

Google™ Interaction Design - Hector Ouilhet

June 29 2011
LMU München – Medieninformatik

Google Confidential and Proprietary

Google™ User Experience - Hector Ouilhet

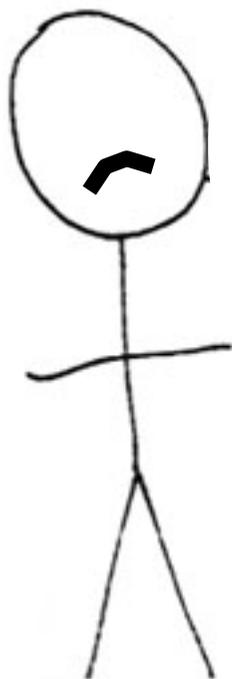
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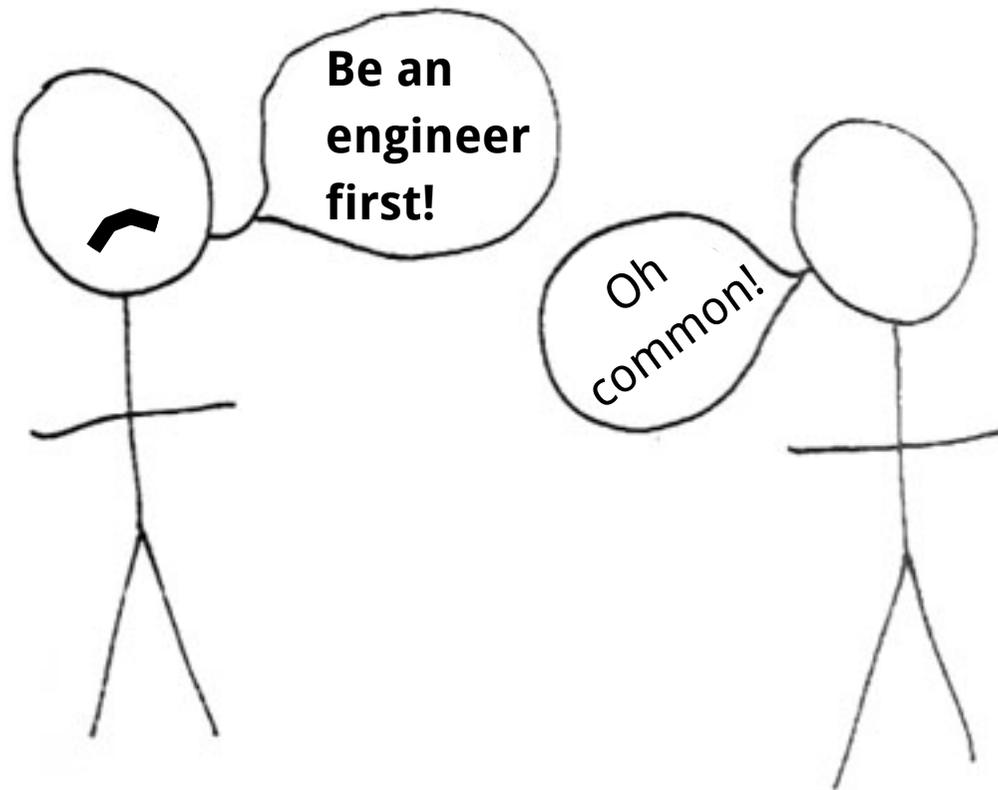
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- From ENG to UX.
- Role of Design at Google.
- How do we design products.
- A day in the life...
- Things to keep in mind.

From ENG to UX





I used to like Pascal...



```
- File Edit Search Run Compile Debug Options Window Help
[.] DIJ
type pstiva = ^tstiva;
  tstiva = record
    next : pstiva;
    val   : longint;
  end;

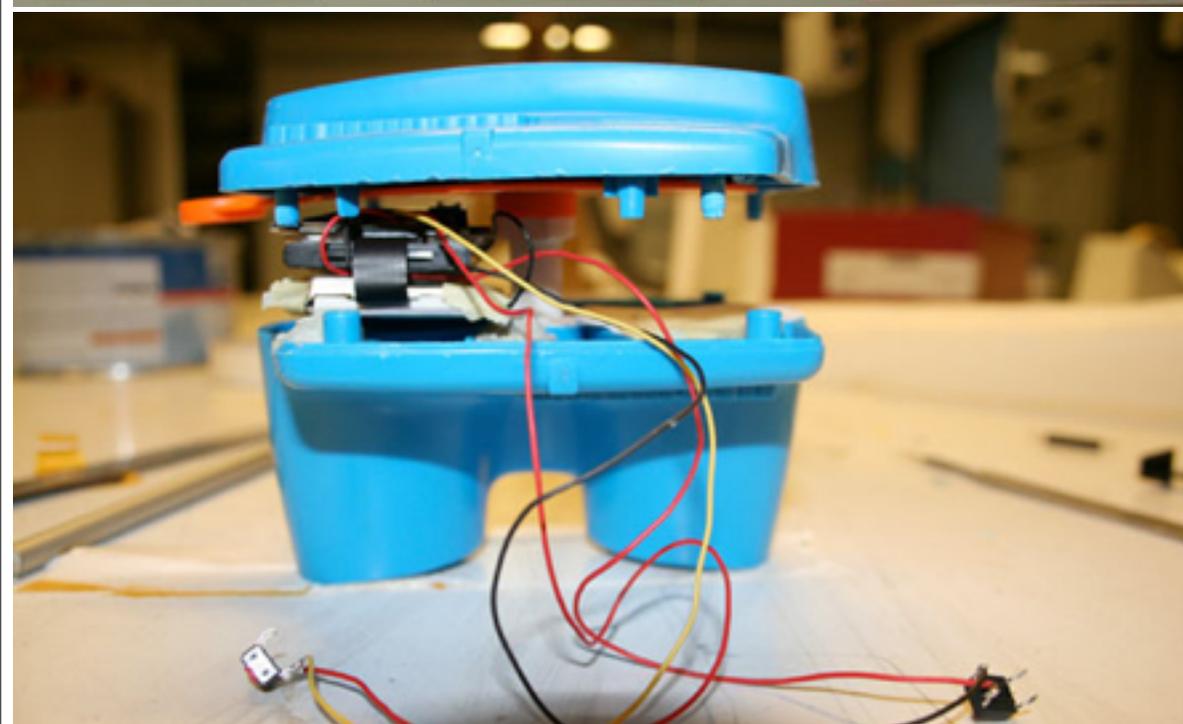
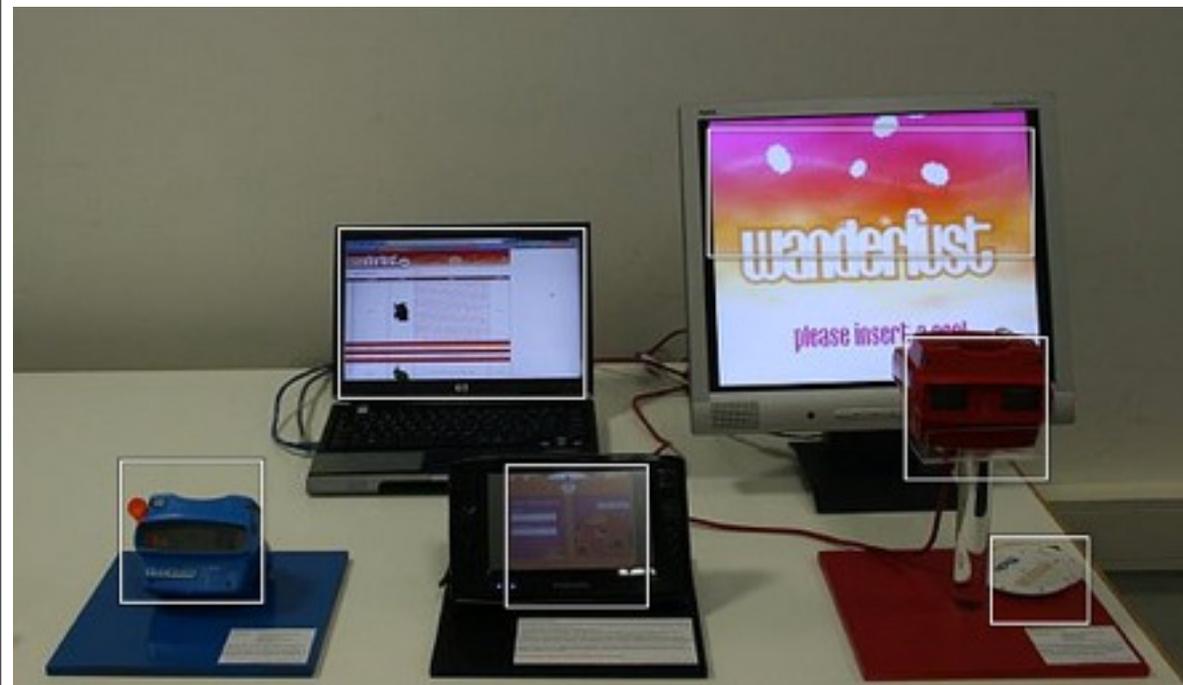
var
  a      : array[1..100, 1..100] of longint;
  d, pi  : array[1..100] of longint;
  n      : longint;
  prim, ultim : pstiva;

procedure AddToStiva(i: longint);
begin
  if (prim = nil) then
  begin
    new(prim);
    ultim := prim;
    prim^.next := nil;
  end
  else
  * 37:9
```

