An appy ending

Creating compelling user stories





So why not just start building?

You can always iterate later, right?



Mediocrity is the real risk

It gets the job done but doesn't really appeal to anyone



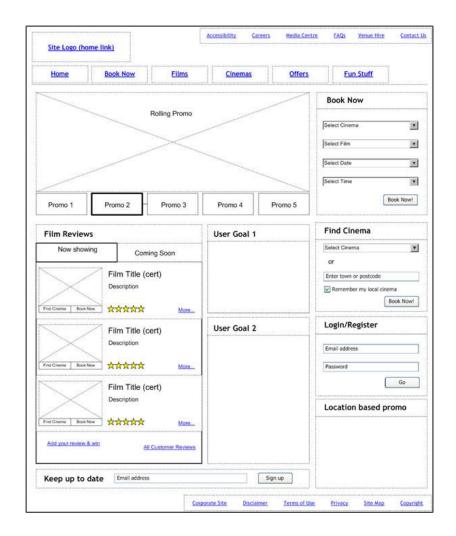


to the rescue!

So... wireframes and stuff?

If you're not careful, UI is where UX goes to die.

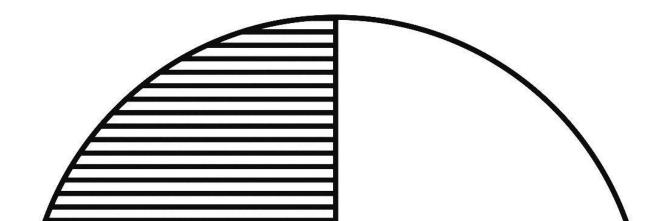
Let's step back...





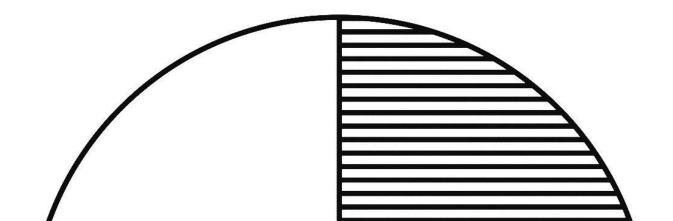
UX is data

Research, user testing, and analytics



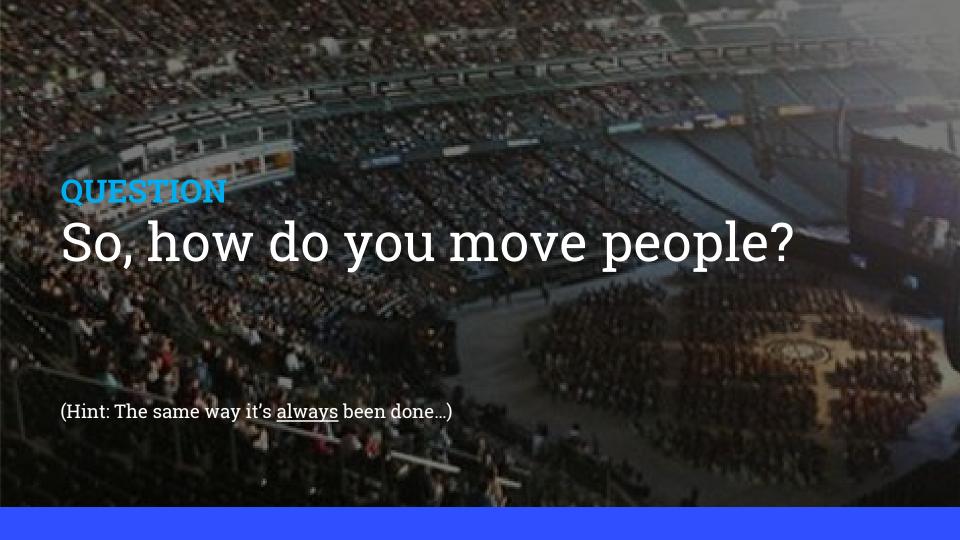
UX is creativity

Synthesis, insight, inspiration, and expression



UX reconciles **data** with **creativity** and communicates the results.









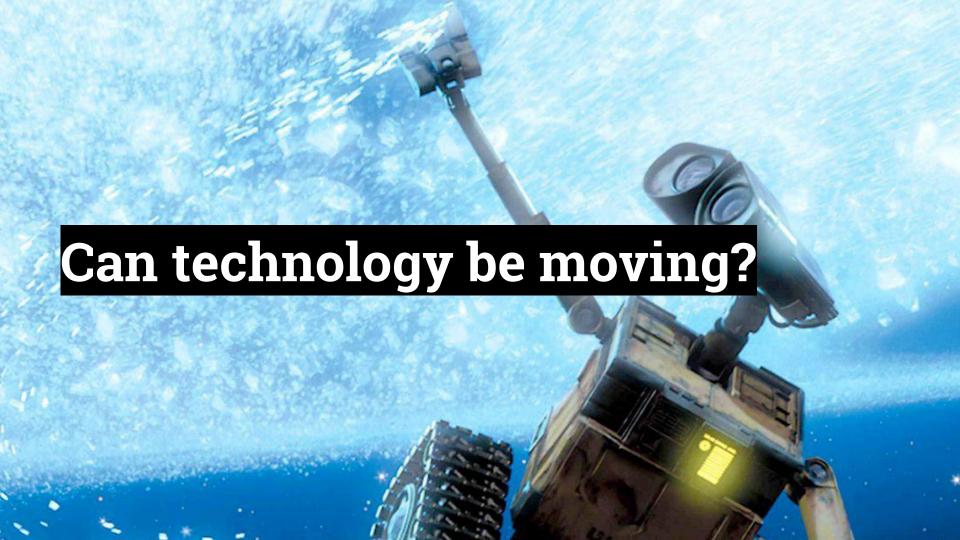








Story fosters deep understanding through empathy.















