Is Design Metrically Opposed?

Jared M. Spool @jmspool



Are we measuring the right thing?

Performance Based Design

NEW BOOK COMING 2010

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to kicking ass with: Web analytics User testing A/B testing Multivariate testing Advanced CSS & CSS3

A web designer's guide

You'll never think about web design the same way again.

WHAT'S THE BOOK ABOUT?

Performance Based Design is about changing the way we think about web design. It's what comes next after web standards. It's about using data to find the best design — the best user experience, the best conversion rate, the best performing design. Web design is measurable and testable, and Performance Based Design will show you how to use that to become an objectively better designer.

WHO'S THE AUTHOR?

Luke Stevens (@lukestevens) has been professionally designing and building websites for the better part of a decade. For more:

- Follow @msrmnt on Twitter for book updates.
- · Read an interview with Luke at SitePoint.
- See Luke's <u>slides (with audio)</u> from his Web Directions South 2009 presentation on performance based design.

WHEN WILL IT BE OUT?

The book is currently 80% complete, weighing in at 70,000 words across five major sections. It should be out around the middle of this year.

Be sure to sign up so you get a **once-only** email when the book is ready, or follow <u>@msrmnt</u> to be notified that way.

Luke Stevens Design + Consulting | luke@lukestevensdesign.com | @lukestevens | © 2010

Hi! Are you a Designer?

If so, a new book just for you is coming in 2010.

enter your email address...

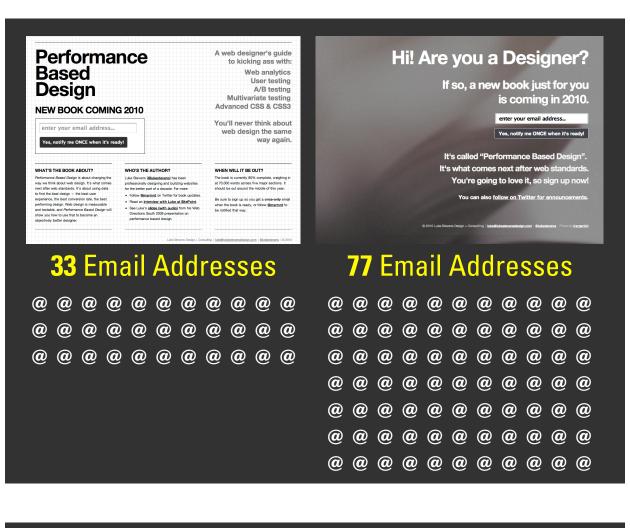
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It's called "Performance Based Design".

It's what comes next after web standards.

You're going to love it, so sign up now!

You can also follow on Twitter for announcements.