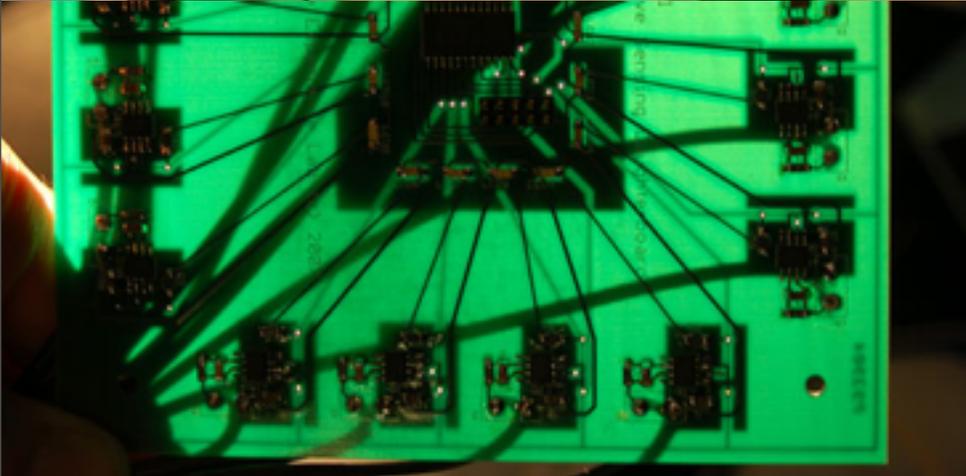
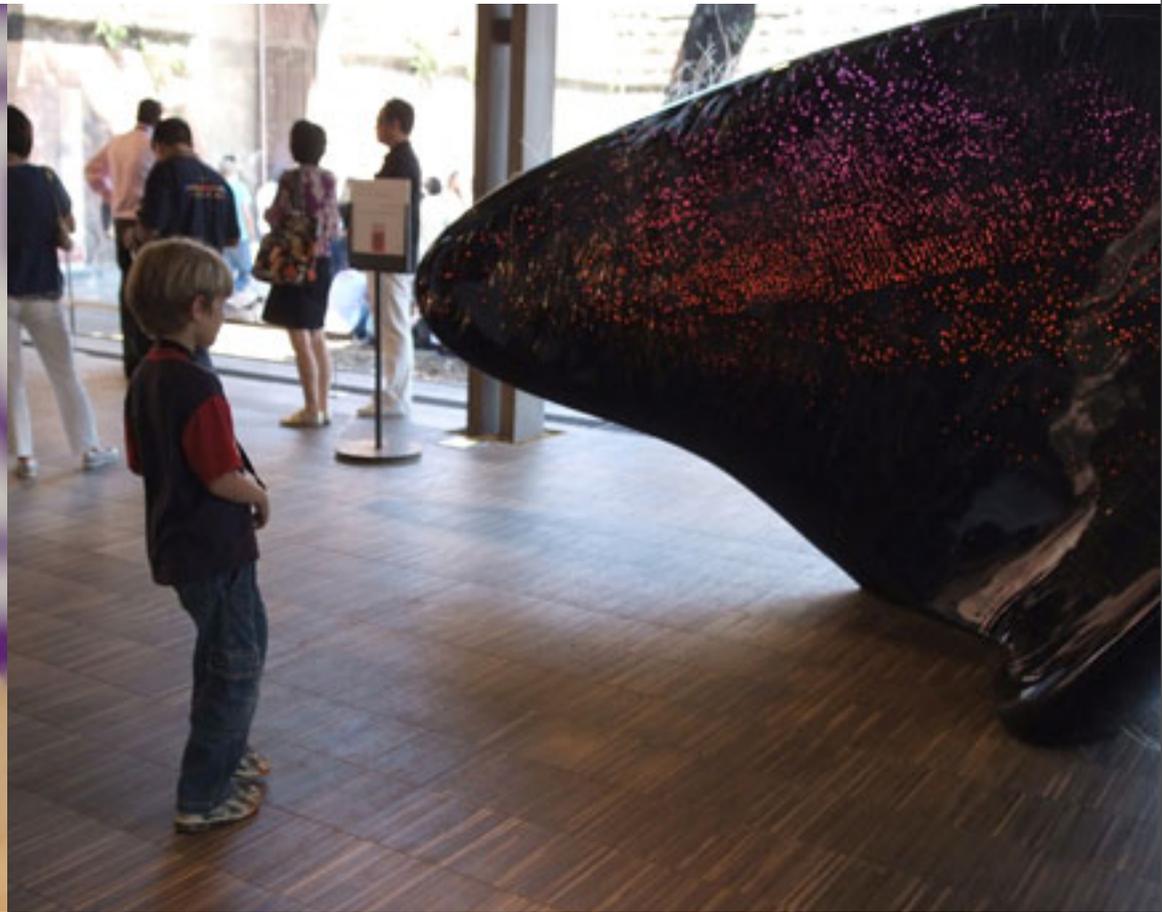
Evaluate/modify... Ctrl-F4
Watches
Add watch... Ctrl-F7
Delete watch
Edit watch...
Remove all watches

