UX Design is dead

Chris Compston

@ndxcc #UXDisdead

Why are you saying that!?

This is my perspective

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Someone tell me what a UX Designer does...

If... we don't know... how can anyone else?

What are we actually doing?

Crossover with: Product Owners Analytics & Opt Stakeholders

"However, you're the expert..."

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Well no... our users tell us what to do

We just know how to ask them

We are UX Designers

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Break it down:

User Experience Design

What is design?

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Is this catchall holding us back?

Look and feel!?

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Look and feel!? Crayons!?

Look and feel!? Crayons!? Make look pretty!?

Look and feel!? Crayons!? Make look pretty!? Jazz it up!?

Look and feel!? Crayons!? Make look pretty!? Jazz it up!? Create posters!?

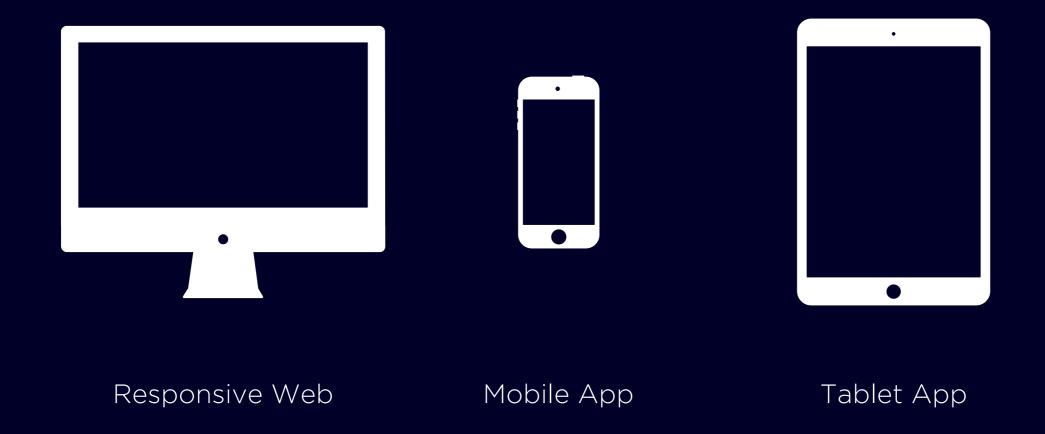
... is education to blame?

We need to distance ourselves

What are we designing?

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What is the product?



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What is required to build a product?

Information Architecture Content Strategy User Research User Stories User Journeys User Interface Wireframing **Prototyping Interaction Design New Functionality Usability Testing** Visual Design **Content Creation Front End Development Back End Development QA** Testing

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What is the UX role here?

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What are we expected to know?

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What are we often expected to do?

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This is quite degrading

This doesn't showcase our full abilities

How can we change this?

Internal education

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Internal education Communication

Internal education Communication Collaboration

Internal education Communication Collaboration Stakeholder mgmt

This will only get you so far

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What is user experience?

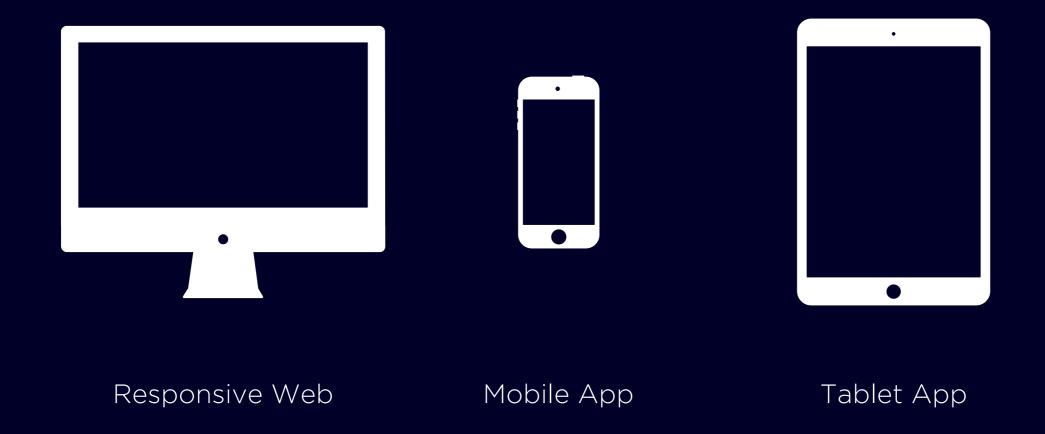
Can you design a user's experience?

