



Get Started In UX



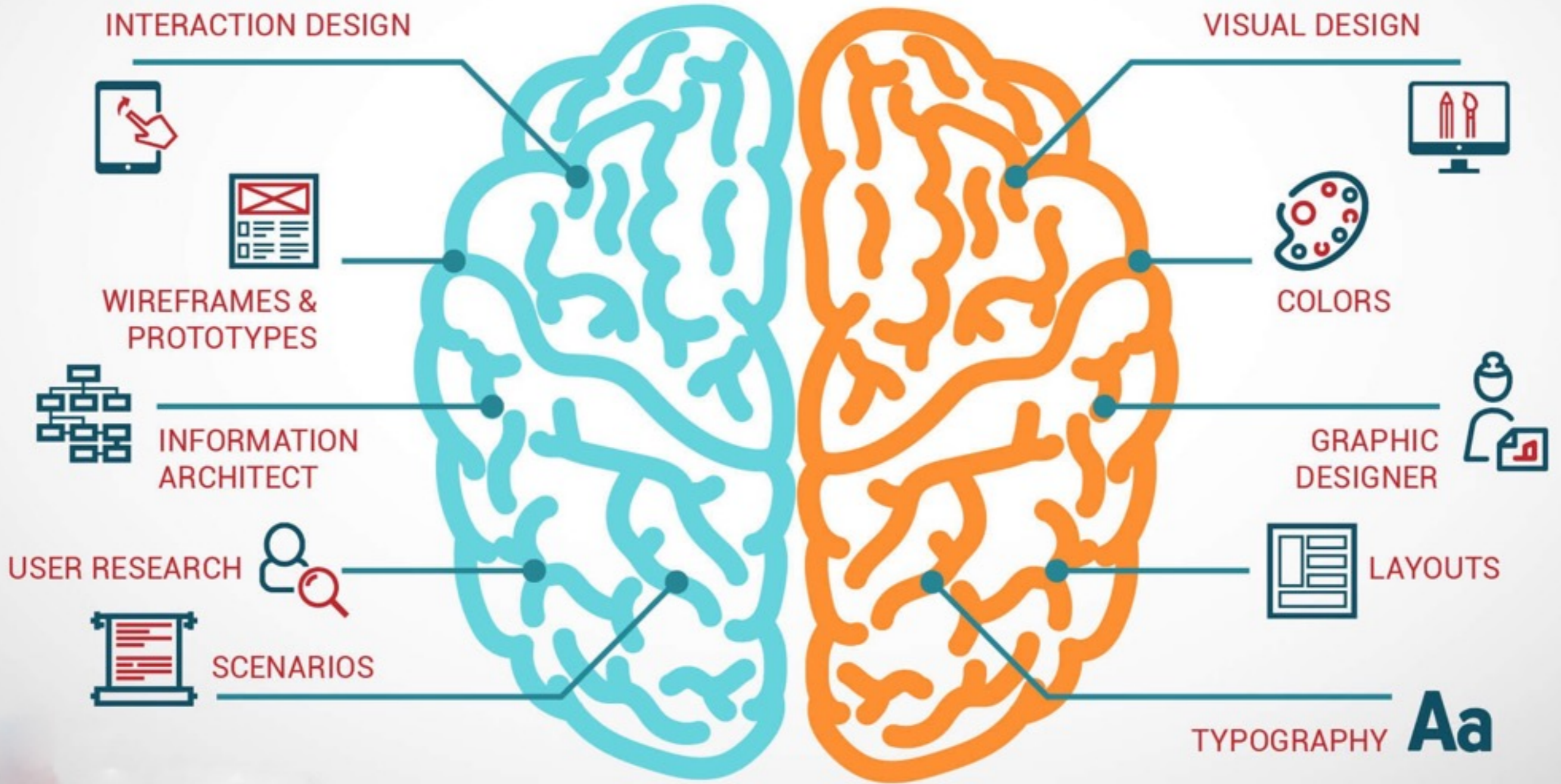
KNOWING THE DIFFERENCE BETWEEN

UX

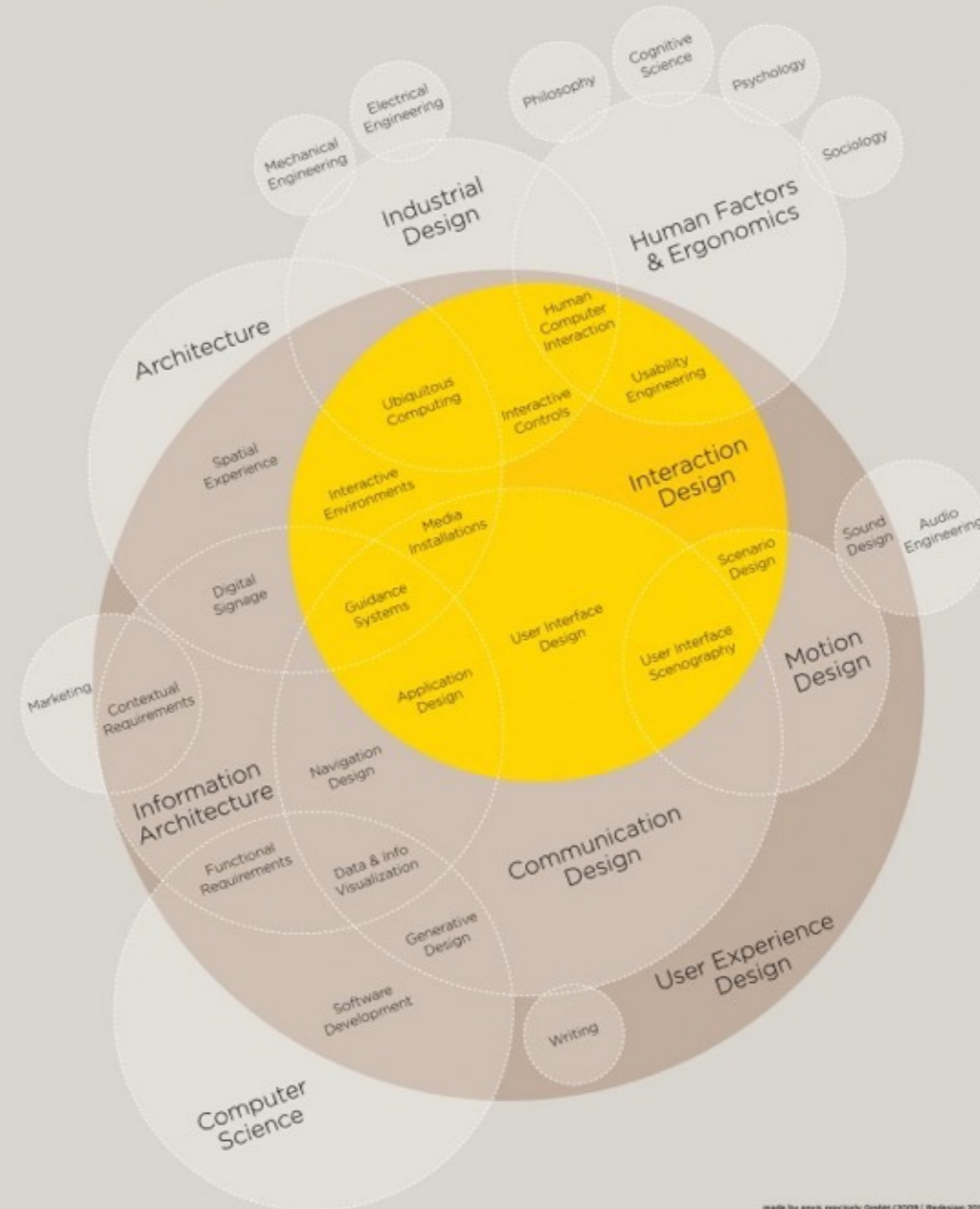
&

UI

DESIGN



The Disciplines of User Experience Design





**WHY USER
EXPERIENCE
MATTERS**



“Manusia yang paling dicintai oleh Allah adalah yang paling **memberikan manfaat bagi manusia**. Adapun **amalan yang paling dicintai** oleh Allah adalah **membuat muslim yang lain bahagia**, mengangkat kesusahan dari orang lain, membayarkan utangnya atau menghilangkan rasa laparnya. Sungguh aku berjalan bersama saudaraku yang muslim untuk sebuah keperluan **lebih aku cintai daripada beri’tikaf di masjid ini -masjid Nabawi- selama sebulan penuh.**” (HR. Thabrani).

