UX as Science

Jinsoo Kim Ph.D.

My Background

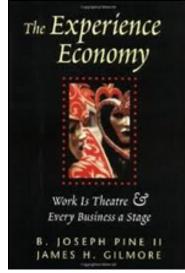
- Education
 - Electrical Engineering (B.A.)
 - Education (B.A. and M.A.)
 - Cognitive Science (Ph.D.)
 - Specialized in HCI (Human-Computer Interaction)
- Business
 - Fmr Yahoo! Korea
 - Head of UED (User Experience & Design)
 - Front Page Manager
 - Product Development Process Champion
 - Head of Product Council
 - CEO
 - Fmr Chairman of Kipfa (Korea Internet Professionals Assn.)

User eXperience

Experience in Economy

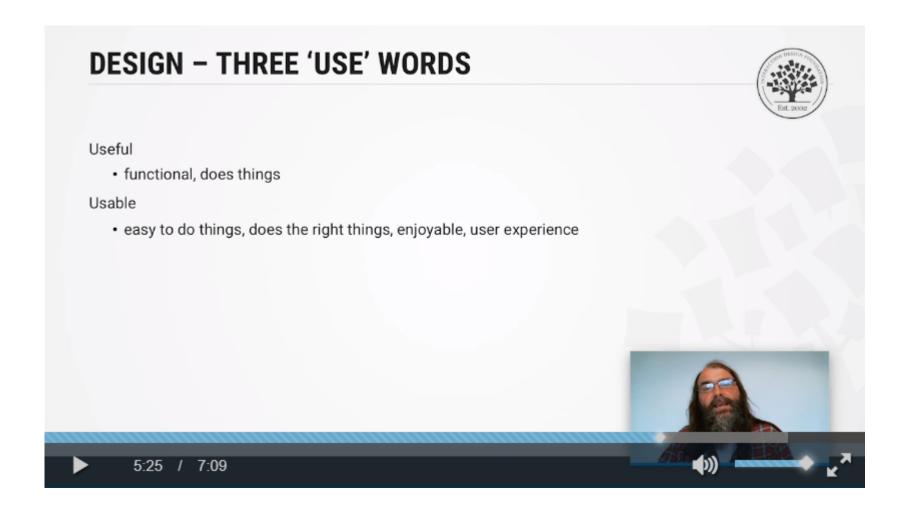
Progression of Economic Value





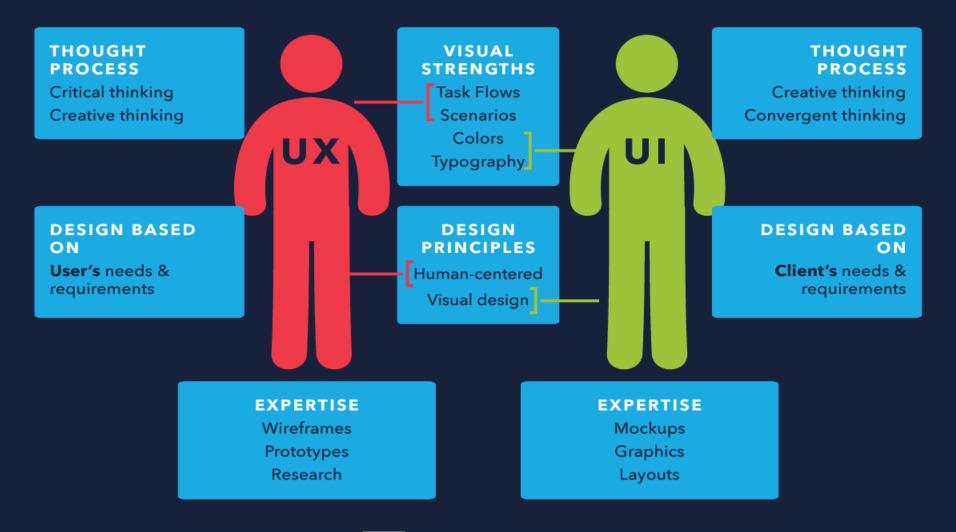
memorable events --> experience

UX belongs to Usable?