F1 Help | Insert a watch expression into the Watch window

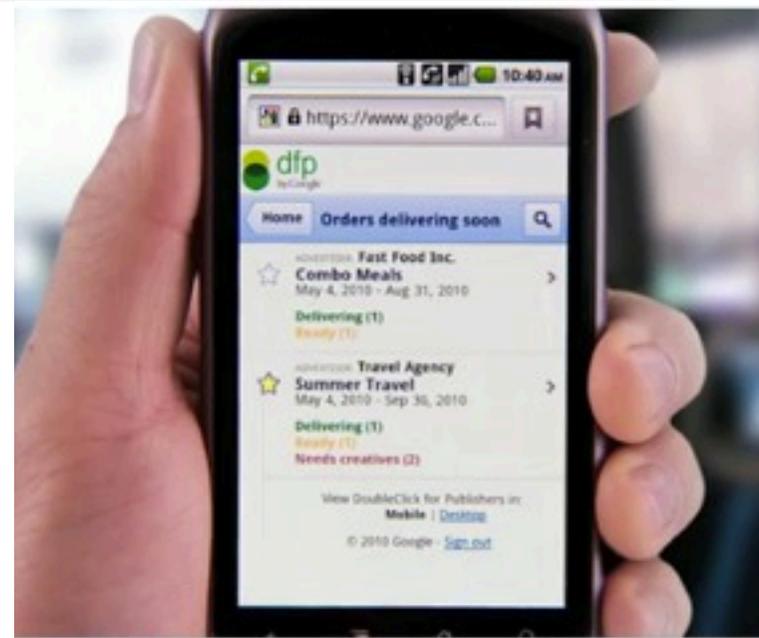
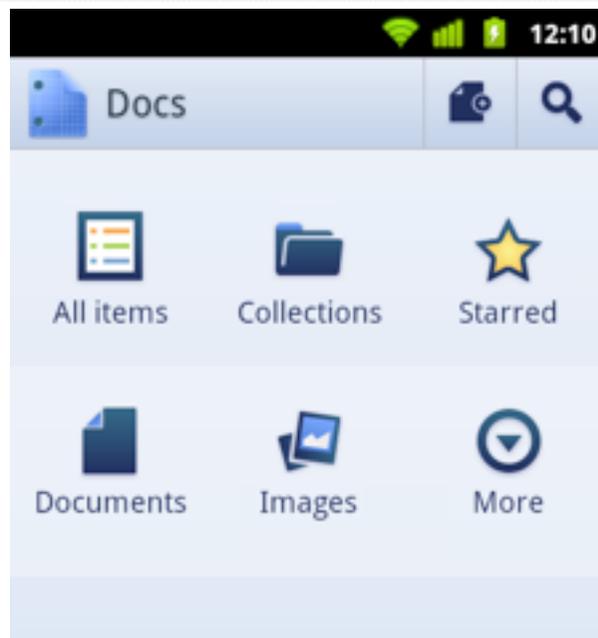
then I moved an interesting mix....



and got a job doing those things yay!



What I worked on...



Orders Inventory Reports Admin

Orders (200)
Delivering
Starting soon
Ending soon
Starred
Recently viewed
More ▾

Line Items (2785)
Delivering
Ready
Paused
Starred
Recently viewed
More ▾

Help
[How do I create a line item?](#)
[How do I edit a line item's settings?](#)
[How do I upload a creative?](#)
[How do I review the creatives associated with a line item?](#)