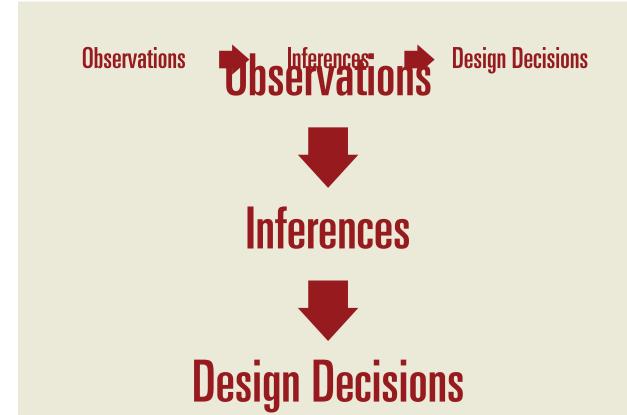
Observations

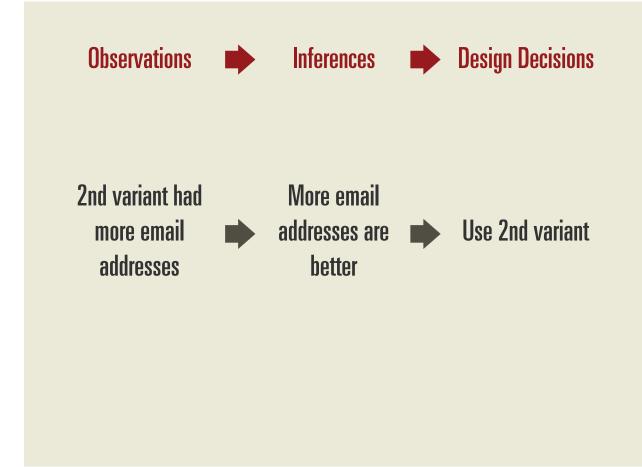
Inferences

More email addresses are better All email addresses are equal

Observations











Inferences



Design Decisions

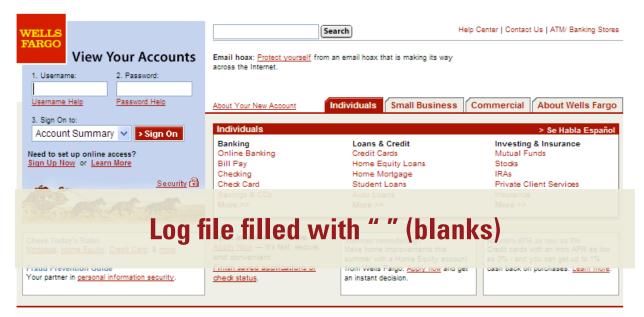
What did we see?



Why we think it happened?



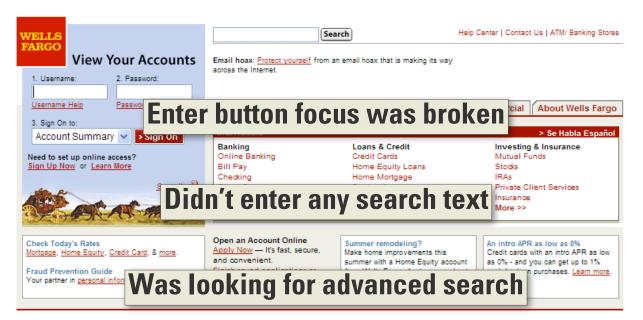
How will we improve the design?



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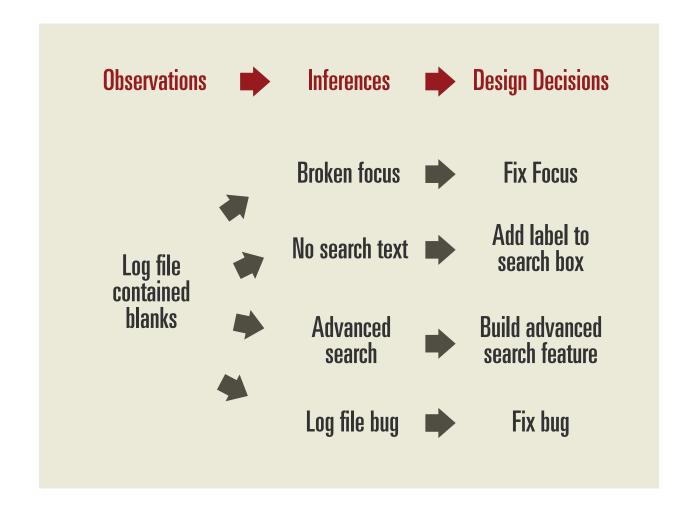