Alan Dix, the author of Human-Computer Interaction

UX DESIGNER VS UI DESIGNER





Source: uxdesigner21.com

UX vs. UI

Neilson Norman Group

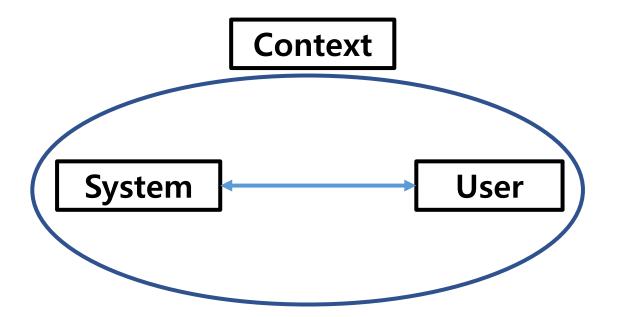
Even if the **UI** for **finding** a film is perfect, the **UX** will be poor for a user who wants **information** about a small independent release if the underlying database only contains movies from the major studios.

(https://www.nngroup.com/articles/definition-user-experience/)

UI relates to finding but UX to information

UX by ISO 9241-210

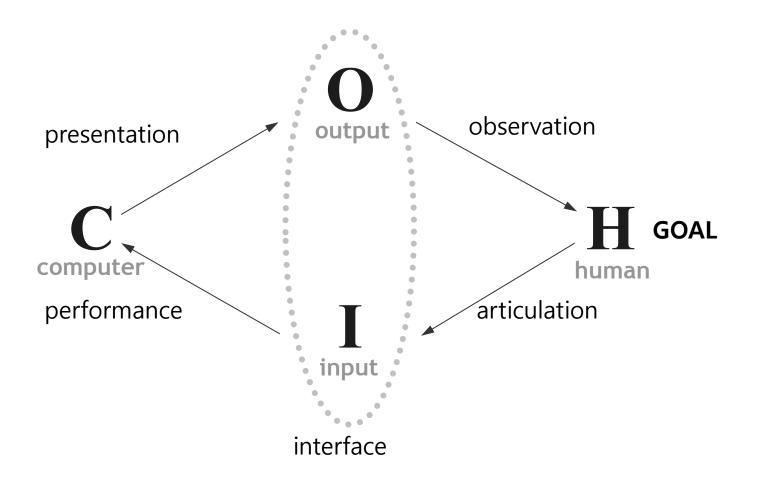
- "a person's **perceptions** and **responses** that result from the use or anticipated use of a product, system or service".
- Three factors that influence UX
 - **User**'s state and previous experience
 - System properties and the context of use