The UX Pyramid

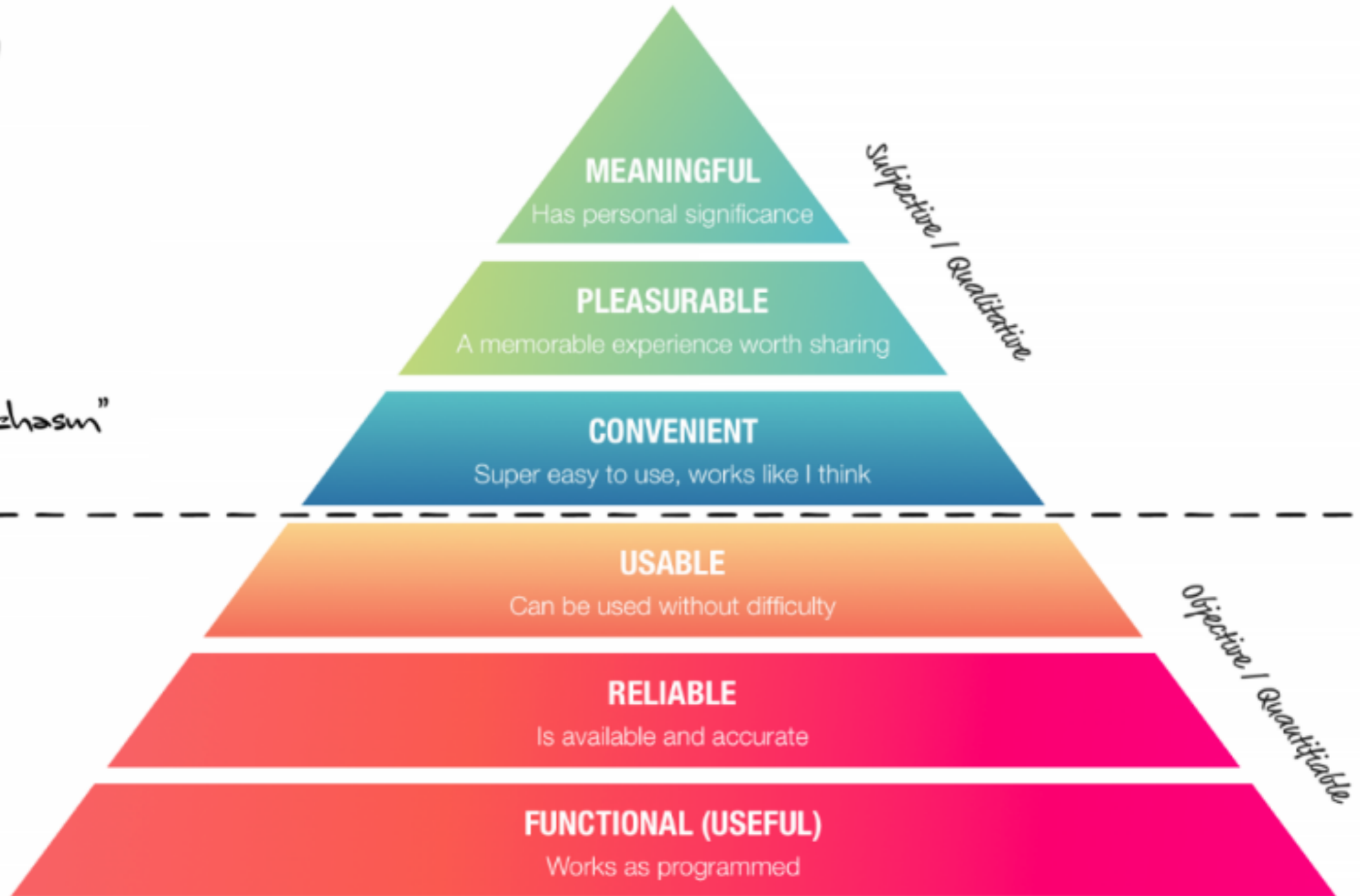
Experiences
(People, activities, context)