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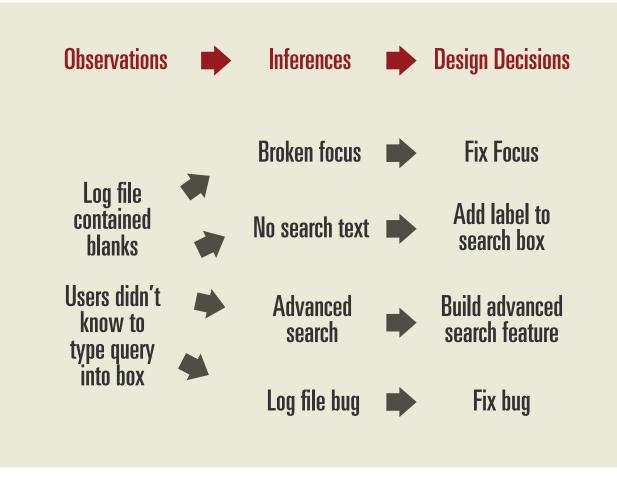
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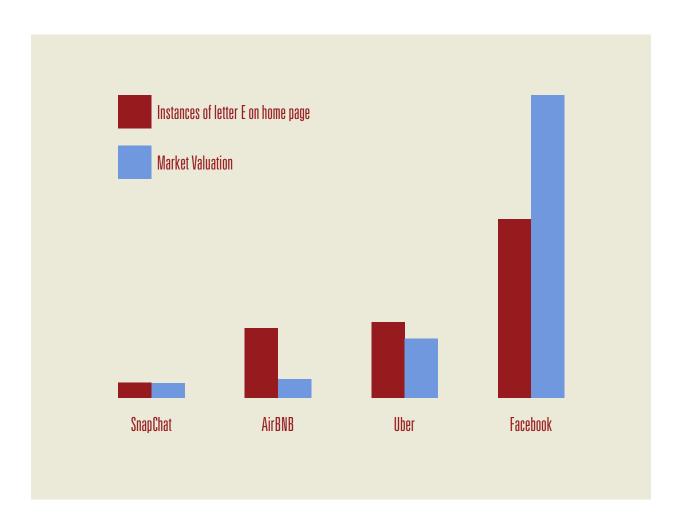


The best designers never stop at the first inference.

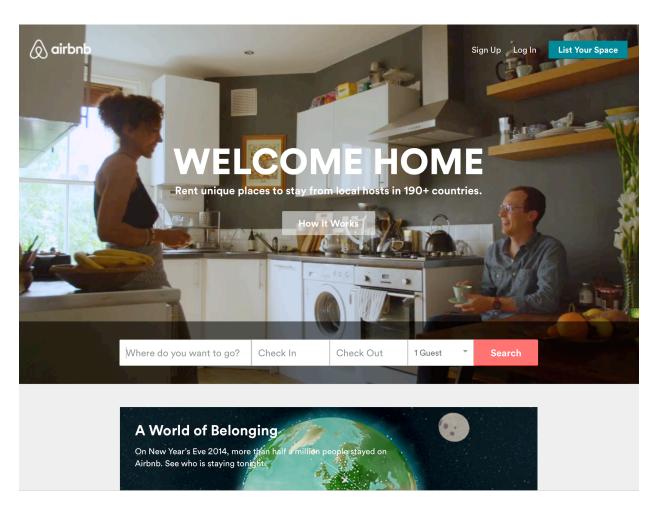


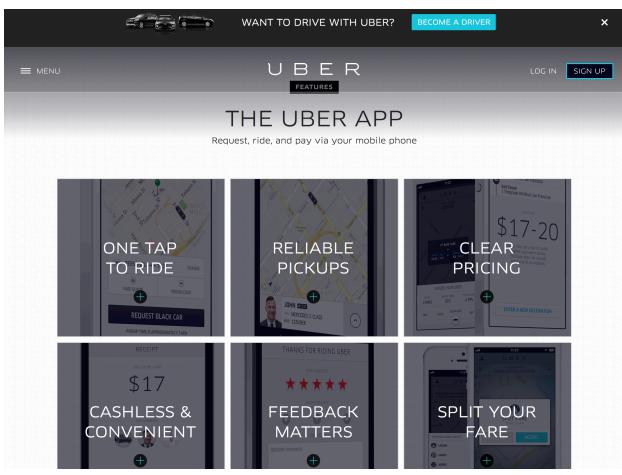
Research turns inferences into observations.

Useless measures & silly metrics











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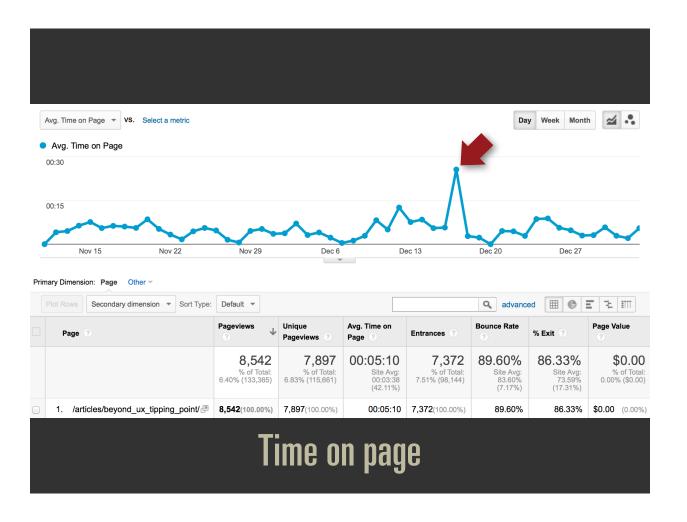
Facebook © 2015 English (US)

Counting the letter E is a stupid metric.

