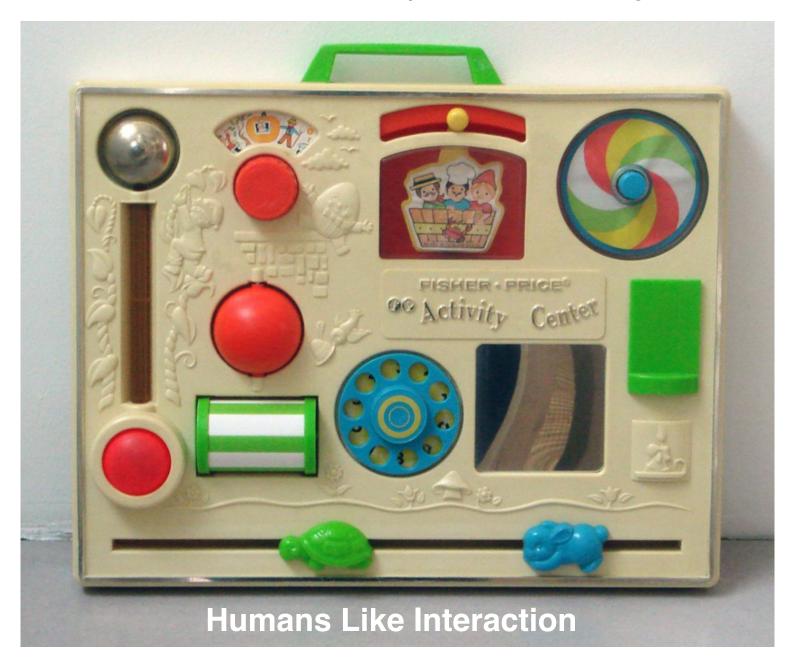
User Experience Design (UX)

The overall experience of the user when interacting with a website, app, kiosk, or any other interactive design

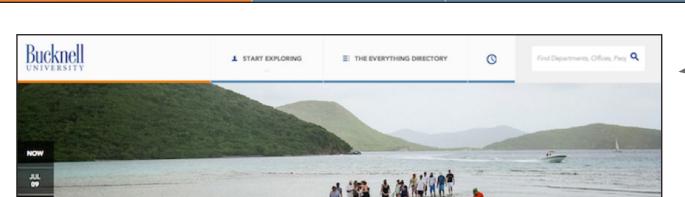




MORE

WHAT DO YOU WANT TO SEE?

LEARNING AT BUCKNELL





SCROLL DOWN

• Also on that top line, what will you get when clicking Start Exploring?

... OUR FACULTY AND STUDENT

• In the left margin, what will you get if you click one of the dates?

Bucknell is under the sea.

Customize this Homepage We'll remember your changes for the next time you visit.

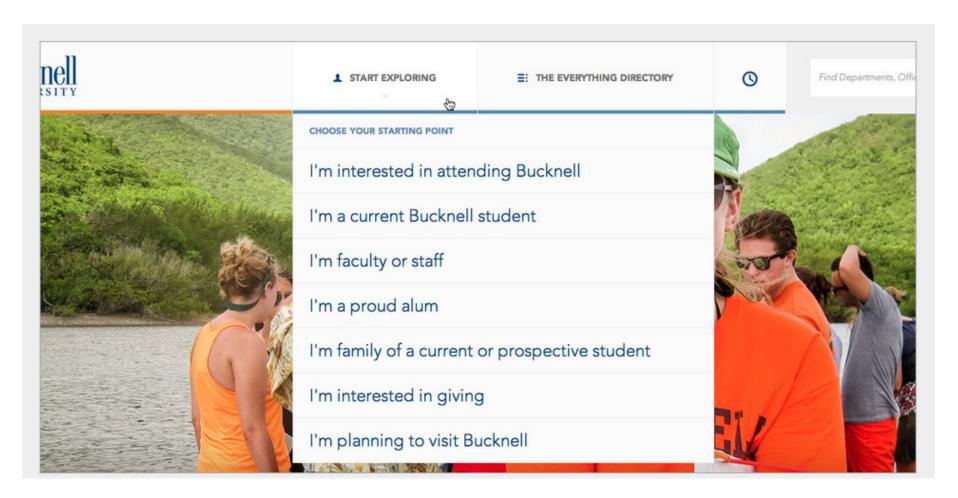
What information is on the other side of the link "Bucknell is under the sea" within the big photo? (Did you
recognize this as a link and not just a caption?) Would you click this if you were considering applying to this
university?

Everybody complained about the navigation; they all wanted to see more categories.

Deep hierarchy and vague categories.

Hidden navigation.

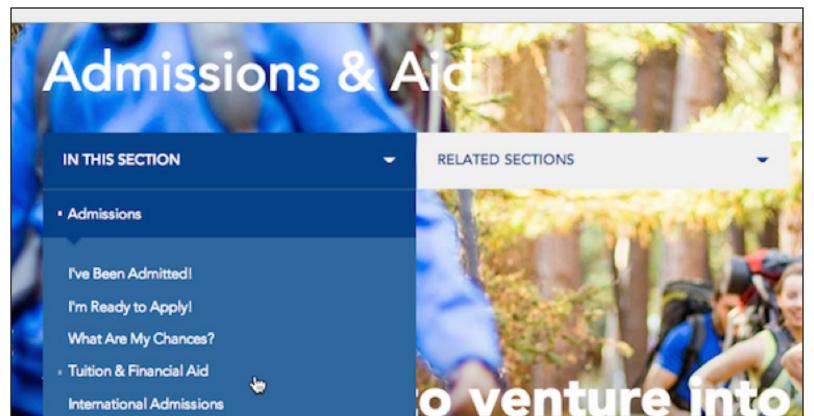
Reliance on search as primary navigation.



Breaking Web Design Conventions = Breaking the User Experience

None of the users noticed or interacted with the Recently viewed pages tool. This tool is represented
by the clock icon in the global navigation. The icon didn't harm or get in the way of any of the users'
experience, but it didn't enhance it either. Users likely were not drawn to click the icon, because the image
of a clock isn't familiar on websites, it doesn't look actionable, and there is no label indicating its purpose.



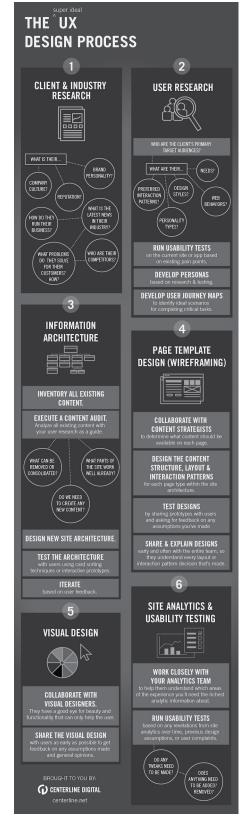




UI Designing the product



UX Designing the experience



Avoid Confusing Navigation