I mean...



A non-fiction style called...

New Journalism



This is so relevant to UX!

UX

Intensive research

Insightful design

Persuasive presentation

New Journalism

Intensive reportage

Subjectivity

Dramatic technique

UX

Intensive research

Insightful design

Persuasive presentation

New Journalism

Intensive reportage

Subjectivity

Dramatic technique

I'd found a template For creating compelling product stories

1. Intensive reportage











Only then will you know what you're talking about.

In detail.

Detail complements subjectivity. Together, they start to resemble **truth**.

2. Subjectivity



THEN: "Frank Sinatra has a cold"

NOW

Products consider & reflect POVs

- The user
- People user interacts with
- Product team & parent company
- The culture
- YOU













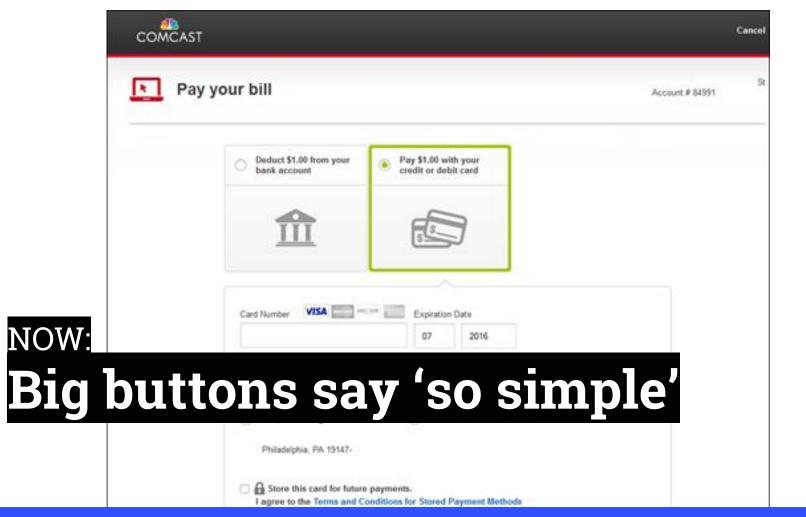
tumblr.

34 years young

NOW: I have road understond and

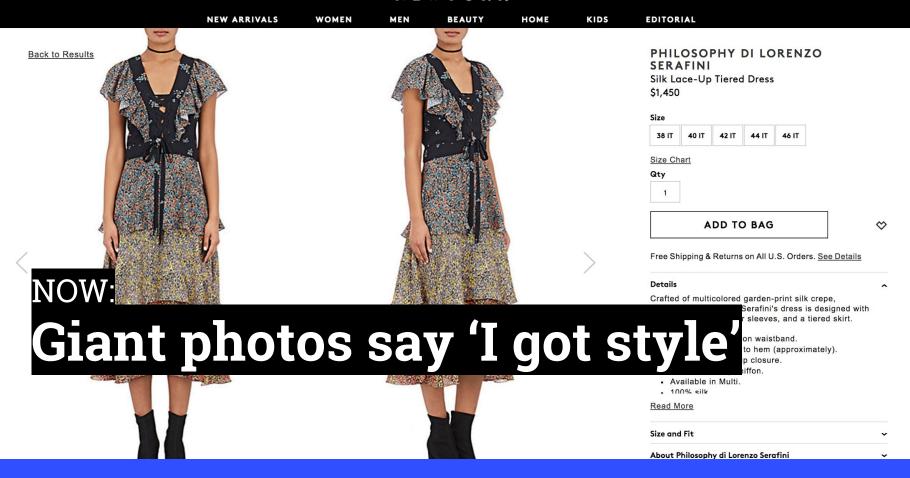
Copy choices reflect personality

Service.



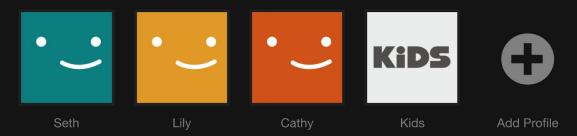
B A R N E Y S N E W Y O R K

Q SEARCH





Who's watching?



NOW:

Profiles say 'I understand you'



Sketches say 'Feedback welcome'

Divierooth: A wikeless link thom phone to cake	
	707
hide instruction	EDIT
1. Navigate to the Connect Menu	



3. Dramatic technique



New Journalism techniques

- 1. Scene-by-scene construction to give context
- 2. Present dialogue in full to reveal character
- **3. Show status life**—politics, possessions, etc.
- 4. Use varied perspective—become the characters