Line Items

+ New Order Check inventory

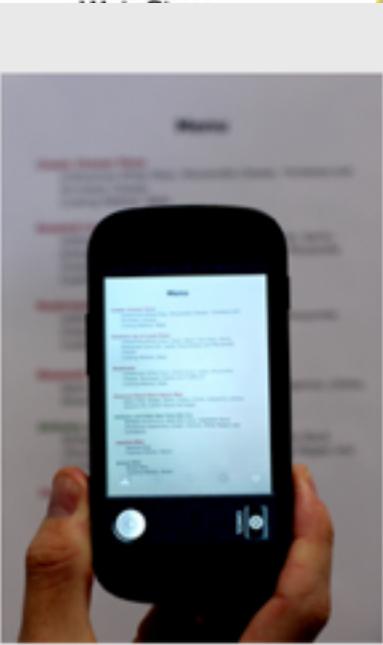
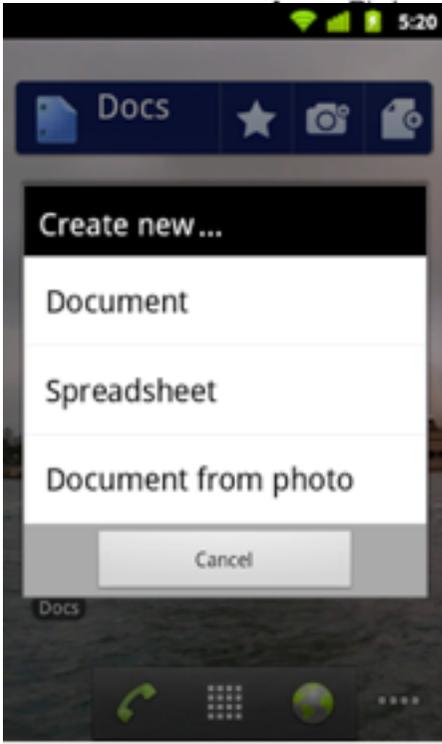
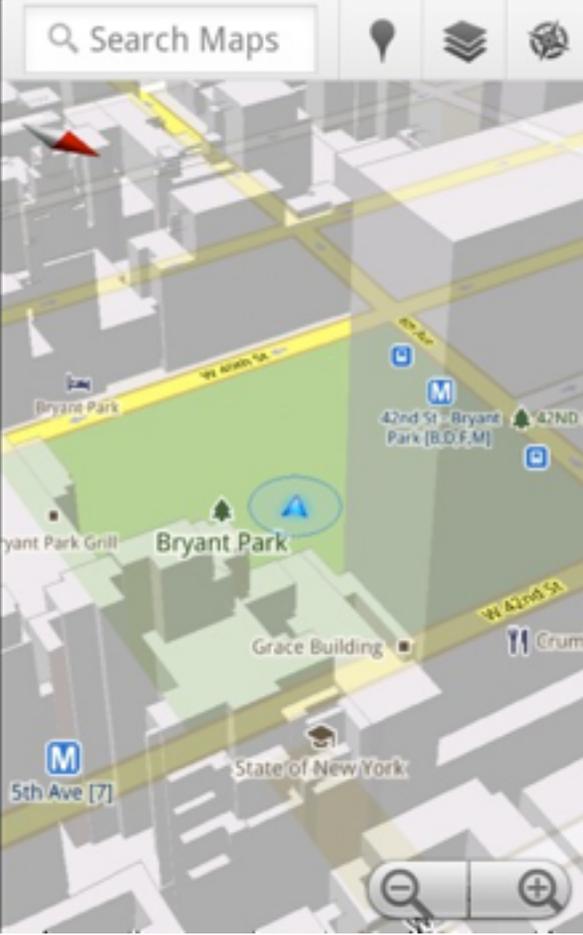
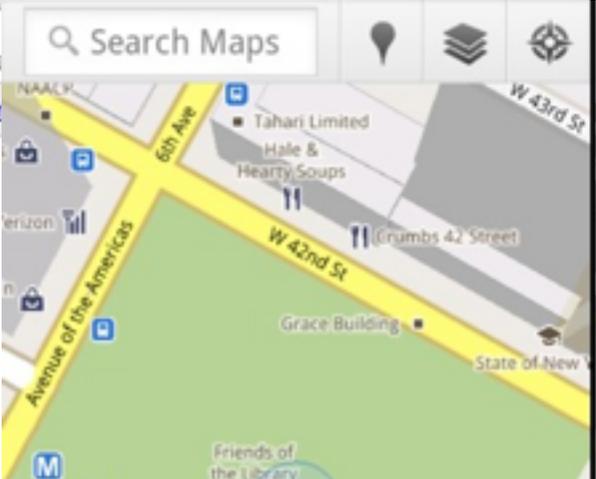
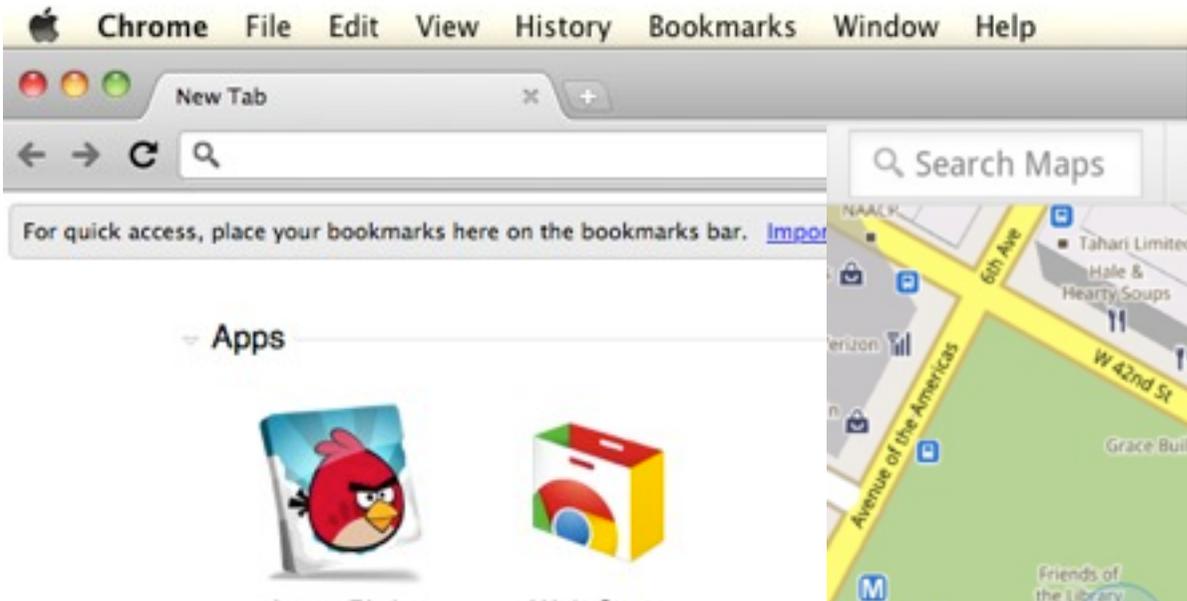
621 Line Items

Pause Resume Release inventory search line items... Go

Name	Status	Type	Start Time	End Time	Cost	Goal	Impression	Clicks	CTR	Progress
Monthly Recurring Campaign > ROS 180x600 180x600	Delivering	Sponsorship	Jan 27, 2010 9:56 AM	Feb 11, 2010 11:59 AM	\$50.00 CPO	100% Total Impressions	8,813	46	0.52%	87%
Car Dealership > Winter Car Sale 728x90	Delivering	Standard Normal	Jan 19, 2010 12:05 AM	Feb 21, 2010 11:59 PM	\$2.50 CPM Impressions	30,500	12,570	10	0.08%	67%
Shoe Company > Running Shoes 180x600 300x250 728x90	Delivering	Standard Normal	Jan 11, 2010 12:05 AM	Feb 10, 2010 11:59 PM	\$2.50 CPM Impressions	400,500	376,000	164	0.04%	100%
Cruise Line > Winter Vacation Deals 180x600 300x250 728x90	Delivering	Standard Normal	Jan 11, 2010 12:05 AM	Feb 10, 2010 11:59 PM	\$2.50 CPM Impressions	350,000	328,637	154	0.05%	100%
Jewelry Store > Valentine's Day Sale 125x125	Delivering	Standard Normal	Jan 19, 2010 12:05 AM	Feb 21, 2010 11:59 PM	\$2.50 CPM Impressions	505,000	206,420	152	0.07%	67%
Ad Network Remarketing > ROS Skyscrapers solution	Delivering	Price Priority	Sep 16, 2008 11:59 AM	Unlimited	\$0.25 CPM Impressions	Unlimited	103,851	53	0.05%	29%

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Which are your favorite Google products?