Measure: Something we can count.

Metric: A measure we track.

Analytic: A measure software tracks.



Time after search

Bounce rate

% Exit

Time on page

Sessions w/search

% Search Refinements

Pageviews



If you torture data long enough, it will confess to anything you'd like."

R.H. Coase, British economist

What Google Analytics can't tell you:

- What content was useful?
- What people found confusing?
- ▶ Who is your site's biggest spender?
- What do big spenders do that others don't?
- What should you do to improve your content?
- ▶ Why did someone click?

What Google Analytics can't tell you:

Why?

Conversion Rate

THIS **PRESENTATION** HAS



MATHEMATICAL CONTENT

CONTAINS SOME FORMULAIC MATERIAL MAY BE INAPPROPRIATE FOR DESIGNERS

Conversion Rate

Conversion Rate

Conversion Rate

$$1.0 \% = \frac{10,000}{1,000,000} = \frac{10,000 \times \$100}{\$1,000,000}$$

$$2.0 \% = \frac{20,000}{1,000,000} = \frac{20,000 \times \$100}{\$2,000,000}$$

$$2.0 \% = \frac{10,000}{\$2,000,000} = \frac{10,000 \times \$100}{\$1,000,000}$$

$$10,000 \times \$100$$

Conversion Rate

What should we design for?

Conversion Rate?

Money?

2.0 %

\$2,000,000

2.0 %

\$1,000,000

Conversion Rate

```
Conversion Rate = # of people who purchase # of people who visited

Visit  Visit Purchase

Conversion Rate = 25 % ?

Conversion Rate = 100 % ?
```

What conversion rate can't tell you:

Why?

Delightful Excellent

Amazing Remarkable

Awesome Incredible

Satisfactory

Satisfactory

Edible

Achieving satisfaction is too low a bar to set for our designs.

We can do better.

If the item does	s not app	oly to your			the followince, please	
			Neither Satisfied			Does
	Very Satisfied	Somewhat Satisfied	Nor Dissatisfied	Somewhat Dissatisfied	Very Dissatisfied	apply
Ease of logging into your Gogo account						
Ease of connecting to the "gogoinflight" signal (SSID)						
Ease of the process when purchasing Gogo						
Browsing speed within the Gogo portal/web pages						
	Very Satisfied	Somewhat Satisfied		Somewhat Dissatisfied	Very Dissatisfied	Does not apply to me
Internet connection browsing speed after leaving the Gogo portal						
The consistency of the Internet connection, the number of drops						
Making you feel like a valued customer						
Value of Gogo for price paid			0	0		

Satisfaction Survey Scale

Extremely Satisfied

Somewhat Satisfied

Neutral

Somewhat Dissatisfied

Extremely Dissatisfied

Delight/Frustration Survey Scale

Somewhat Delighted
Satisfied
Somewhat Frustrated
Extremely Frustrated

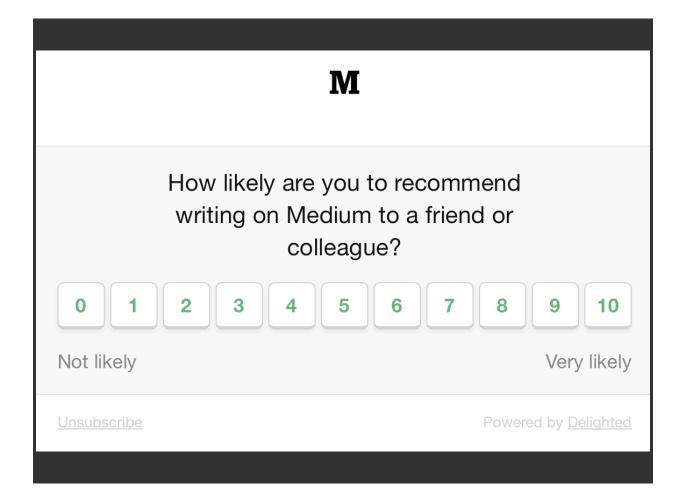
	Poor								E	xcellent
	1	2	3	4	5	6	7	8	9	10
Stylish and up-to-date design/décor	\circ	\bigcirc	\bigcirc	\circ	\circ	\circ	\circ	\circ	\bigcirc	\circ
Maintenance and upkeep of hotel	0	0	0	0	0	0	0	0	0	0
Design of the public area/spaces	0	0	0	0	0	0	0	0	0	0

