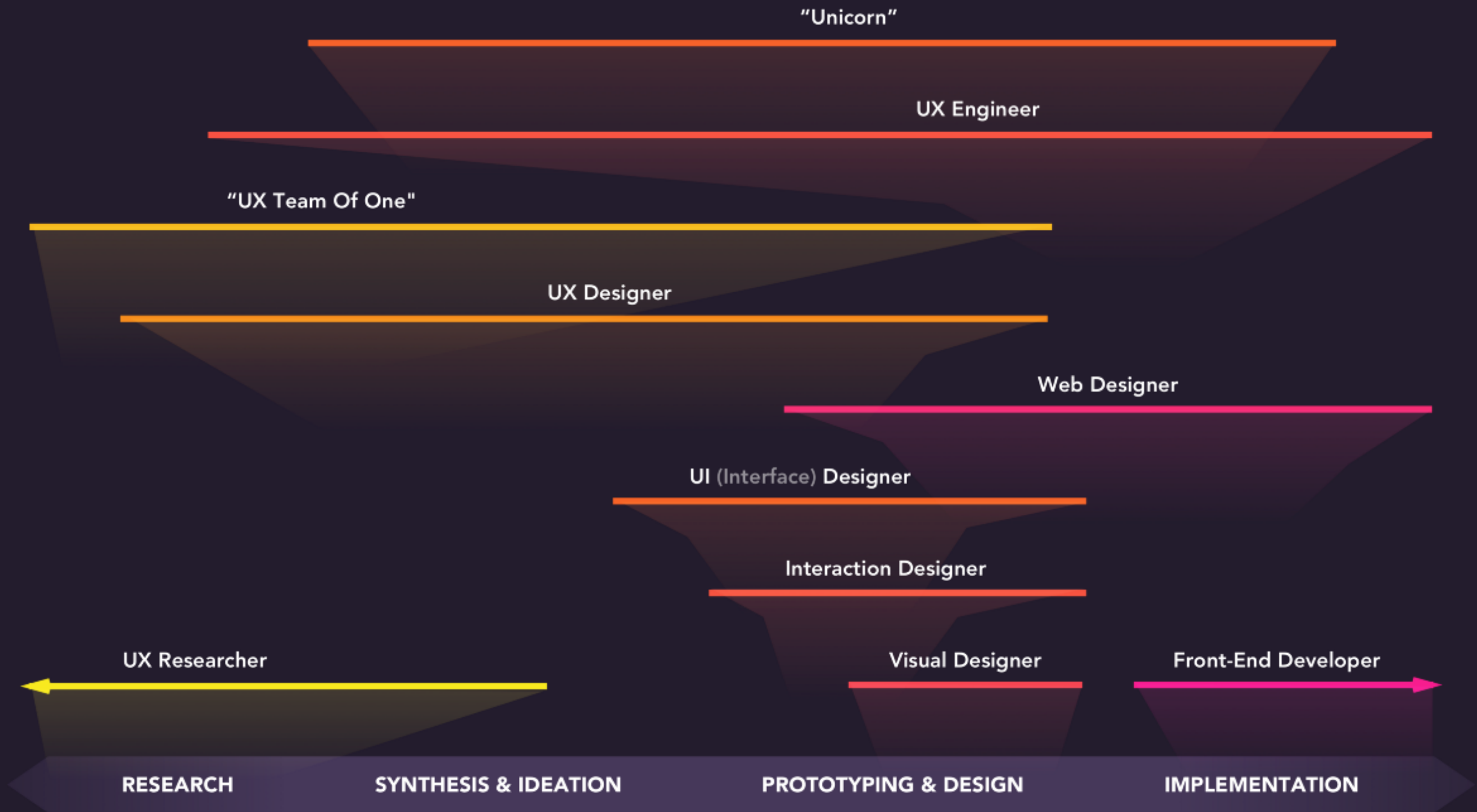
**Define**

**Design**

**Refine**

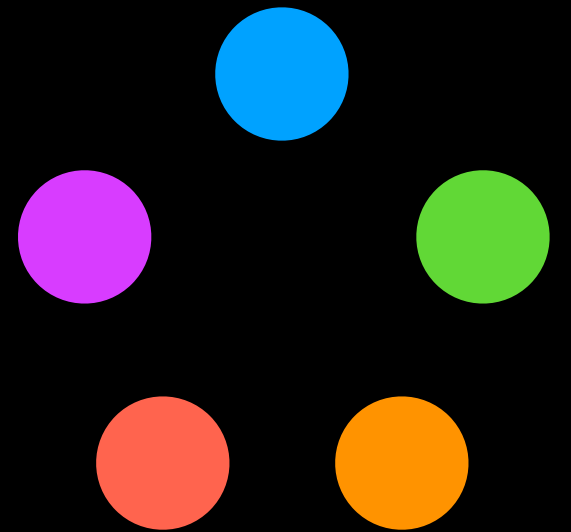
**Deliver**

**present validated solution**



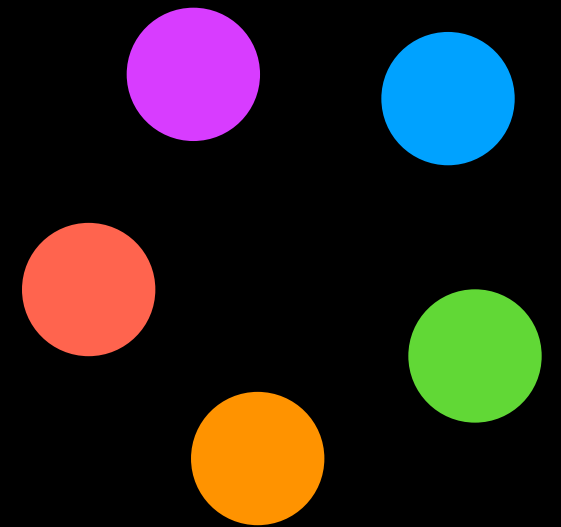
# Spectrum of design roles by Jasper Stephenson