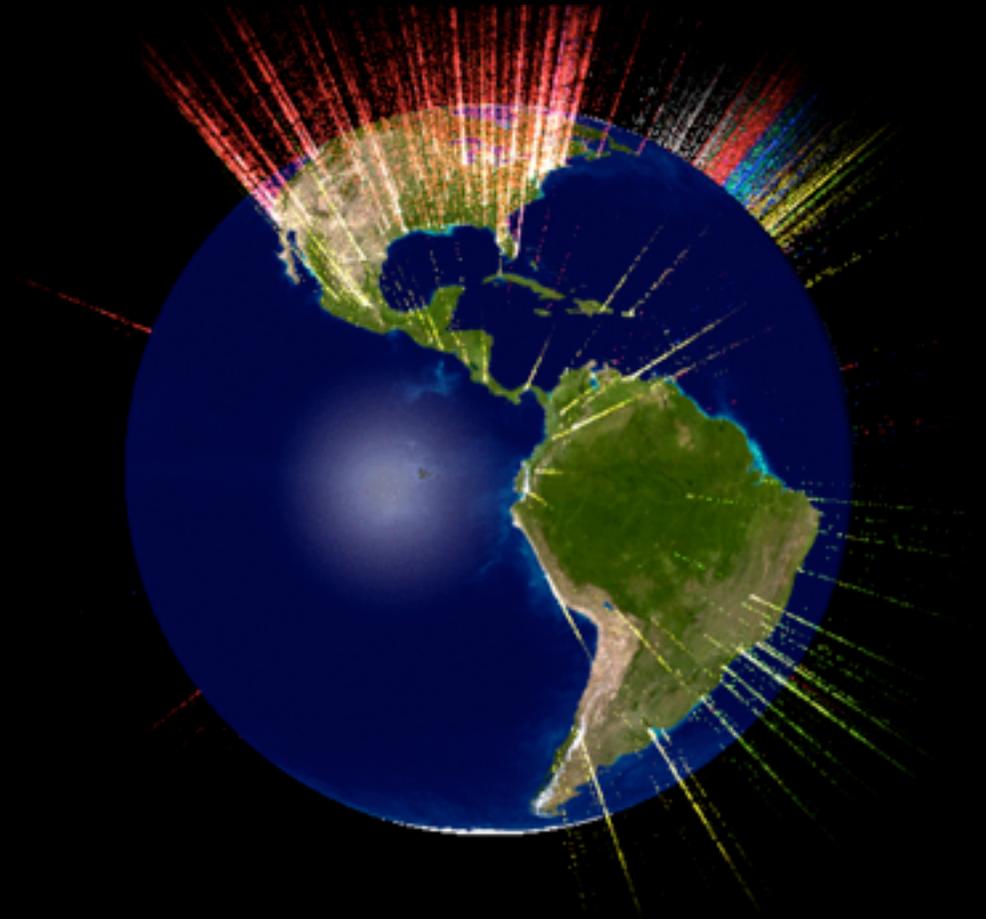
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Role of design at Google

To organize the world's
information and make it
universally accessible and
useful.

To organize the world's
information and make it
universally **accessible** and
useful.

Google has
**hundreds of
millions of**
users around the
world



More traffic from outside the US

Say no to drugs

Diga no a las drogas

Dites non aux drogues

麻薬を撲滅しよう

No alla droga

Sag' nein zu drogen

لا للمخدرات

Diga não às drogas

Minimum number of
languages?

Minimum number of
languages?

40







Tuesday, June 28, 2011





“Focus on the user and all else
will follow.”

Google philosophy

Our 10 Principles of User Experience



1. Focus on people; their lives, their work, their dreams.
2. Every millisecond counts.
3. Simplicity is powerful.
4. Engage beginners and attract experts (the 80/20 rule).
5. Dare to innovate.
6. Design for the world.
7. Plan for today's and tomorrow's business.
8. Delight the eye without distracting the mind.
9. Be worthy of people's trust.
10. Add a human touch.

see the principles in their entirety at: <http://www.google.com/corporate/ux.html>

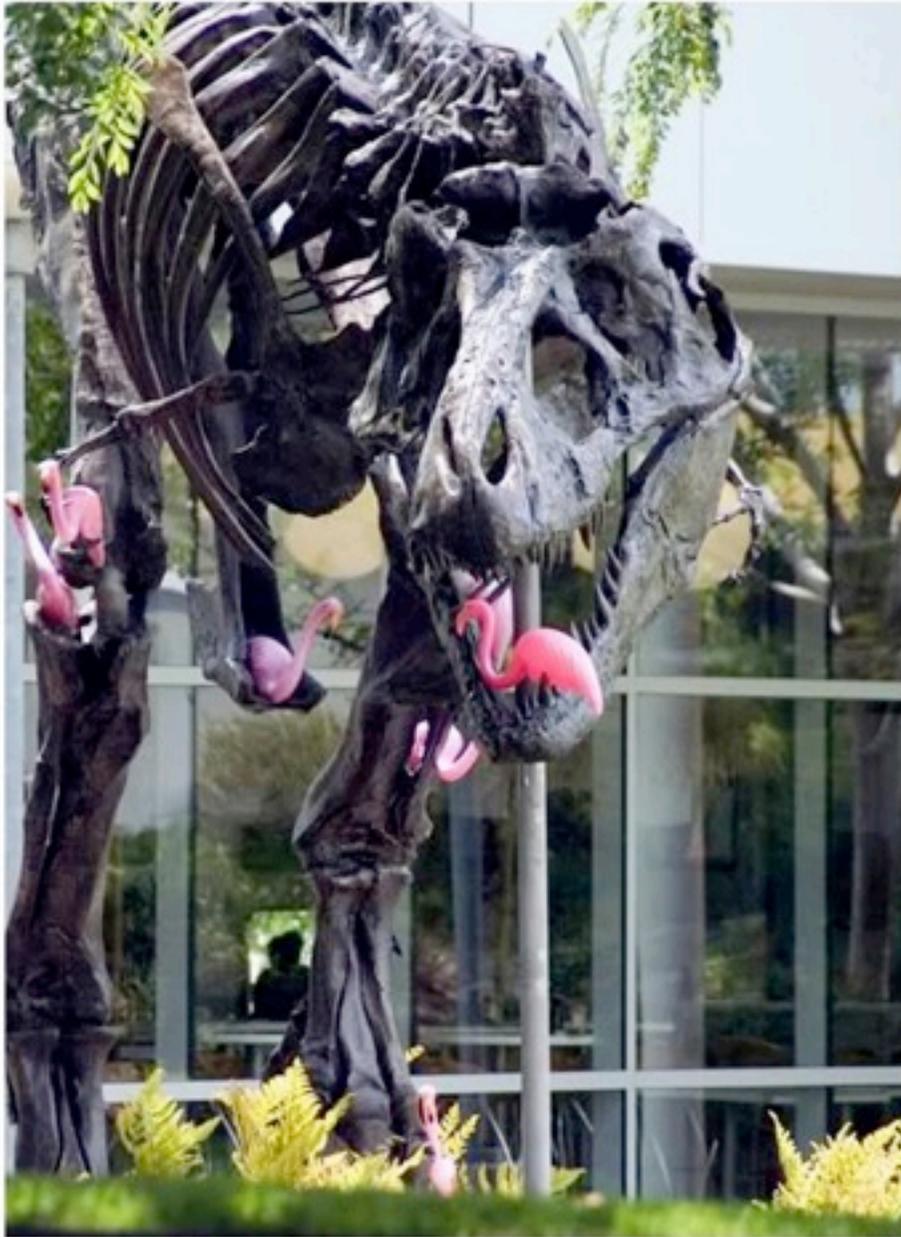
- Interaction Designers
- User Experience Researchers
- Visual Designers
- Web Developers
- UI Copywriters
- Participant recruiters
- Managers

“Google is run in a very unconventional way. There's a lot of learning as you go, which I find amazing. It's also much more chaotic. We want to have an ecosystem of ideas where we just build stuff and see if it works. If it sticks, then we continue development. So things aren't as carefully planned, and things like resource allocation are really challenging.”