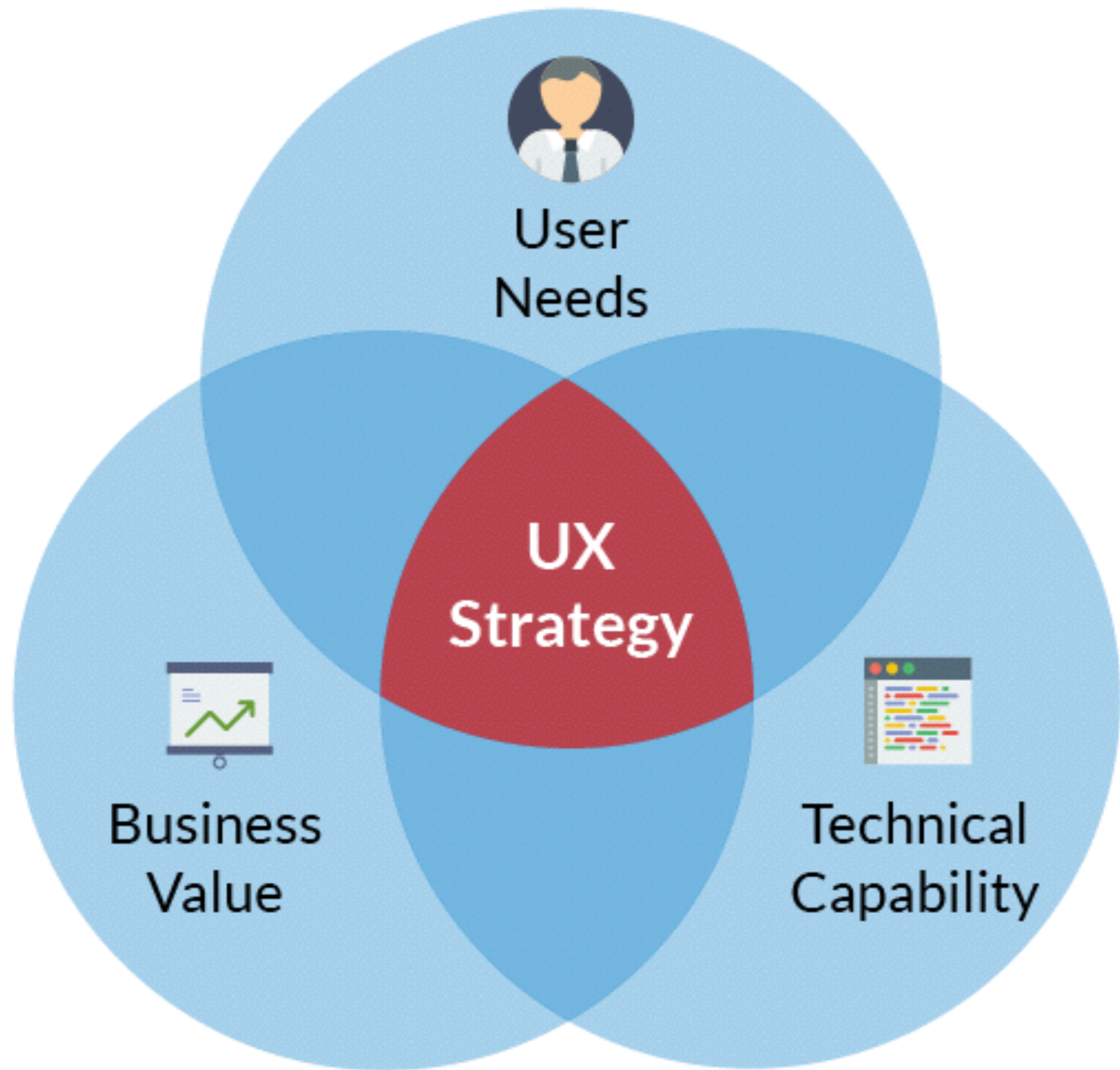


"The convenient chasm"
(few rise above this point)

