The State of Web Site User Experience in 2007

Internet User Experience 2007, February 21, 2007

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IBM > ibm.com > User Experience Design > Information Architecture Lead

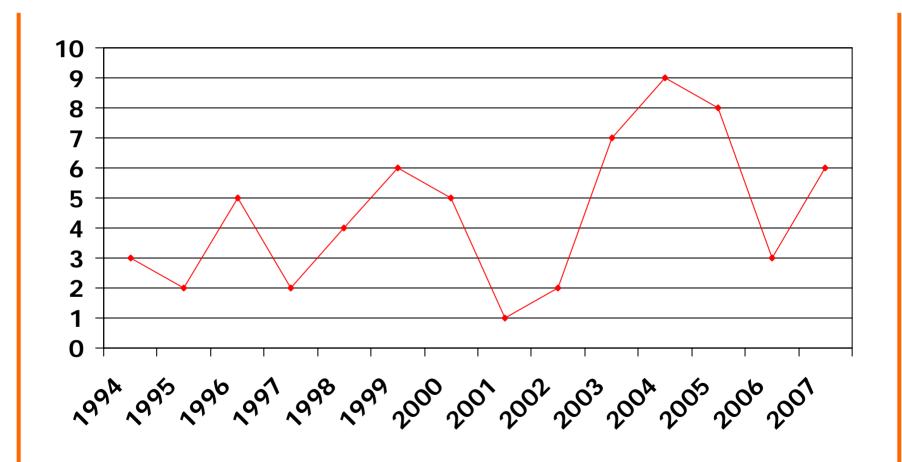
User Experience Network

Toledo, Ohio

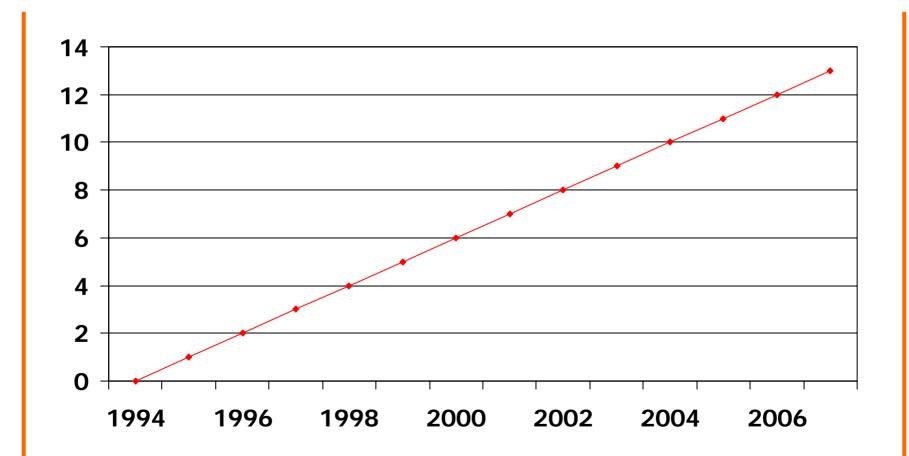
The panel

- This panel explores the **user experience** that is most prevalent on web sites today and debates the highest impact options for making improvements.
- The panelists, each of whom is involved in web design, explain how satisfied or dissatisfied they are with the state of web site usability today.
- Attendees will walk away with a sense of purpose and focus on the highest impact improvements for today and the future.

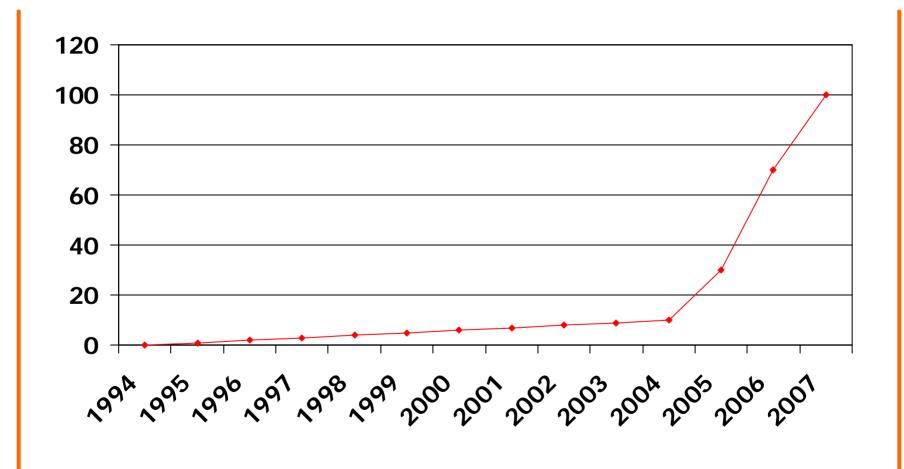
Ups and downs? (fads and other changes)