# The process is iterative



**“Kaizen” — Japanese business philosophy  
of continuous improvement**

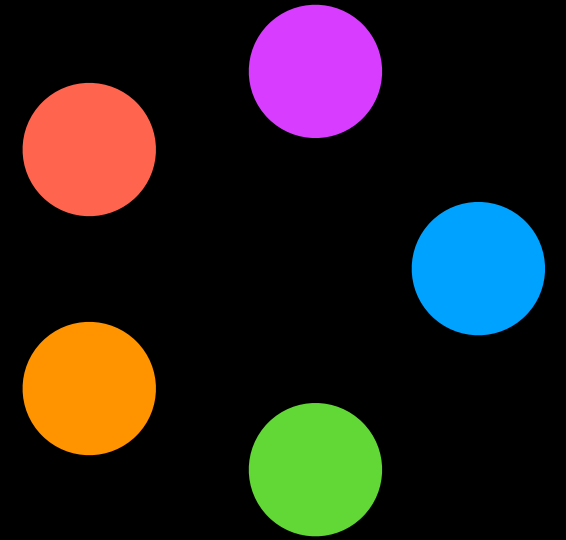
# The process is iterative



**Failure is OK — you learn & get better from it**

# **So you don't develop a product that**

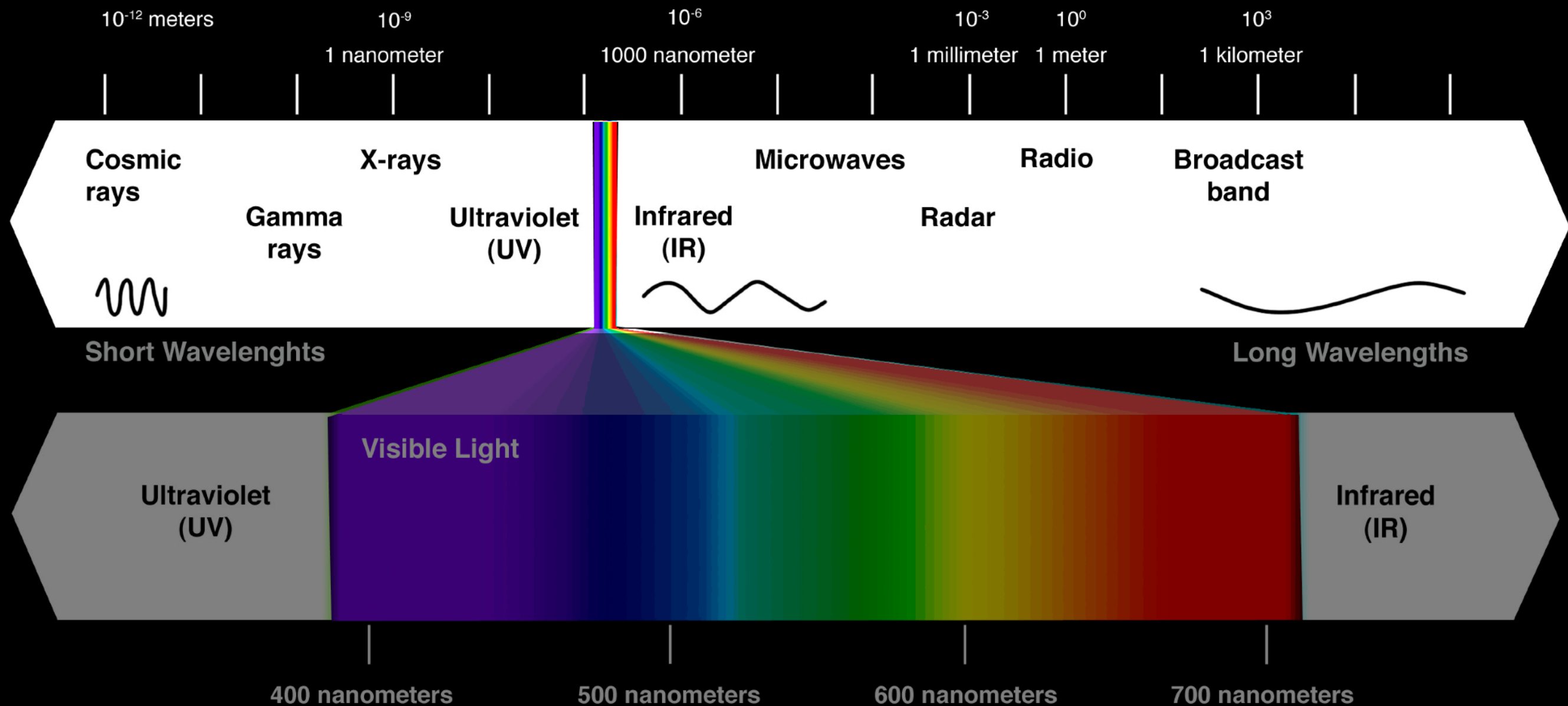
- **nobody wants or needs**
- **is difficult to use**
- **doesn't improve or evolve**





**Visible spectrum**

# Invisible spectrum





# **Present, but overlooked**

**#hugot?**

**“Soft Skills”**

# **Equally Important**

**Probably even more so**

# Communication

# **Persuasion & Negotiation**

# Empathy

**is a matter of standing in the place of or with  
versus speaking to or for.**

**— Fran Wilde**

# Ethics

**UXers should be the most comfortable talking about privilege, racism, homophobia, white supremacy, xenophobia, etc. because being human-centered demands moments of grief & discomfort. Failure to do so reinforces a shallow point of view on the human experience & encourages apathy. — Vivianne Castillo**

# Ethics

**Technology is not neutral**



BUSINESS NEWS OCTOBER 10, 2018 / 11:12 AM / A YEAR AGO

**Amazon scraps secret AI recruiting tool that showed bias against women**



**Garbage**



**Harass**



**Get Harassed**



# Inclusiveness

**If it's inaccessible to the poor\*  
it's neither radical nor revolutionary.**

**— Jonathan Herrera**

**\*marginalized**

# Inclusiveness



 **kaitlmoo**  
@kaitlinsm [Follow](#) 

Replying to [@vitorwy](#) [@nke\\_ise](#) [@xiotex](#)

Maybe if the company that designed this employed a single dark skinned person they'd have found this problem earlier.