Irene Au

Director of UX at Google

Other design teams at Google

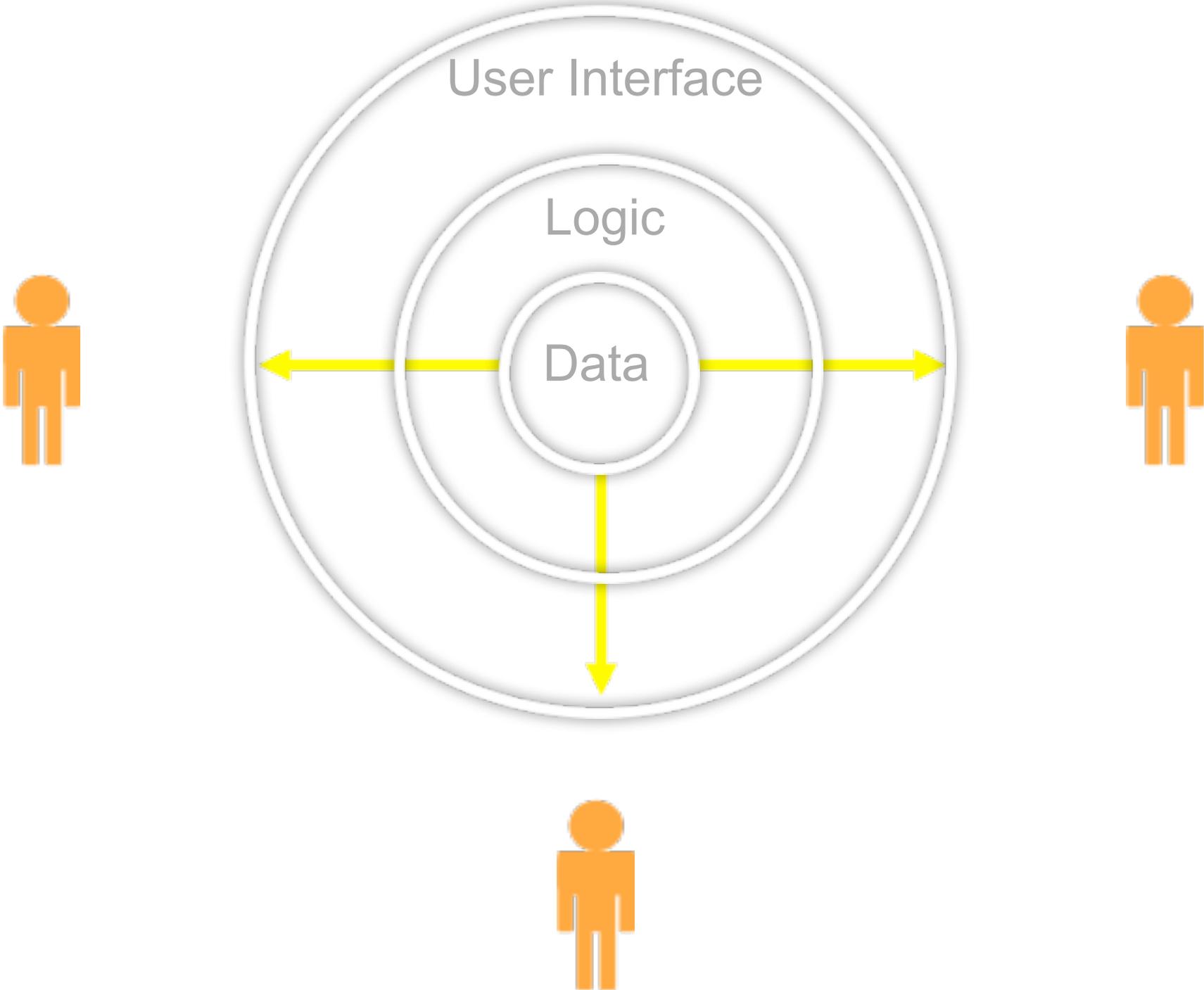


Creative Lab
Webmaster (doodles)
Graphics

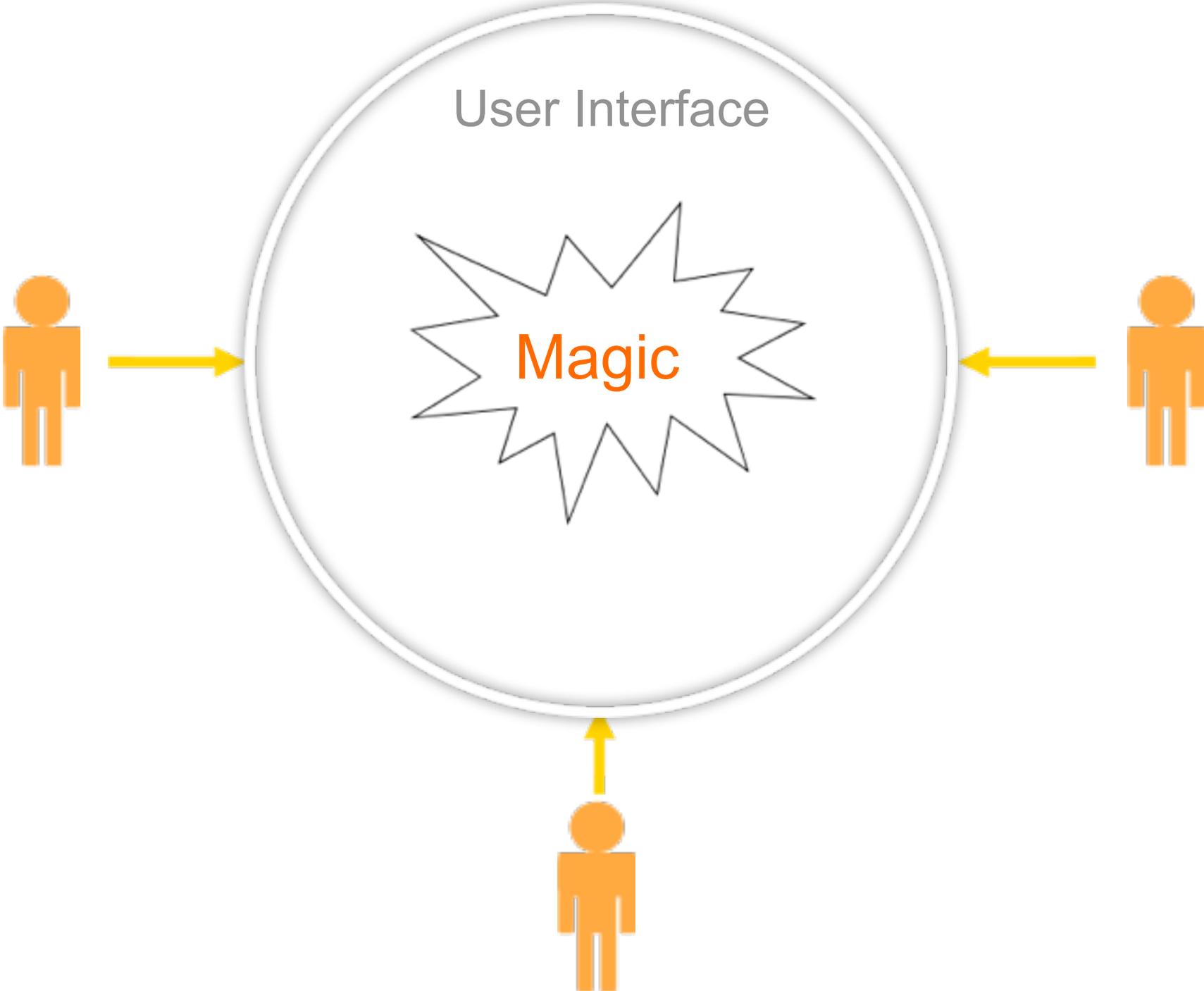
T-Rex and Flamingos, Outside Google Headquarters (Mountain View, CA)

How do we design products at Google?