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We can only manage it

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We design products to manage the user's experience



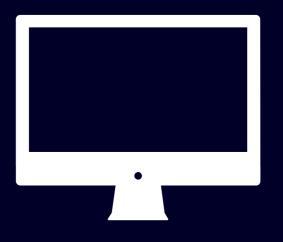
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Isolated user experience

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Holistic user experience

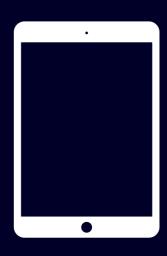
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Mobile App



Tablet App



Service Centre



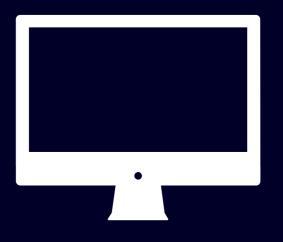
Distribution



Social Team



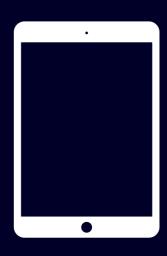
There needs to be a fundamental change







Mobile App



Tablet App



Service Centre



Distribution



Social Team







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What do POs do?

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What do UXs do?

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... same things?

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Manage a product's user experience

We have two duplicate roles

Product Owner UX Designer

Product Manager UX Designer

Product Manager UX

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Manager

UX

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UX Manager

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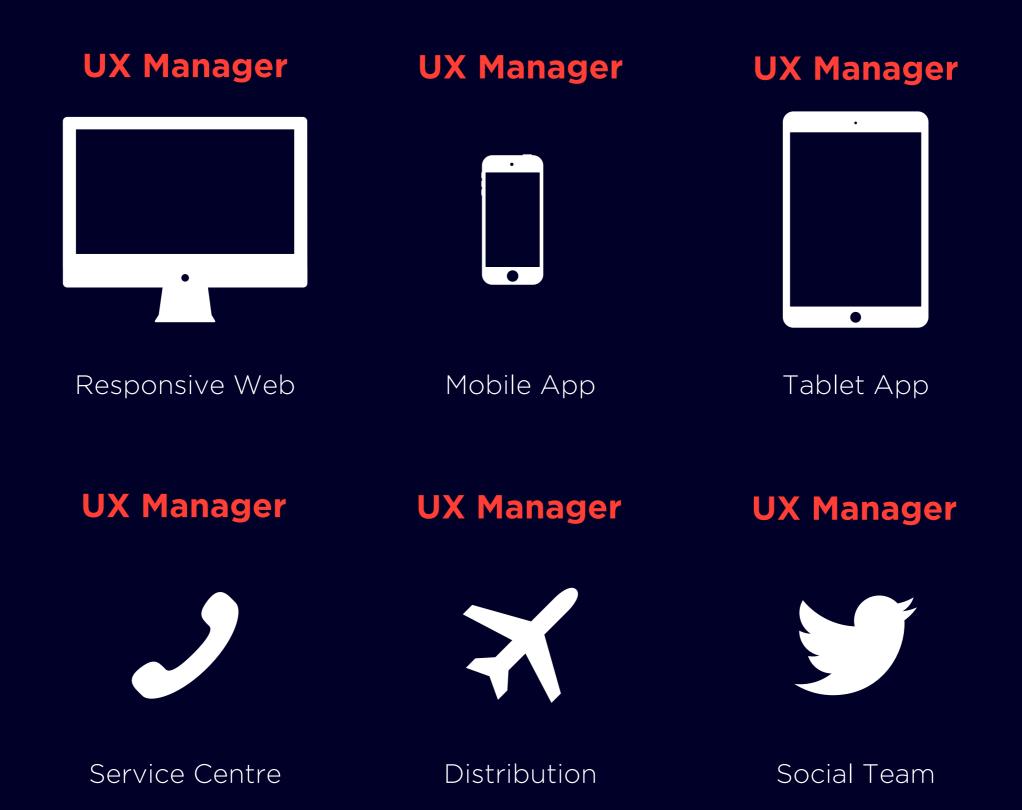