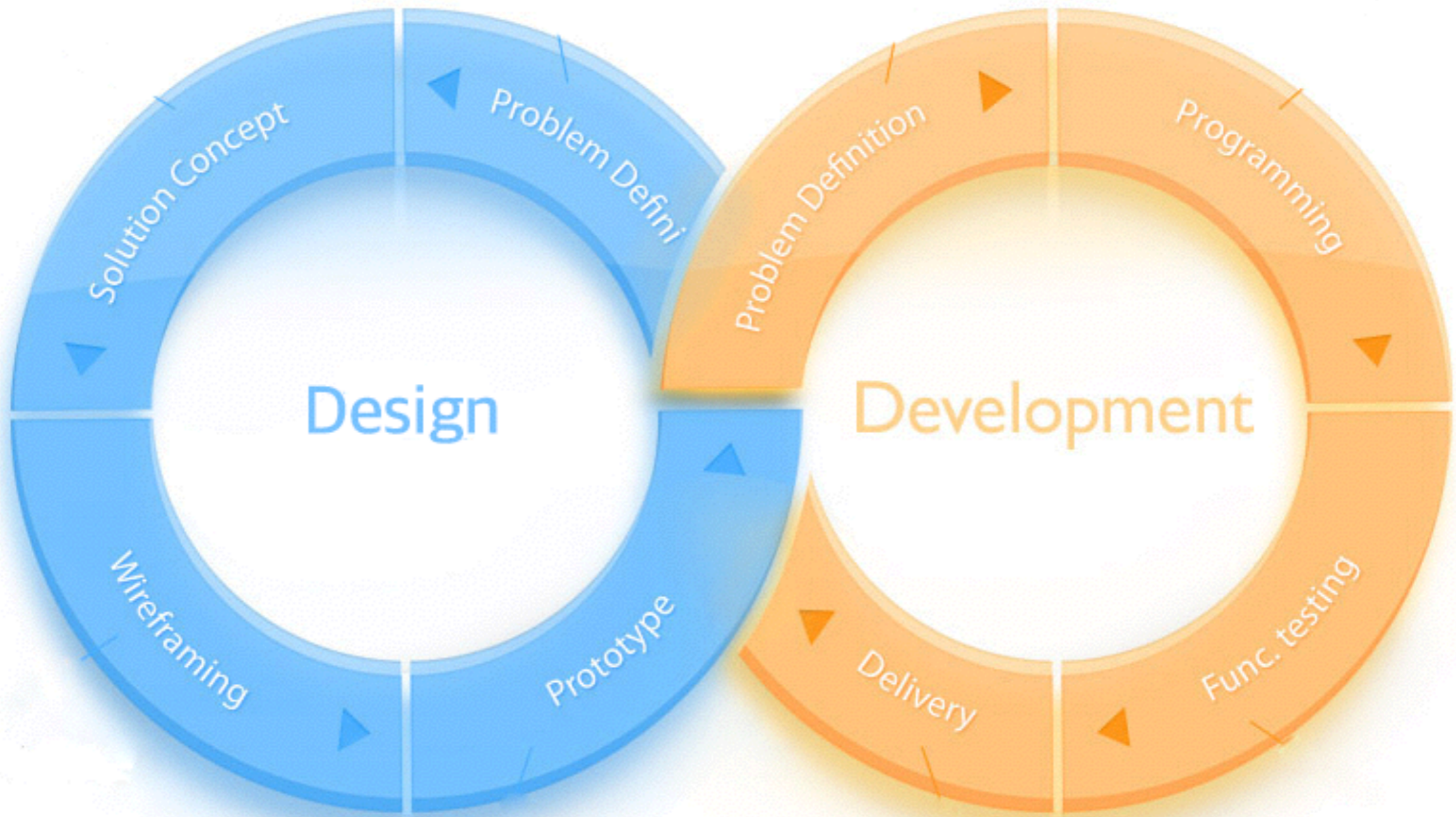


Tasks
(products, features)





UX Roles & Responsibilities

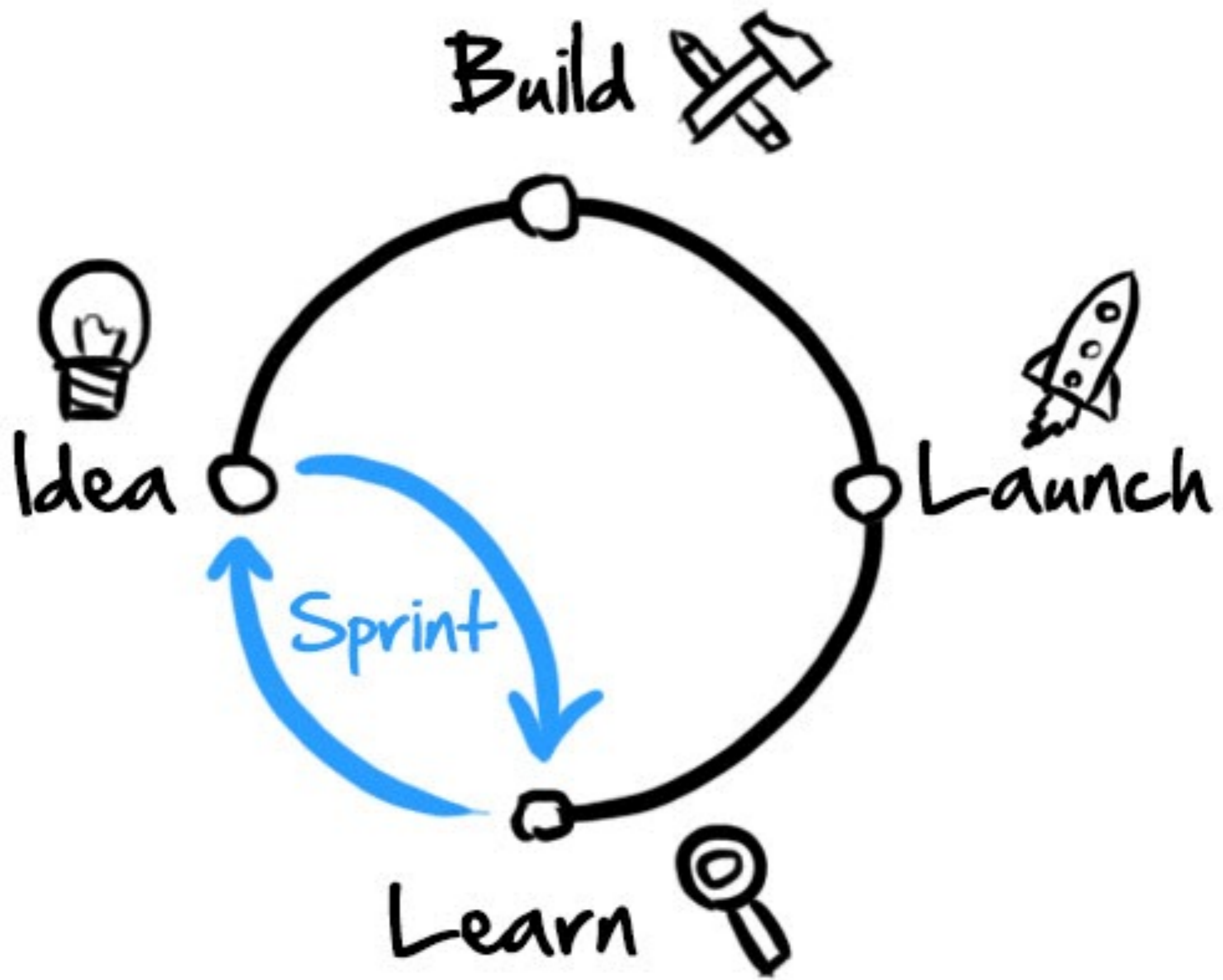


UX Designer

User Research, Interaction Design, Visual Design

UX Engineer

translate concepts into living, breathing prototypes
to deliver the perfect experience.