Context

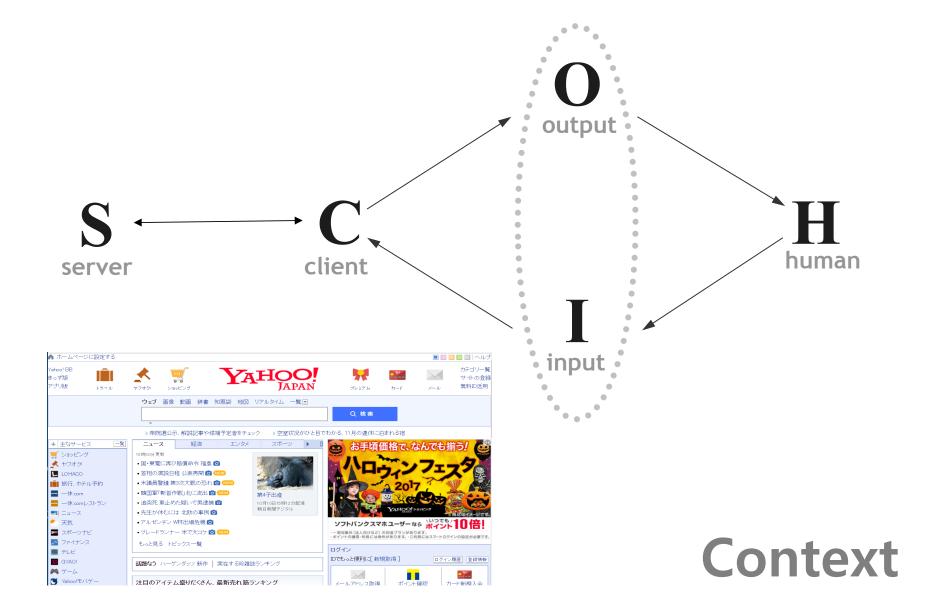


Interaction vs. Interface

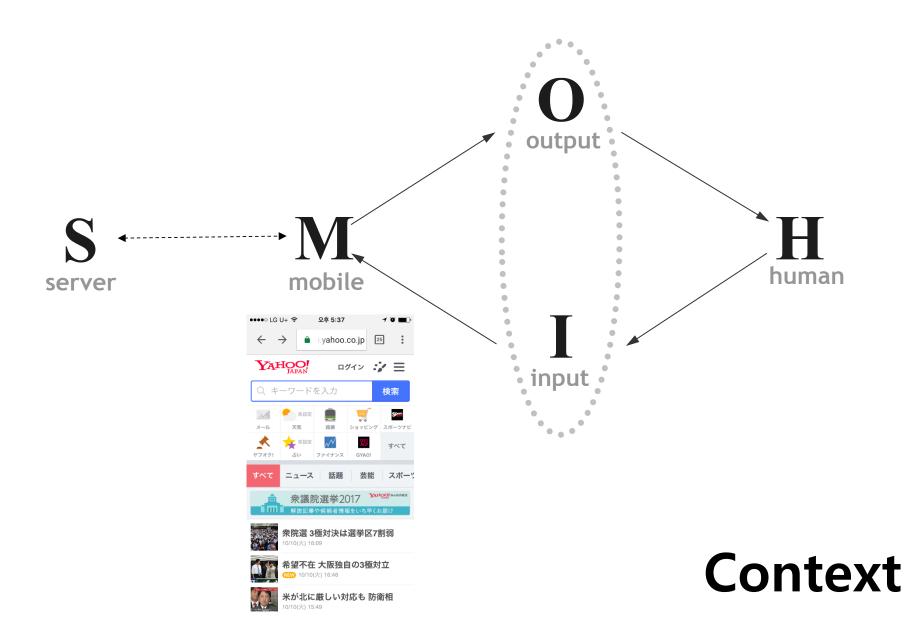


Reference: Human-Computer Interaction by Alan Dix, et al

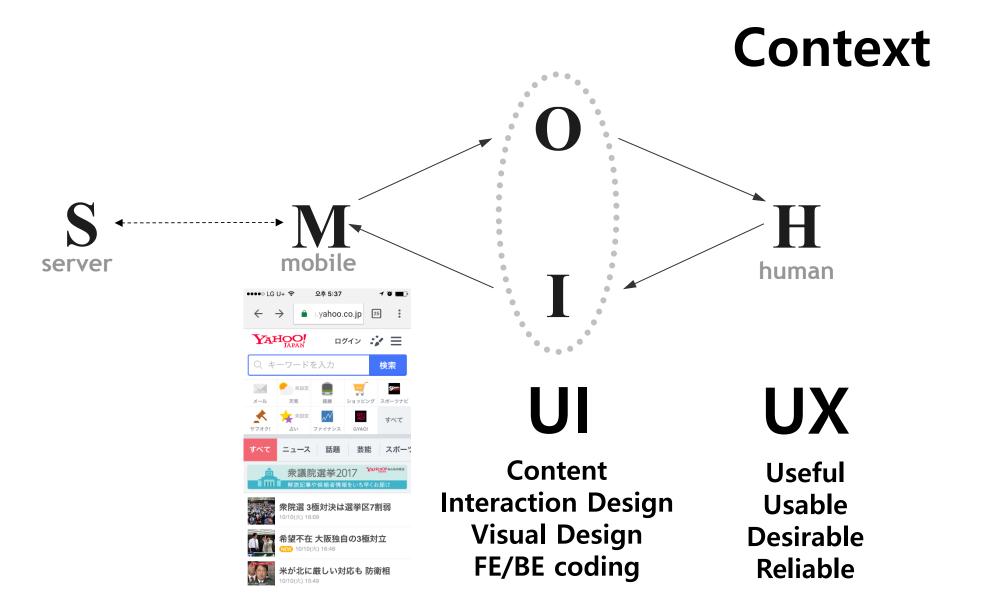
Wired Internet

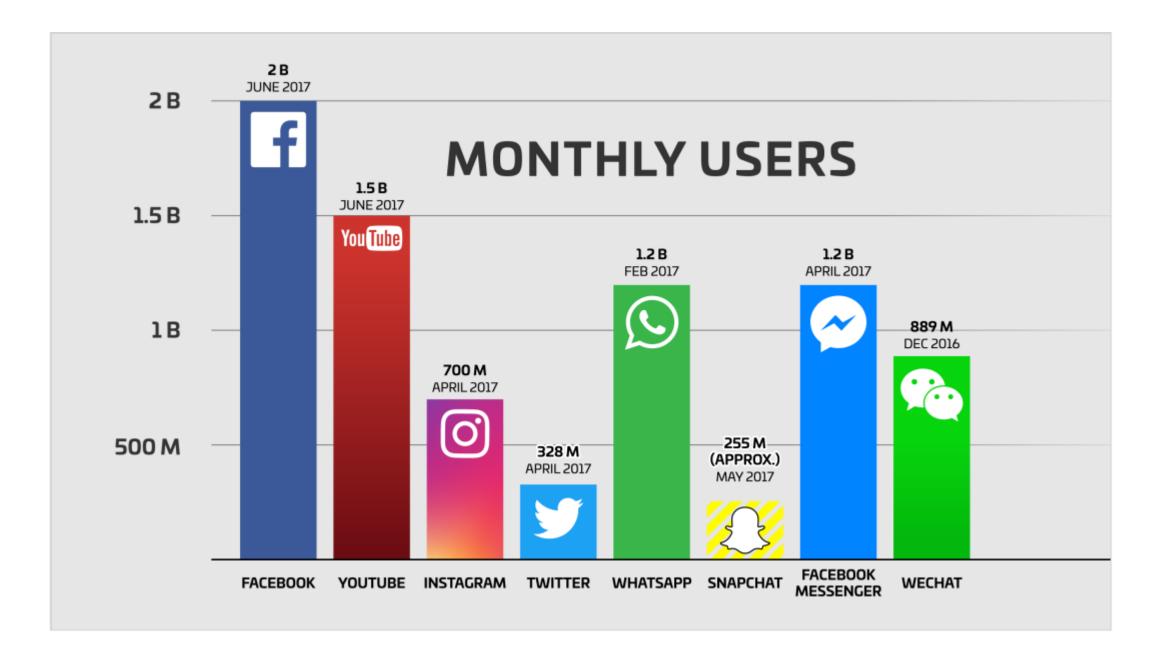