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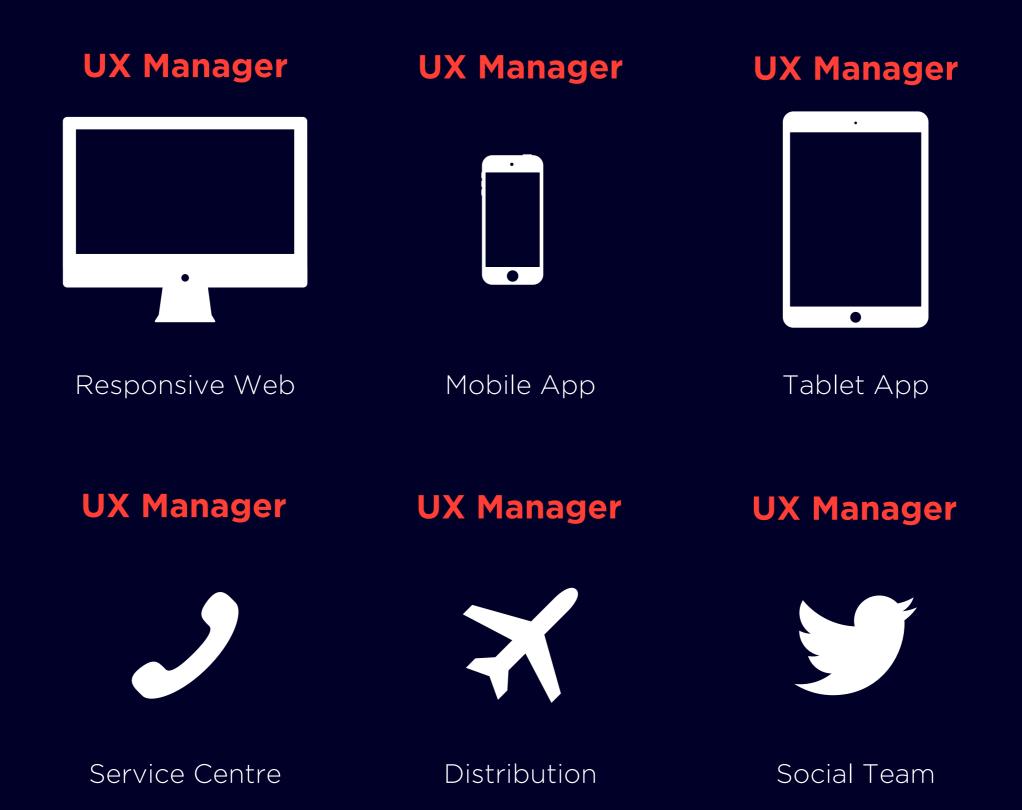








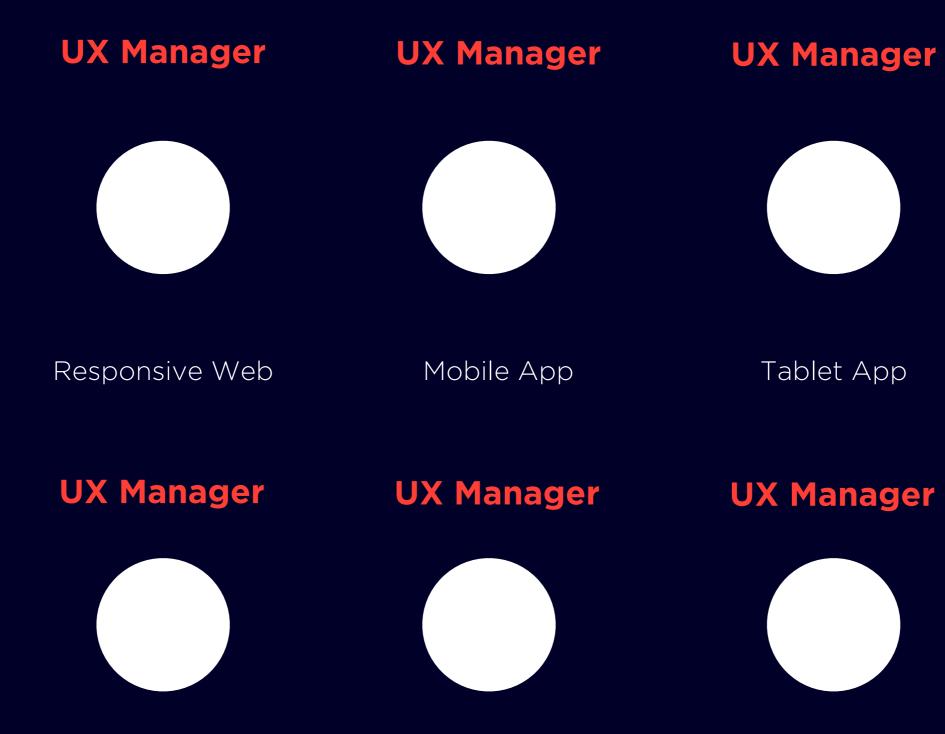
What is the benefit?