Back

Next

Pro tip:
Nothing says "we don't care" like a page of 10-point satisfaction scales.

10-point scales make noise feel like science.



What satisfaction surveys and Net Promoter Score can't tell you:

Why?

We need metrics that help us improve our users' experience.

A measured experience.



Things users find frustrating

- Content that is confusing
- Incomplete information
- Can't remember password
- Hidden features
- Hidden navigation
- Confusing navigation
- Error messages

Things that users find frustrating

Error messages

Phone numbers can't have dashes or spaces.

The credit card security code is required (again).

Username and password do not match.

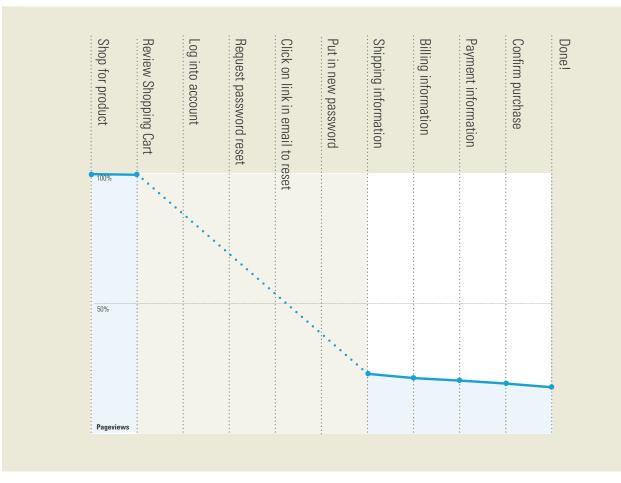
Pro tip: Customize analytics by counting error message deliveries.

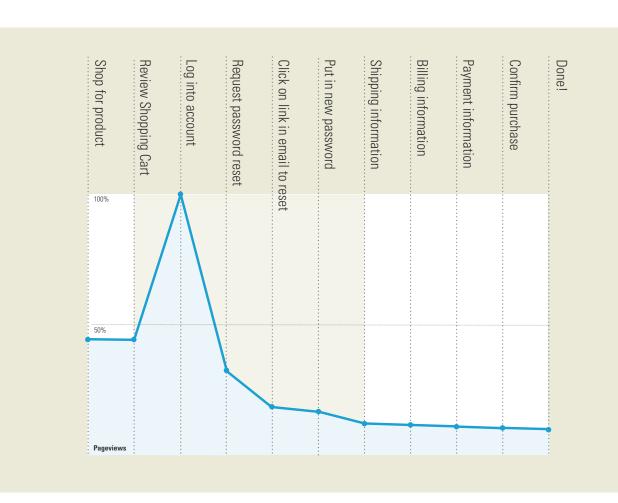
Case study:

Improve checkout process for a major e-commerce site.

50%	onipping miorination	Shipping information	Billing information	Payment information	Confirm purchase
50%	100%				
50%					
	50%				







Lost revenue from account sign-in issues:

\$300,000,000 per year

The team built a guest checkout (no sign-in required). Recovered the \$300,000,000 within 1 year.