Wireless Internet

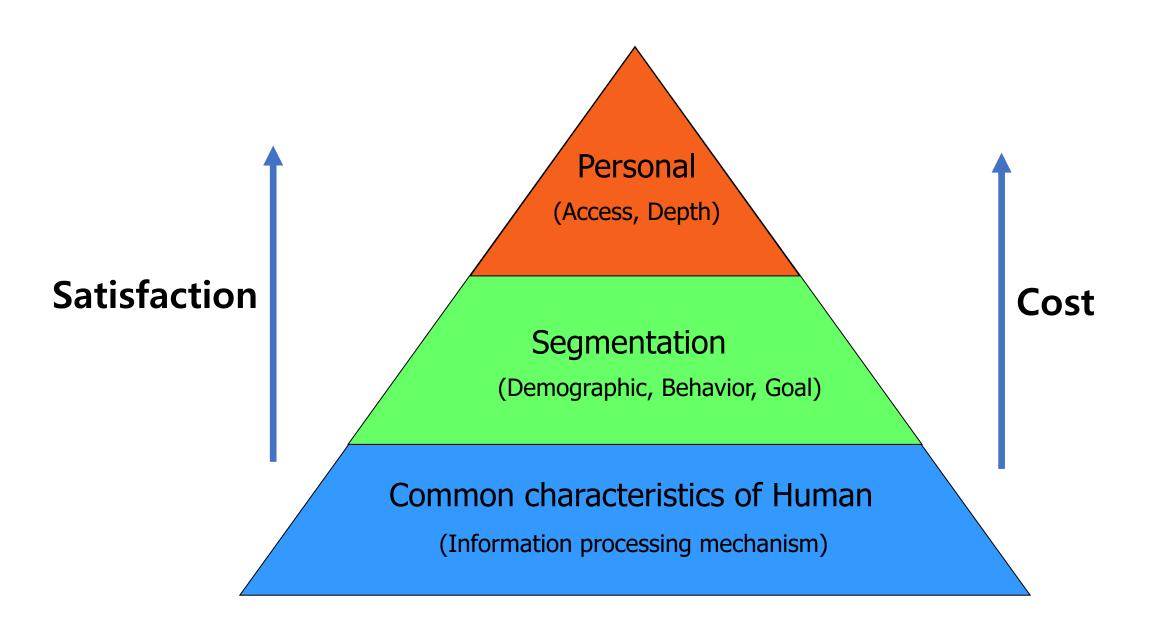


UI, User Interaction & UX





Human



Human Sights

- Eye movement
 - Saccadic movement
 - Fixation: longer than 300ms
- Visual Angle
 - Horizontal Field of View: 5 degrees
 - Vertical Field of View: 10 degrees