A change in mindset

Don't be restricted by 'product' boundaries



Distribution



Service Centre

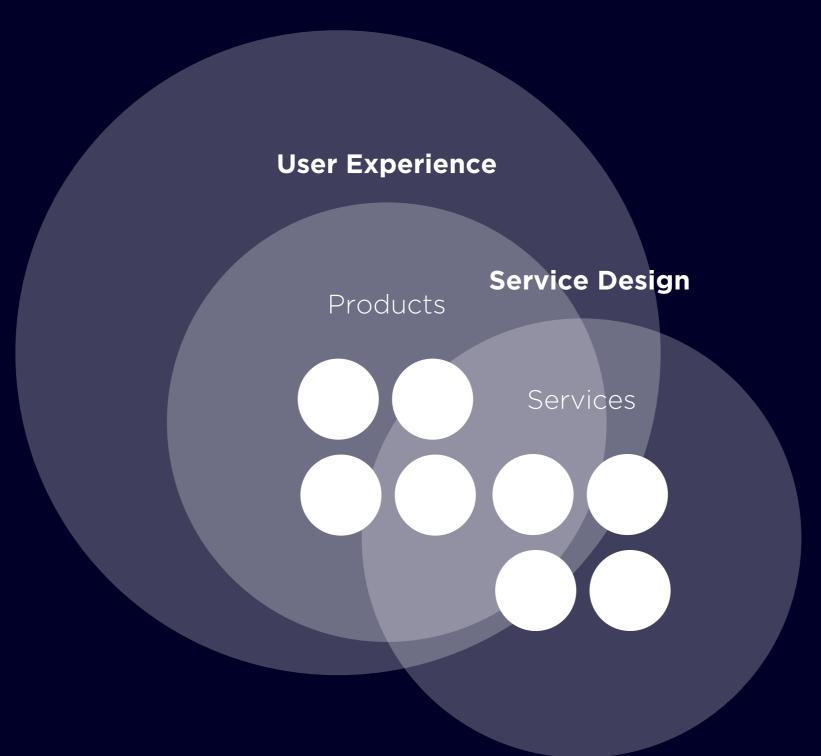
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Social Team

Think holistically instead of isolated

Holistic user experience is Customer Experience

Customer Experience



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Do you need new skills?

UX Upskilling

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Backlog mgmt Stakholder mgmt Strategy

PO Upskilling

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What about the less experienced?

Junior UX Designer

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Associate UX Managers

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Associate UXM Associate UXM

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UX Manager

UX Manager

Associate UXM

Associate UXM

@ndxcc

Customer Experience Manager

UX Manager

UX Manager

Associate UXM

Associate UXM

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What about agency UXs?

I worry for you...

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Is your agency agile?

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Does the client understand?

Does the agency understand?

Are you comfortable?

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Challenge yourself

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Think, write, talk

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Educate yourself Educate agency Educate clients

Have a new view of product

Keep pushing things forward

Evolve your role to the next level

User Experience Design is dead...

... long live

User Experience Management



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