



# UX For Developers

Putting Your Best Foot Forward



**DEVELPRENEUR**  
BUILDING BETTER DEVELOPERS

*“The next big thing is the one that makes the last big thing usable.”*

**– Blake Ross, Co-creator of Mozilla Firefox**

*“UI is the saddle, the stirrups, & the reins. UX is the feeling you get being able to ride the horse.”*

**– Dain Miller, Web Developer**



# User Experience

- What is it?
- Why does it matter?
- How do we do it?
- When do we begin?
- Best Practices





# What Is UX Design?

- Users are more than robots performing tasks
- A User Interface is only the beginning
- Advance from going through the motions to providing an experience
- Providing a tool instead of a simple solution



# Why Does UX Matter?



- What differentiates products?
- Do you complain about having a good time?
- Ability to iterate, a lot
- Draw a user in



# How Do We Do It?

- Put yourself in their shoes/chair
- Remove annoyances, even minor ones
- Refine our process/solution
- Review other products
- A touch of fun



# Simple Suggestions

- Limit color palette
- Fonts, colors and emphasis have meaning
- Terminology
- Control Types and Screen Areas
- Real estate planning and Responsiveness





# When Do We Begin?



Take Action

- UX is like testing, best when integrated
- Should by a steady sanity check
- Teach developers user stories
- UX Review
- Highlight issues





# Best Practices

- KISS
- Less clicks and controls, use whitespace
- Create a consistent experience
- Learn industry standards
- Understand accessibility standards



# More Best Practices

- Keyboard and Mouse, touch and voice
- Exceptions and non happy-path corrections
- Balance hand holding
- Intuitive design or (and) helpful hints
- Color complements and font selection



# Final Thoughts

- UX can be embraced by everyone
- Up front planning can smooth the process
- Clear and Simple is best
- Questions? Comments?









# What We Learned

- User Experience is part of any product
- UX is an important part of a solution, maybe crucial
- Developers can be part of UX design
- Standards and consistency are key



# Thank You!

I appreciate your time and would love to discuss any of this further. You can send questions, comments and suggestions through any of these methods.

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Our goal is making every developer better.