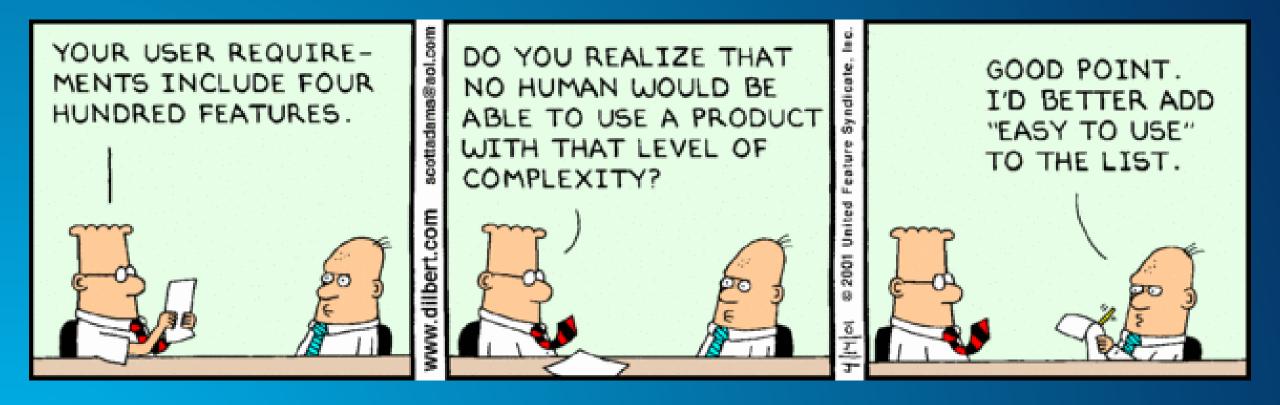


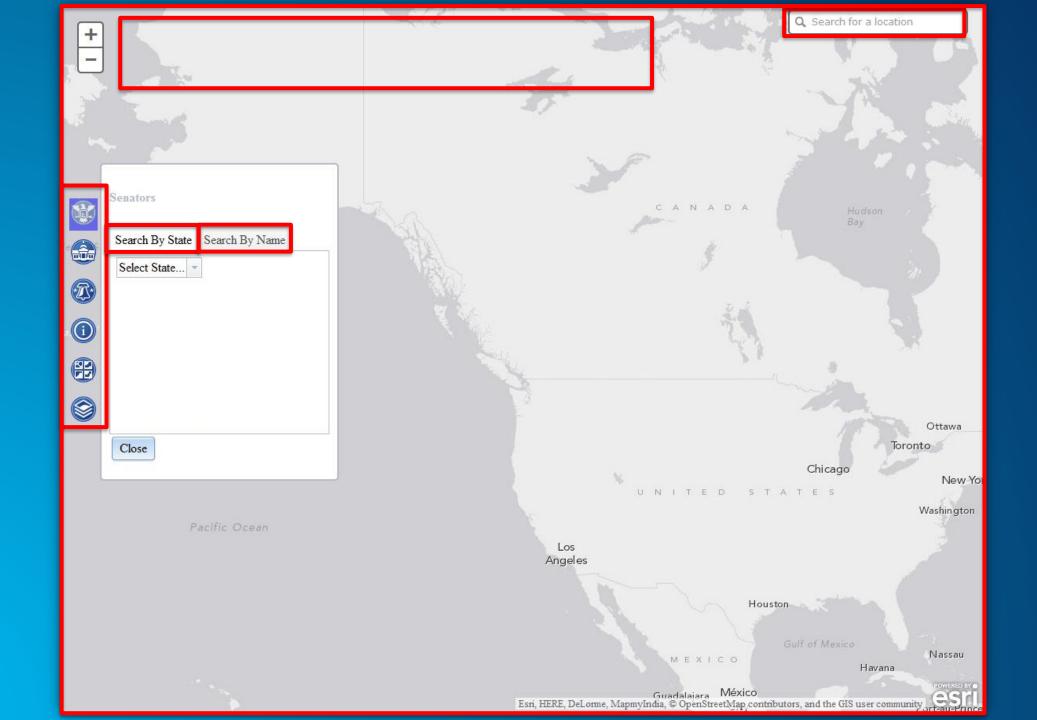
How to put the user first in your web applications