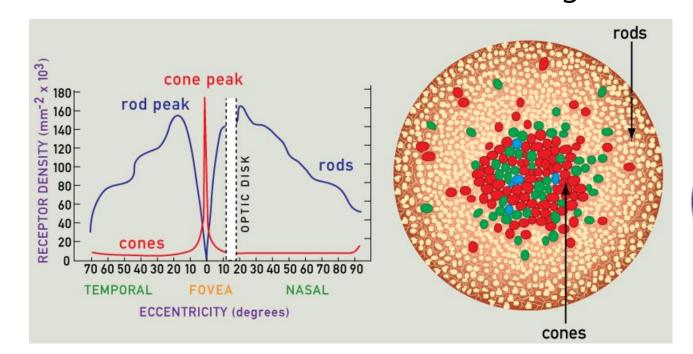


Figure 10.21: Horizontal Field of View

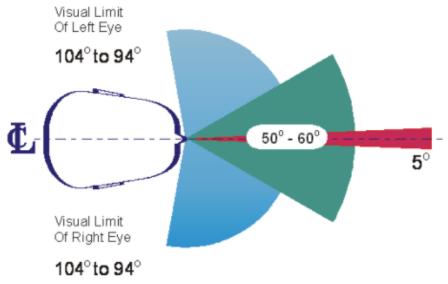
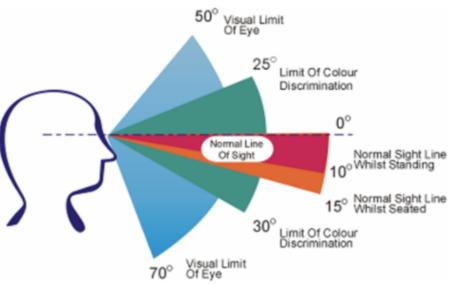