GETTING AN
IDEA



SKETCHING
OUT THE IDEA



CREATING THE
APP/WEBSITE DESIGNS



DEVELOPING THE APP/
WEBSITE



USABILITY TESTING/ USER TESTING /
SURVEYS ? FEEDBACKS



GETTING AN
IDEA



SKETCHING
OUT THE IDEA



USABILITY TESTING/ USER TESTING /
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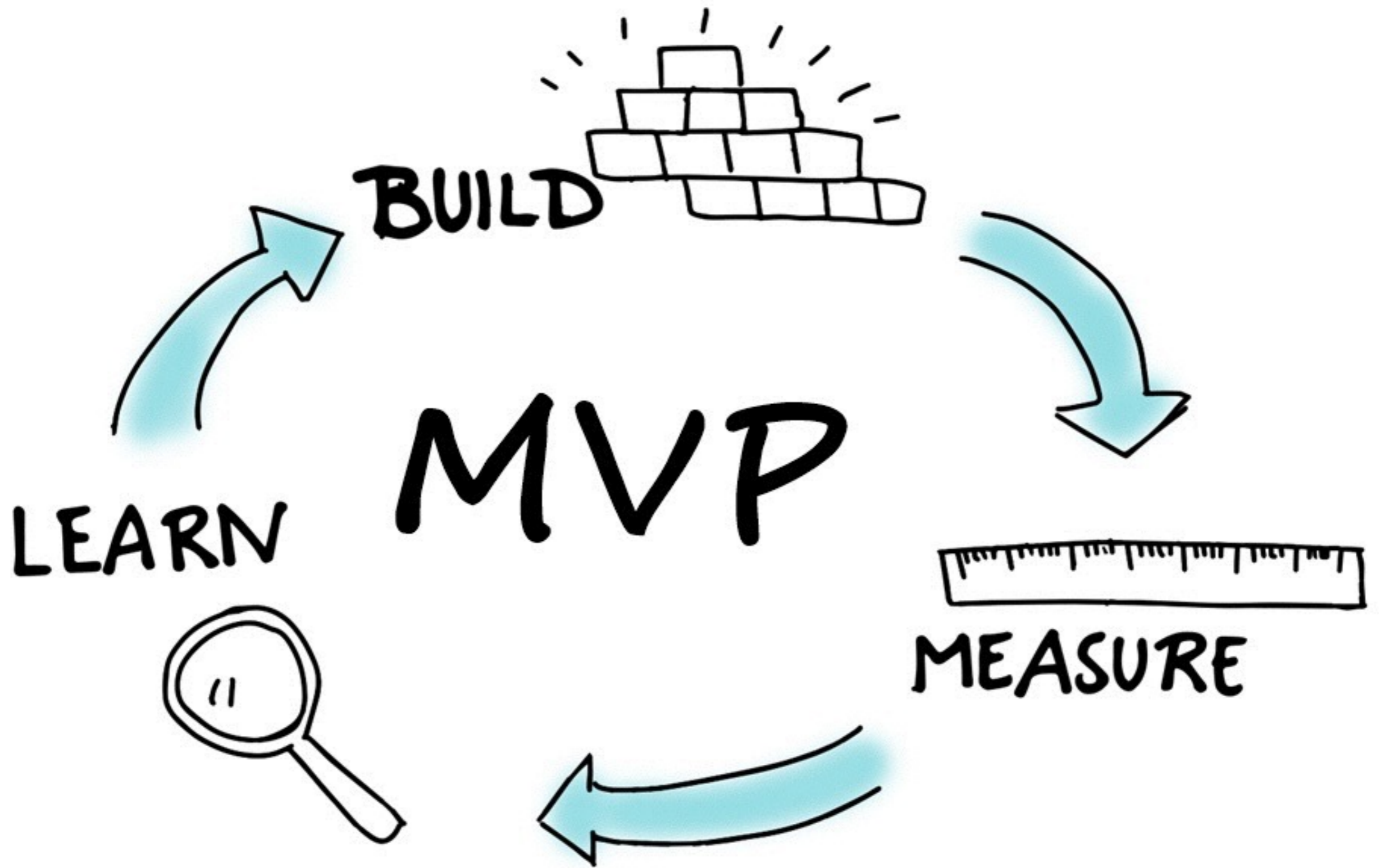