Technology centric approach



User's perspective



e + Pm + UX(r + d) = Successful Products

Where...

e = Engineering

Pm = Product Management

UX = User Experience

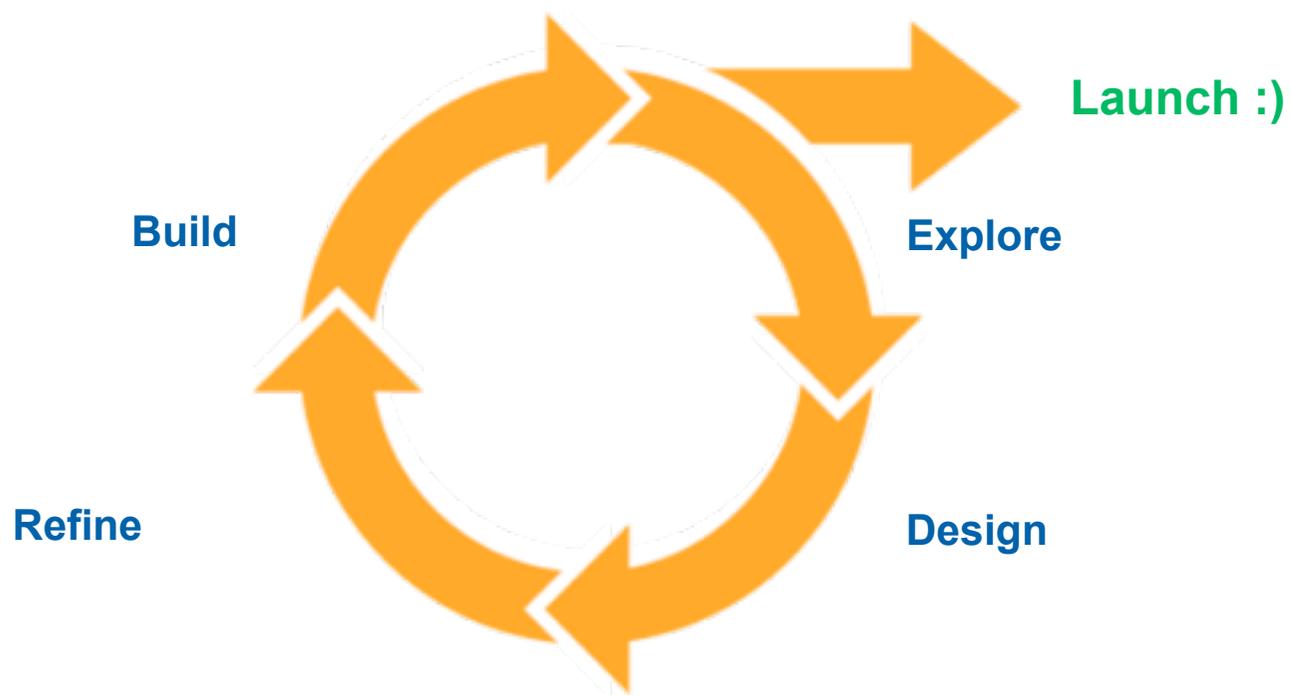
r = Research

d = Design

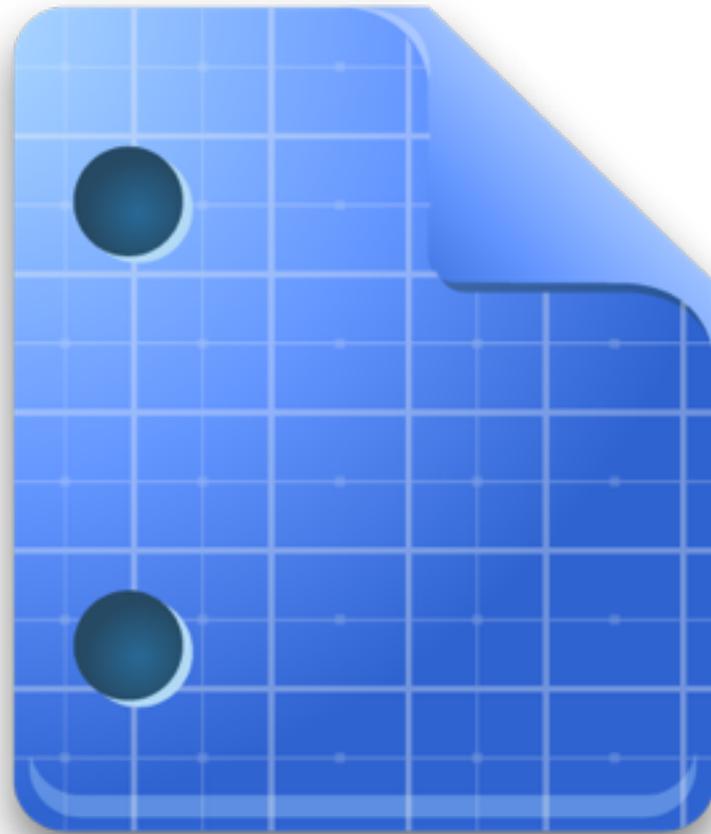
Embedded in Products



Google Offices (Mountain View, CA)



Google Docs for Android





UER

Tuesday, June 28, 2011

Information gathering



<http://www.flickr.com/photos/philliecasablanca/2070476239/>



<http://www.flickr.com/photos/yourdon/3405811164/>



<http://www.flickr.com/photos/yourdon/3563945549/>

Studying users in the real world ...

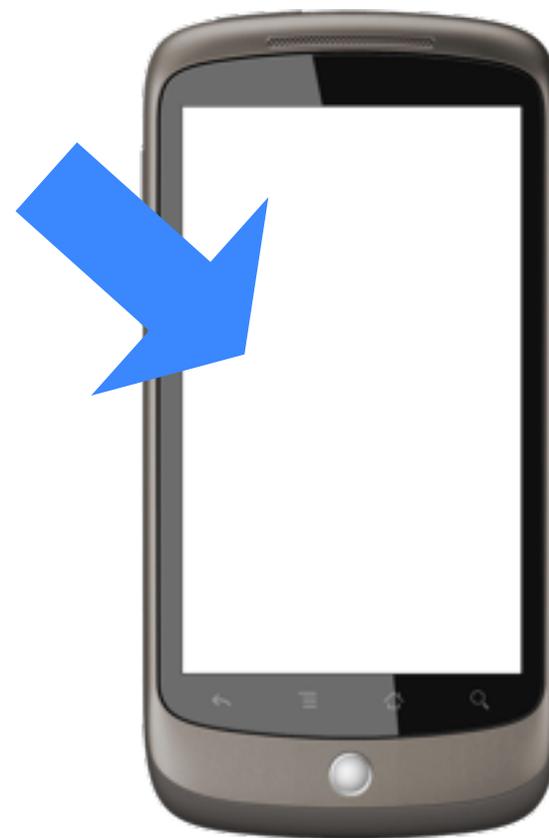


Studying users in the real world ...