Figure 10.22: Vertical Field of View

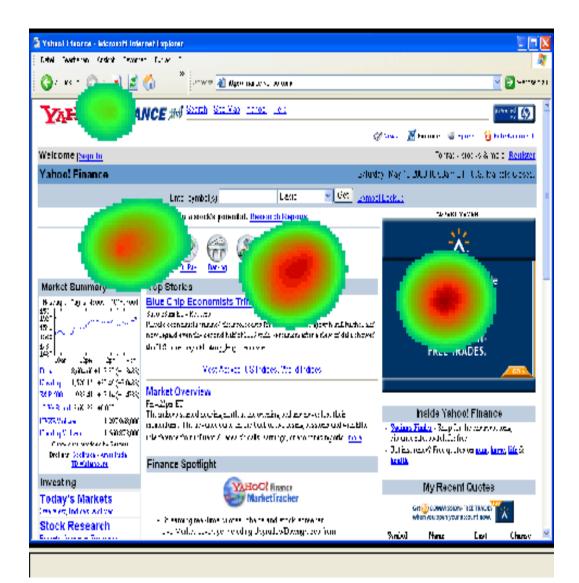


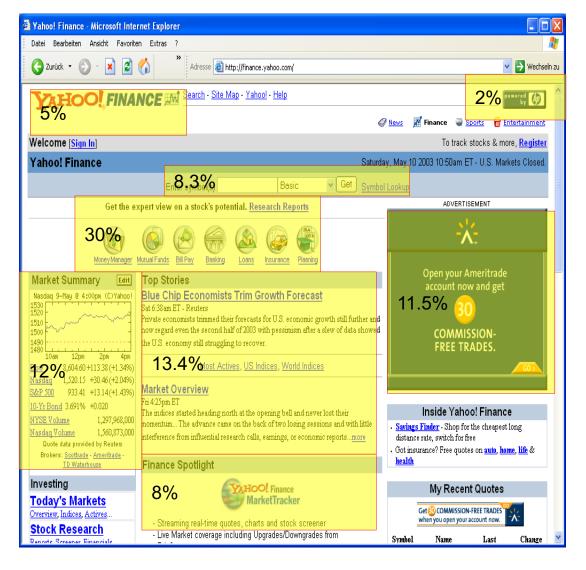
Eye Tracking



https://youtu.be/lo_a2cfBUGc

Eye Tracking

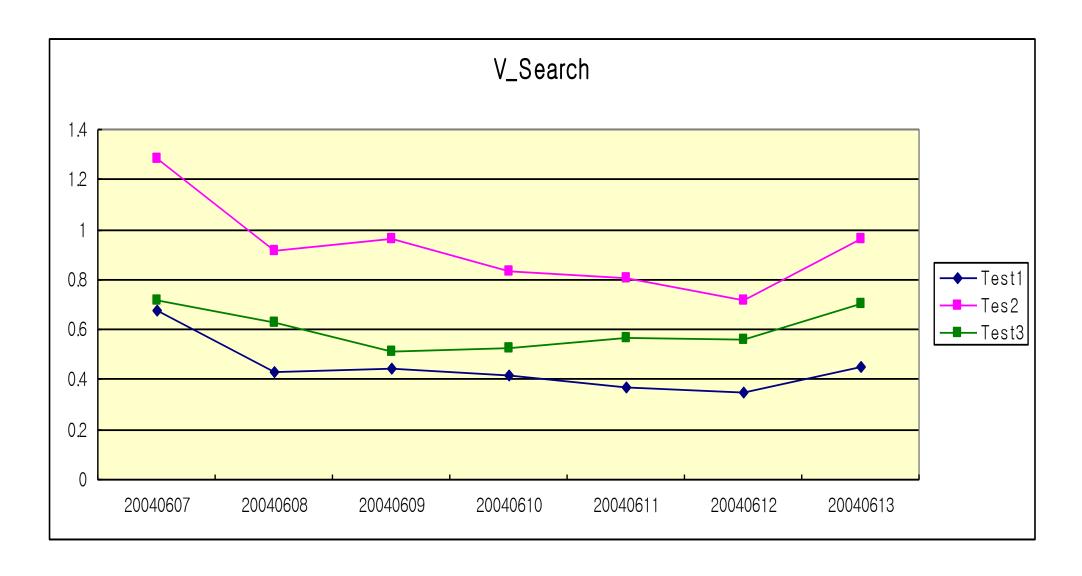




Search BUCKET Test



Results



More Choice is Better?

- "Paradox of Choice" by Barry Schwartz
 - "fact that *some* choice is good doesn't necessarily mean that *more* choice is better. ... There is a cost to having an overload of choice."



номе	INVESTING	NEWS & OPINION	PERSONAL FINANCE	MY PORTFOLIOS
Enter Symbol(s) Symbol Lookup » Finance Search				



Bigger Search Box → More chance to use?





Visual Weight and Context



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Mistreatment of Visual Weight