Michael Gaigg

5:30 PM

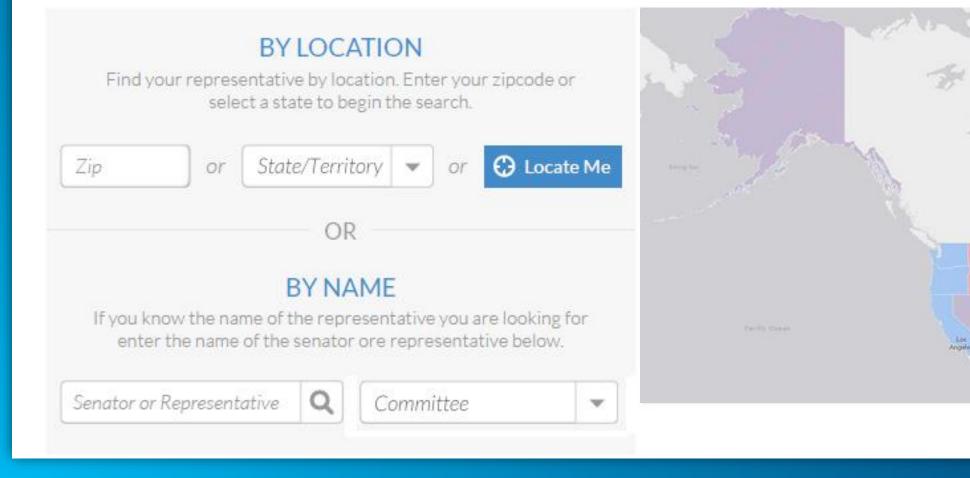
2019 ESRI DEVELOPER SUMMIT Palm Springs, CA





Find your Representative

Here you can enter your zipcode or search on the map to find out who represents you in congress and more.

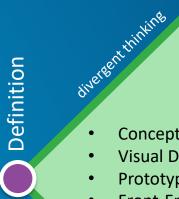


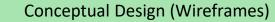
"The purpose of software development is to ship products that solve a problem"



"Finding the best solution requires to discover possible ideas"