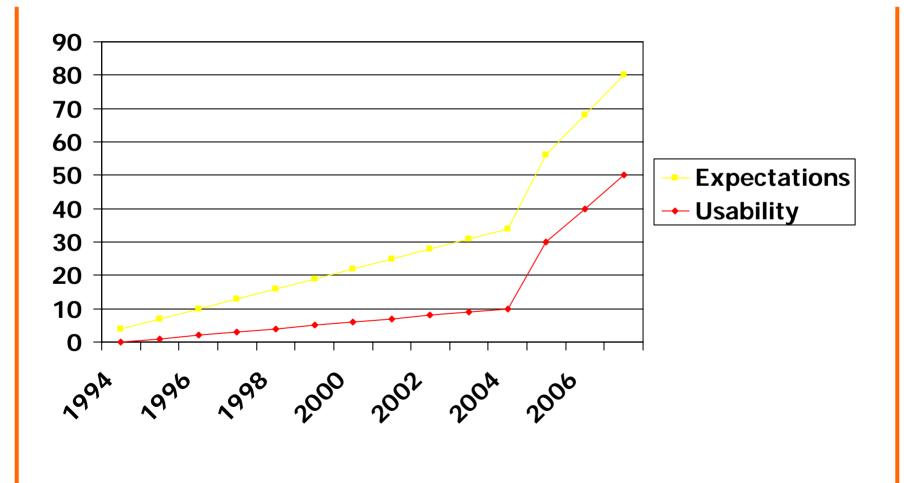
Slowly getting better? (evolution)



Exponential improvements? (revolution)



Have to compare with growing expectations



What did I say in May 2003?

- Collaboration on a global scale coming
- Style sheets almost here
- Browser improvements dead
- XML, RSS, etc. requires effort
- Site building tools not usable out of the box
- Patterns evolving
- Web applications lots of work needed
- "Site" boundaries blurring

Updates for 2007

- Collaboration on a global scale happening
- Style sheets done (cross-browser, common)
- Browser improvements revived (yeah!)
- XML, RSS, etc. requires a lot less effort
- Site building tools blogging, wikis
- Patterns old ones done, new ones evolving
- Web applications work still needed (UIE)
- "Site" boundaries even more blurred

Tec* redesign efforts (Yes, we know how to do this)

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nexusforchange

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<u>Tags</u>

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KeithInstone

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Separate your tags by commas. Tags will have their spaces removed and will be converted to lowercase.

nexusforchange tag: informationarchitecture

Attendees

GabrielShirley KeithInstone KeithInstone

Flickr photos for "informationarchitecture"



Recent blogs about "informationarchitecture"

From Technorati

dougmcclure.net

links for 2007-02-04 Posted by delicious under General No Comments Communicating Design: Developing Web Site Documentation for Design and Planning (tags: architecture design informationarchitecture) Advanced Bash-Scripting Guide (tags: bash shell programming scripting reference) No Tags Sat 3 Feb 2007

Leapfroglog

Richard A. Bartle: Players Who Suit MUDs Apparently an important article that classifies MUD players into four types and then goes on to discuss how a MUD can be tilted to favour one or more of them. Readily applicable to other types of multi-user environments. (tags: socialsoftware MUDs players types classifications gamedesign communities

Jorge Arango, an information architect and web designer from Central America

[Attendees at the first UXcamp in Panama]Last night BootStudio hosted what is probably the first user experience gathering in Central America: UXcamp. We had a pretty good turnout, and folks (web desigers and developers, for

Web 2.0

Social networks Technology that allows users to leverage personal connections.	Linked in facebook orkut in facebook orkut in facebook orkut in the second seco
RSS An XML standard that lets users collect and read content feeds.	Bloglines FeedBurner FeedBurner Pluck
Open source software <i>Publicly available software that</i> <i>can be copied or modified</i> <i>without payment.</i>	OpenOffice.org
Blogs Online diaries of text, photos, or other media.	CAWKER Blogger Blogger WEBLOGS.COM Spaces Xanga
Search engines Services that find Web content based on user-specified criteria.	MERCE Google E Technorati
User review portals Web portals that allow users to search for peer reviews on a product or service.	Insider Pages. CNET.com

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Web 2.0: blessing or curse? (both)

- DHTML generally makes the web easier to use – Direct manipulation, for example
- Information generally easier to find
- Page metaphor breaking
 - Simplifies while also adds complexity
- New concepts need work
 - Tagging, collaboration
 - (Google) apps starting to overtake desktop apps
 - Not just Xmas shopping, getting work done
- Lots more trial and error

"Sense of purpose" – "Focus on the highest impact improvements"

- Agile, tool-building, perpetual beta, innovation
 Without sacrificing the big picture
- Crossing site boundaries
 - Total user experience, browser integration, SEO, outside the browser, devices, ...
- Crossing professional boundaries
 - Without losing identity, value (we still have awesome methods), or sanity
- Agents of change
 - Enterprise, process, cultural, political, social

conference on designing for user experience

Theme:

Social media and networks are producing a new set of expectations regarding people's ability to contribute, create, personalize, and share information.

These new expectations are changing the roles, methods and responsibilities of Designers and Researchers. The effects are being realized through:

- · Ease of access to new types of information
- · Explosion and redefining of online communities
- · Emergence of new tools and capabilities
- Significant shifts to the worlds of product development, advertising, marketing, and customer service

DUX2007 will

surface issues and strive to define the role of designers in this time of shifting spaces.

duX₀₇

DUX2007: Chicago November 5 – 7, 2007

Dates: November 5-7, 2007

Location: Intercontinental Hotel (on Magnificent Mile) 505 North Michigan Ave. Chicago, IL 60611 http://chicago.intercontinental.com/

Discounted room rate and housing details will be available soon.

Conference cost is also to be announced soon.

User Experience Network