\$300,000,000

Qualitative usability research



Quantitative custom metrics

Most important custom metric:

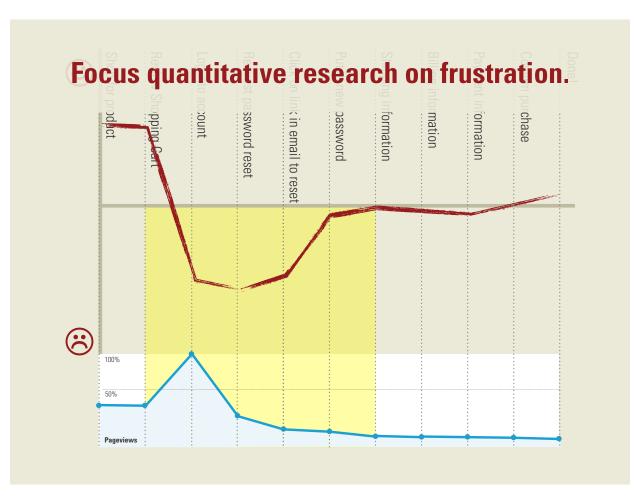
Unrealized shopping cart value from password issues.

Qualitative findings must drive our quantitative research agenda.

The team's initial inferences

- ▶ The checkout steps were where we'd find the biggest improvement.
- It was "normal" to lose customers before checkout.
- Cart review went straight to checkout without additional steps.
- All of the screens were instrumented.

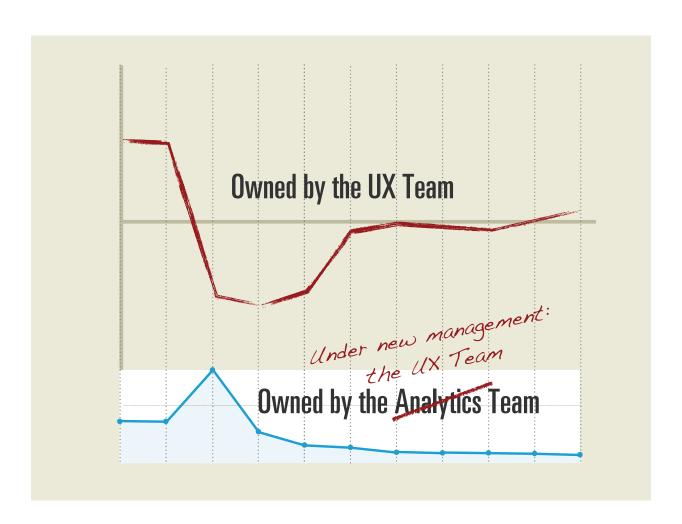




Observations trump inferences.

No longer acceptable:

"Analytics are controlled by a different group."





No longer acceptable:

"Analytics are controlled by a different group."

Data science is now an essential skill for every UX team.

No longer acceptable:

"I don't understand what the metrics mean."

Continually question what the metric is trying to tell you.

No longer acceptable:

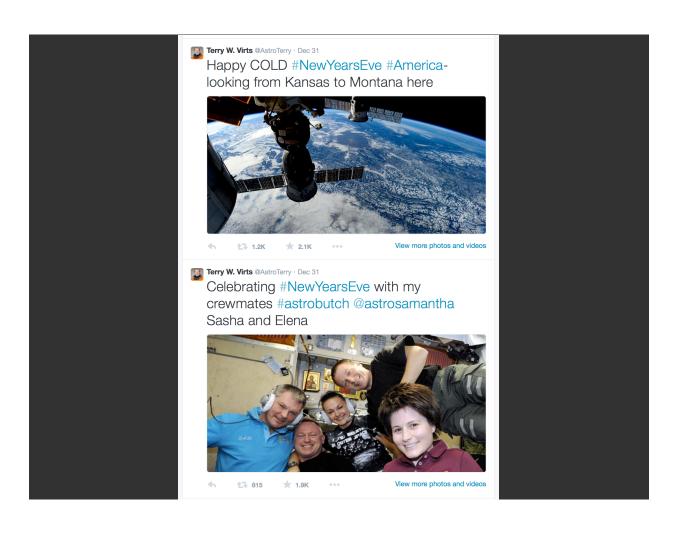
"I'm not good with numbers."