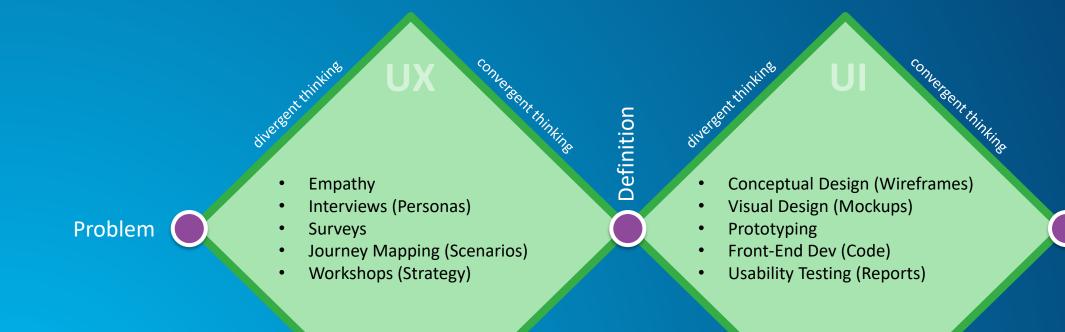
conversent thinking

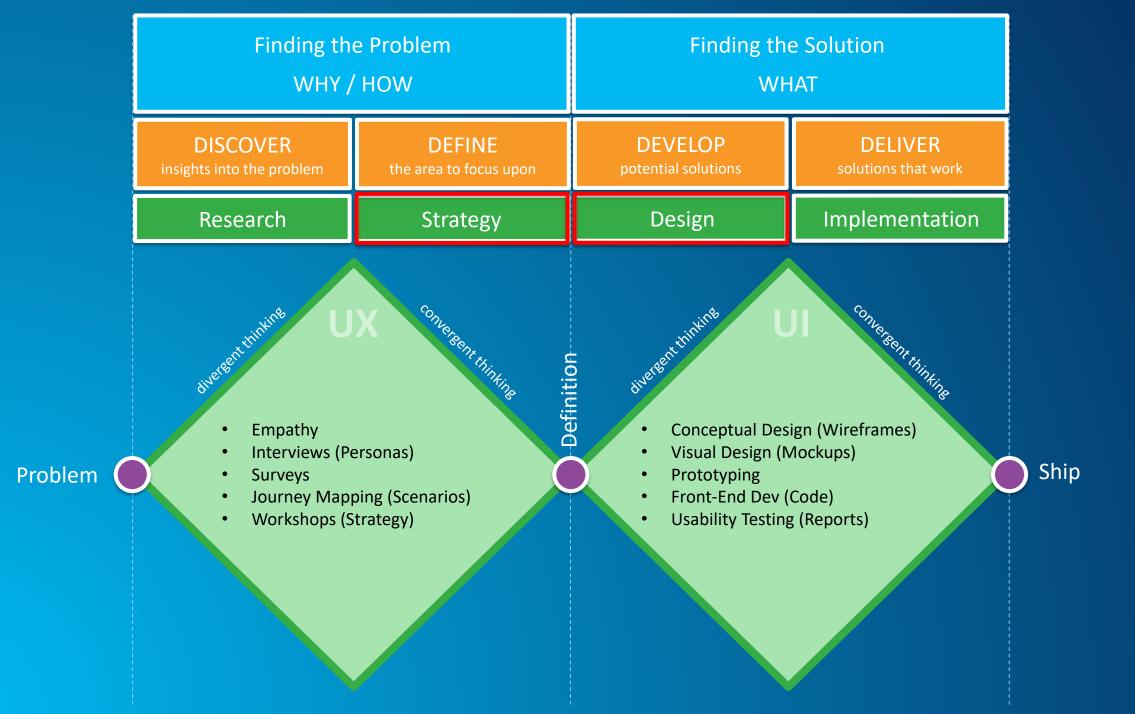
- Visual Design (Mockups)
- Prototyping
- Front-End Dev (Code)
- Usability Testing (Reports)



"Framing the right problem to solve is the actual design challenge."

Ship





UX Strategy (aka What is good Design?)

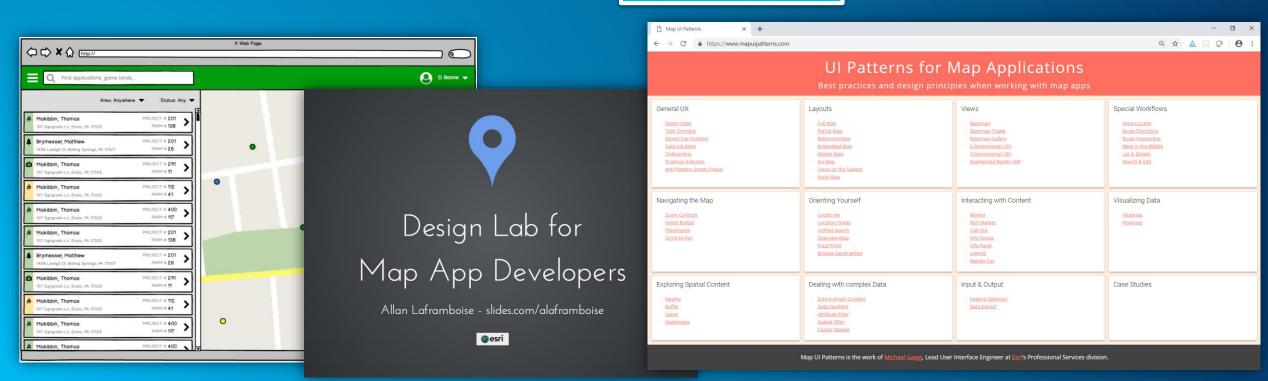
- Who is using it?
- What do they want to do?
- Are the users able to accomplish their tasks?
- Are the users happy?
- Do we meet business needs?
- Was it successful?

=> Purpose

| End Users |
|-----------------------------------|
| End User Needs |
| Usability |
| |
| User Experience |
| User Experience Business Needs |

UI Design

- Sketch, sketch, sketch
- Study design basics for apps
- Apply best practices for map apps



Wireframes

Design Lab

Map UI Patterns

http://balsamiq.com

http://esriurl.com/DesignLab

http://mapuipatterns.com