CREATING THE
APP/WEBSITE DESIGNS



DEVELOPING THE APP/
WEBSITE





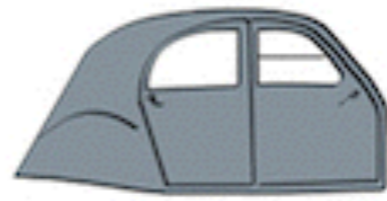
HOW **NOT TO BUILD** A MINIMUM VIABLE PRODUCT



1



2



3



4

ALSO HOW **NOT TO BUILD** A MINIMUM VIABLE PRODUCT



1



2

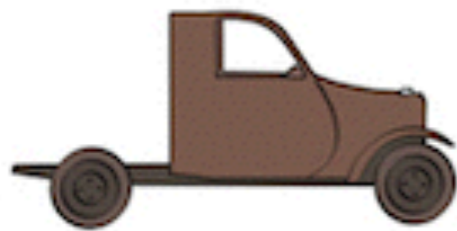


3

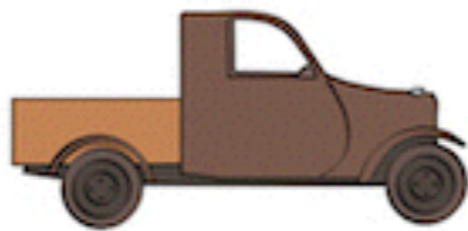


4

HOW **TO BUILD** A MINIMUM VIABLE PRODUCT