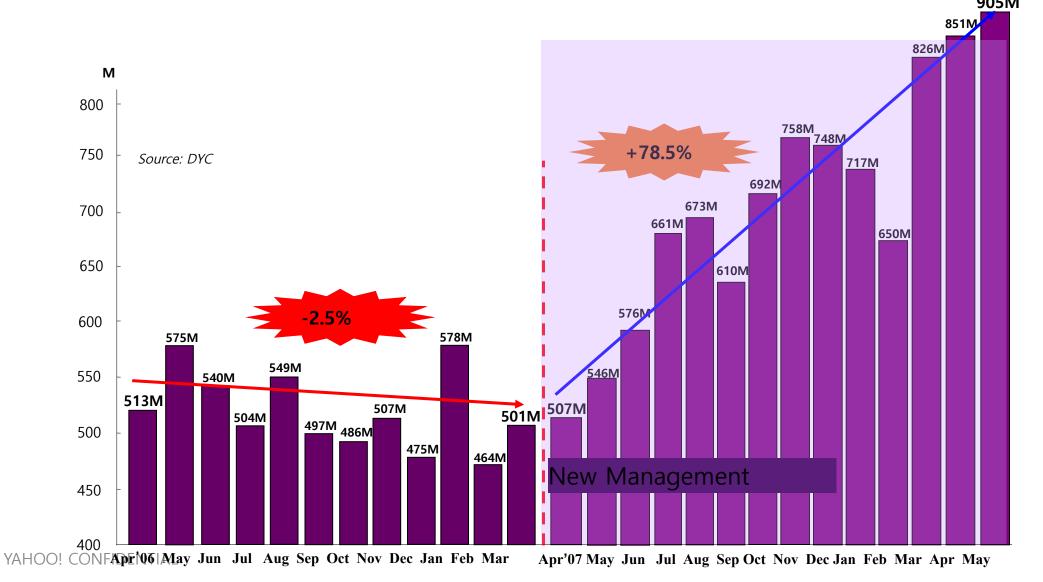
Intuition vs. Data

- Real Time Tracking
 - Faster tracking for immediate action
 - Contextual coupling between an article and its performance



News - Result

News PV in May spiked over 905M PV, reached +78.5% against Apr 07



Designing Touch Interfaces

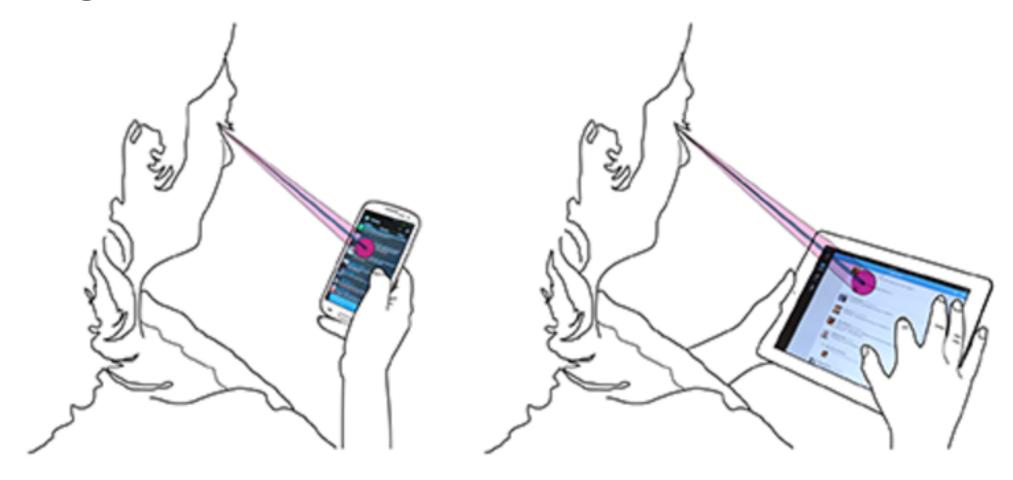
- Designing Visual Targets
 - the link text, icon, or other graphic element that affords an interaction
- Designing Touch Targets
 - An area on a screen that a user can touch to perform an action
- Preventing interference errors
 - The circular error of probability for one target includes another target as well

Visual Targets: Big Enough and Clear Enough

 The link text, icon, or other graphic element that affords an interaction

- They attract the user's eye
- The user understands that they are actionable elements
- They are readable, and the user can understand what action they will perform
- The user is confident that he will easily tap them

Angles of Vision



Devices that a user is viewing further away requires larger fonts

Minimum and Maximum Font Size

Minimum font size

- Must meet three criteria: readable, legible, and tappable
- Text: 6 point (pt) or 2.1 millimeter (mm)
- Icons: 8 point (pt) or 2.8 millimeter (mm)

Maximum font size

- Our area of attention is much smaller than our field of vision
- The cone representing our foveal vision: 5 degrees across
 - = a circle that is approximately half the size of your fist at arm's length
- If tappable items are bigger than that, users cannot perceive them as actionable items

Touch Target

An Area on a screen that a user can touch to perform an

action

 Touchscreens sense only the centroid, or geometric center of the contact patch

• The absolute minimum for a reliable Touch target:

Relatively still: 6 mm

Moving or distracted: 8 mm



Preventing Interference Errors

Interference

- The condition that happens when two or more touch targets are in close physical proximity
- The circular error of probability for one target includes another target as well
- To avoid interference errors
 - At least 8 millimeters apart on center
 - 10 millimeter spacing being strongly preferable
- To avoid disaster of interference
 - Never place buttons with catastrophic consequences

Thank you!