**it's not “just”  
technology**

**it's not “just”  
design**

**What we build  
is a reflection of  
what we value**

Epic Hyperspace - Production - DUBLIN PEDIATRICS

Desktop Action Patient Care Referrals Reports Tools Weblinks Help

Back Fwd Home Schedule In Basket Chart Encounter Tel Enc Refill Orders Only Staff Msg Sec Pt Msg Print Secure Log Out

Epic Home Zztest, Ad

**Zztest, Ad** MRN 18774711 DOB 4/15/1950 Age 60 yea Sex M Allergies No Known Allergies PCP NO Type (None)\* PHI \* BX35, HN35 Online Basic Alerts **HM**

Snapshot

Chart Review Demographics Results Review Flowsheets Graphs Growth Chart Synopsis Problem List History Health Maintenance Letters Allergies Medications Imm/Injections Enter/Edit Results Online Lab Release

Snapshot ADVANCE DIRECTIVE/CODE STATUS Report: Snapshot

**Demographics**

AD ZZTEST 123 Easy St  
60 year old male Xxx, XX 99999  
Home: 999-999-9999

**Problem List** Chronic

Chronic  
ESOPHAGEAL REFLUX  
Other  
ASTHMA NOS W/O STATUS ASTHM  
ESSENTIAL HYPERTENSION NOS  
ERRONEOUS ENCOUNTER

**Health Maintenance** Overdue Due On Due Soon

CREATININE 04/15/1950  
INFLUENZA VACCINE 09/01/2010  
LIPID SCREENING 04/15/1985  
PNEUMOCOCCAL VACCINE (PNEUMOVAX) 04/15/1952  
POTASSIUM 04/15/1950  
TDAP VACCINE 04/15/1961  
UNIVERSAL HIV SCREENING DISCUSSION 04/15/1963  
VARICELLA ZOSTER VACCINE (ZOSTAVAX) 04/15/2010  
COLORECTAL CANCER SCREENING DISCUSSION 08/02/2011

**Reminders and Results**

None

**Allergies**

No Known Allergies

**Medications** Long-Term

PREVPAC Pack  
lisinopril (PRINIVIL, ZESTRIL) 10mg Tab  
tramadol (ULTRAM) 50mg Tab  
fluticasone (FLONASE) 50mcg Nasal Susp  
PREVPAC (PREVPAC) Pack  
ranitidine (ZANTAC) 300mg Tab

**Immunizations/Injections**

None

**Significant History/Details**

Tobacco: Not on File  
Alcohol: Not on File  
3 open orders  
Language: UNKNOWN

**Specialty Comments** Report Show All Edit

No comments regarding your specialty

**Family Comments** Edit

None

Hotkey List Exit Workspace

JODI M CC'd Charts, CC'd Results, Result Notes, Results, Addendum, Charts CC'd To Me, Expiring Ord, Open Charts, 9:54 AM

Start Epic Hyperspace - Product... Microsoft PowerPoint - [...]

**“She had missed her hydration and all because [3 nurses with over 10 years experience] were stuck trying to figure this out” — How Bad UX Killed Jenny by Jonathan Shariat**

While we're being all productive and amazing, let's just remember that **doing a good job is everybody's job.**

- Good UX is everyone's job
- Good performance is everyone's job
- Good security is everyone's job
- Good accessibility is everyone's job
- Doing right by the people that use your website is everyone's job

Even if you aren't writing the code that directly affects any of those things, you care about them and fight for them to be handled well.

**“Ooops, I guess we're full-stack developers now”  
by Chris Coyier (2019)**

**People don't want to use your software. They want to lose weight, laugh, be entertained, get smarter, spend time with loved ones, go home on time, sleep adequately, eat good food, be happy.**

**Your product is only as good as the experiences it enables people to have.**

**— Sahil Lavingia**



**~~flex~~ plug ko lang**



Philippine  
Web Designers

design dev ux  
frontend html  
css js a11y perf  
branding seo  
typo graphy ui

# **pwdo.org**

**be a member!**  
**join our events!**



Philippine  
Web Designers

# Salamat!

**stellify.net ✨ @sofimi**

**Support local creators! 🇵🇭 [Hanken.co](https://Hanken.co) Illuma typeface 🇵🇭 [ObraTypeface.com](https://ObraTypeface.com)**