1



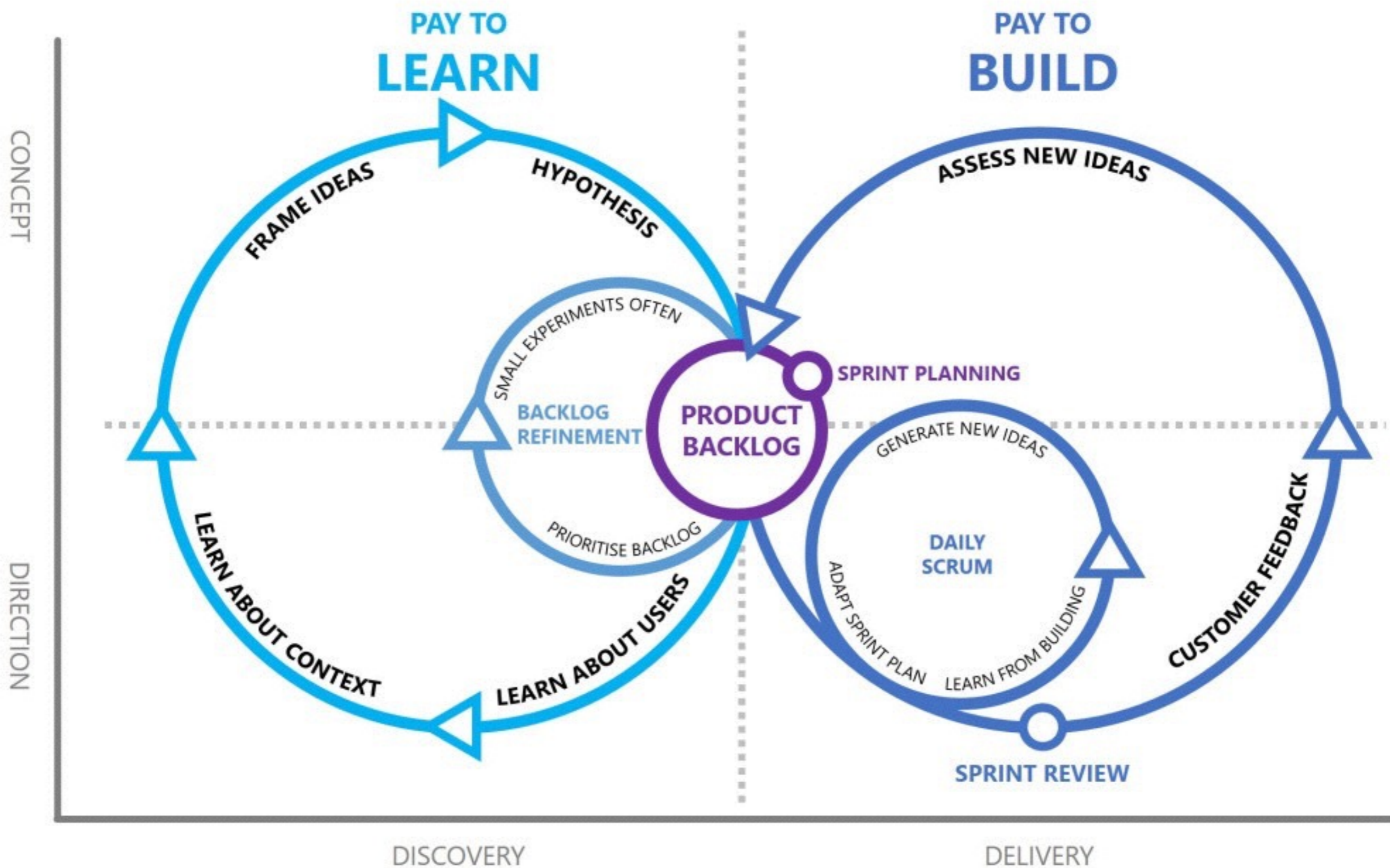
2



3

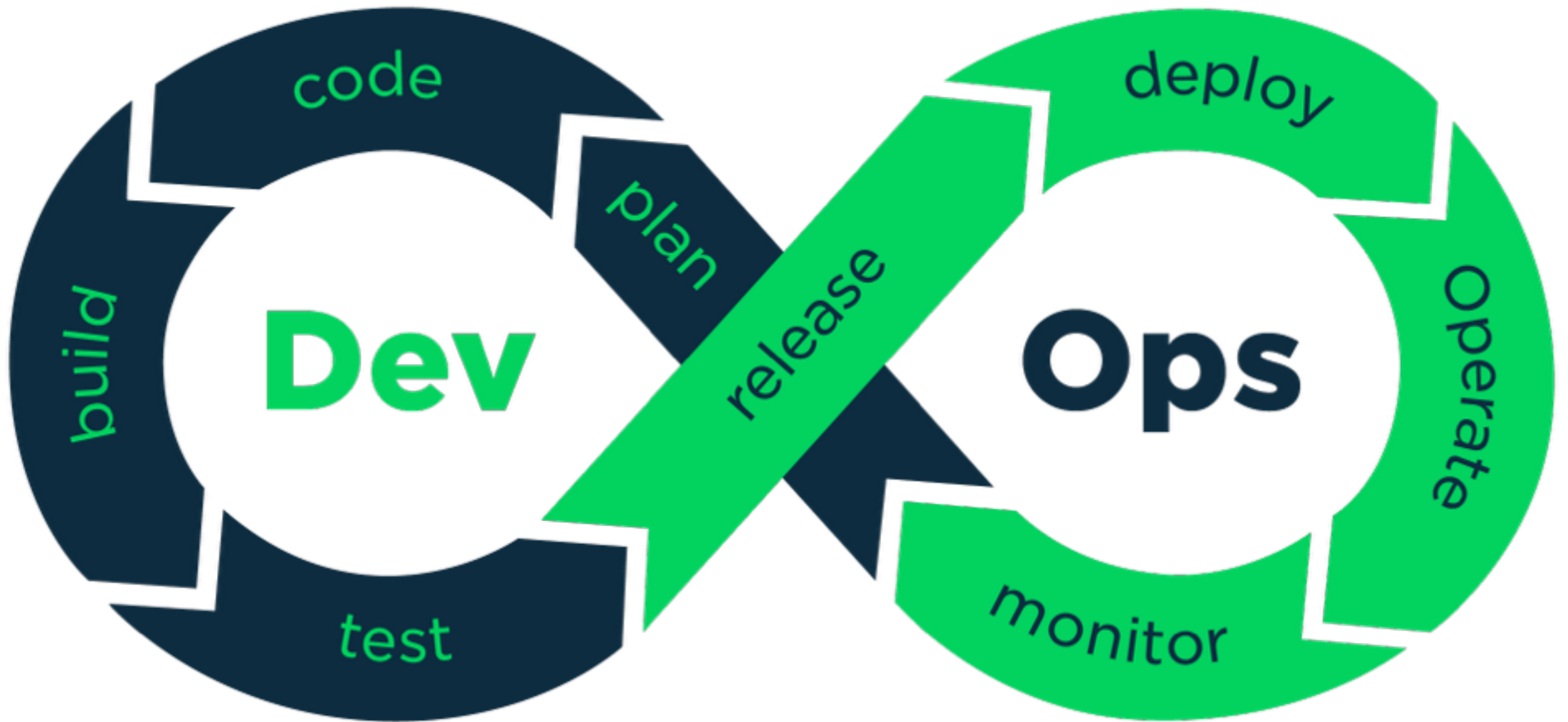


4



DEMO TIME





CULTURE

I. EXPLORE

Understand the current state



USER NEEDS



3. DESIGN

Design the future state



THINK
User

MAKE
Xperience

2. DISCOVERY

Understand the future state



BUSINESS
OBJECTIVES



4. DELIVER

Build the future state



JOURNEY