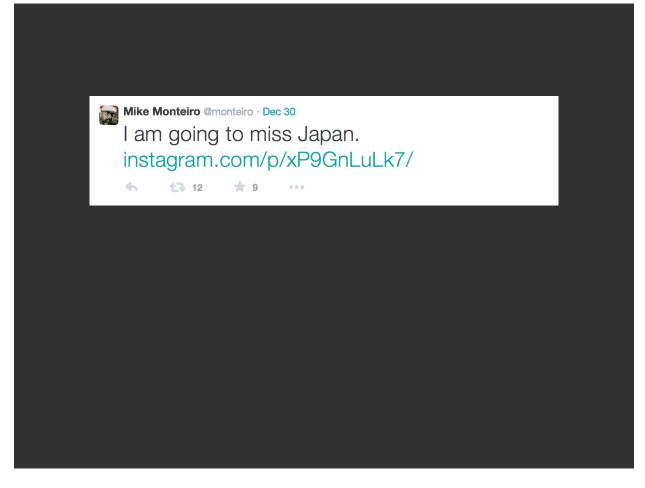
Keep the numbers simple, so you can focus on the behaviors.

Applying targeted metrics to qualitative research: a powerful addition to the UX designer's toolkit.

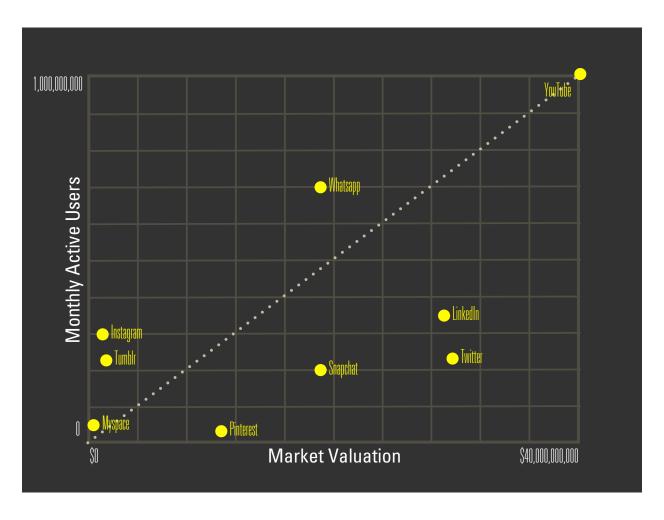
Who collects the metrics?

Design:
The Rendering
of Intent









Vince Frantz

To: Jared Spool <jspool@uie.com>

December 31, 2014 4:09 PM **Hide Details**

[New comment] Dealing with out-of-scope training?





Vince Frantz just posted a comment in UX **Consultancy Owners**

Dealing with out-of-scope training?

When you encounter a client that needs training, but it isn't in your project's scope of work, what do you do?see more



I also like training but actually don't like re-training. ... Vince Frantz, Founder, User Experience Lead at Sprokets

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To: Jared Spool <i spool@uie.com> Reply-To: Reply to Comment

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January 6, 2015 10:45 AM **Hide Details**

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Noreen Whysel commented on your post.

Noreen wrote: "Call Ghostbusters."

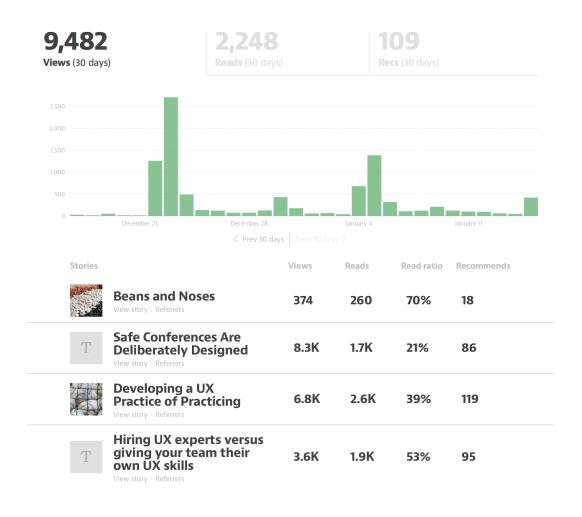
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See Comment



"The medium of design is behavior"

Robert Fabricant



Design must drive metric collection, not the other way around.

Is Design Metrically Opposed?

- ▶ We need metrics that help us improve the experience.
- Avoid jumping from observations to inference too soon.
 - Make sure you're testing alternative inferences.
- Customize metrics to match experience objectives.
- ▶ Data science is now an essential UX skill.

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