Oh thats easy!

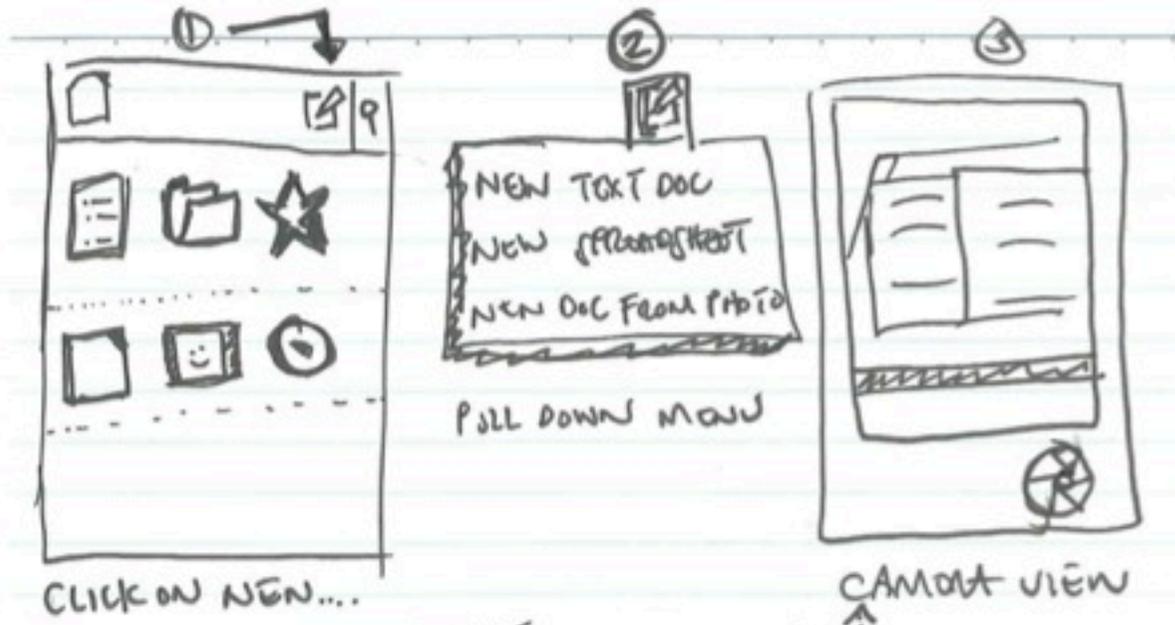
The screenshot shows the Google Docs web interface. At the top left is the 'Google docs' logo. To its right is a search bar with the text 'Search Docs' and a dropdown arrow, followed by a link to 'Browse template gallery'. Below this is a navigation bar with 'Create new' and 'Upload' buttons, and three dropdown menus: 'Documents', 'Images & videos', and 'More options'. On the left side, there is a sidebar with navigation options: 'Home', 'Starred', 'All items' (highlighted), 'Trash', 'Owned by me', and 'My collections' (which includes 'Monocle clippings', 'The Social Animal', and 'Collections shared with me'). The main area displays a list of documents, sorted by 'Last modified'. The right sidebar shows details for the selected document, 'Monocle clippings', including 'Last viewed by me: 3:52 pm', 'Last modified by me: 3:52 pm', 'Description - Add' (with 'No description.'), 'Collections - Organize' (with 'None'), and 'Sharing - Settings' (with 'Private to only me' and 'Héctor Ouilhet' as the owner).



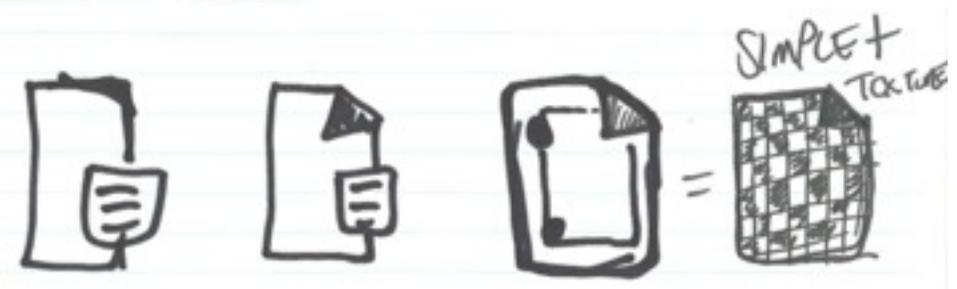
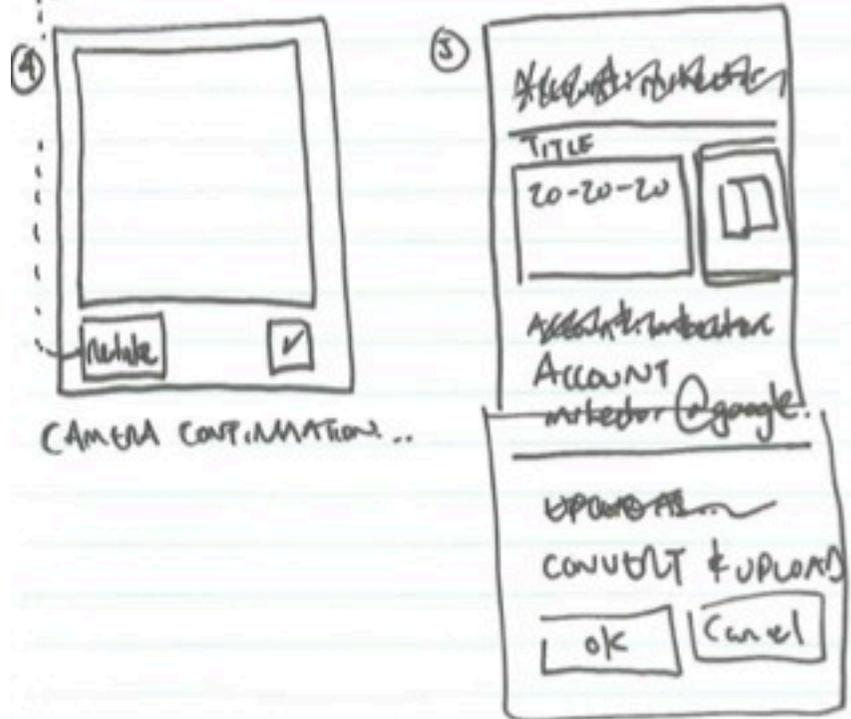
Voilà!



Sketches



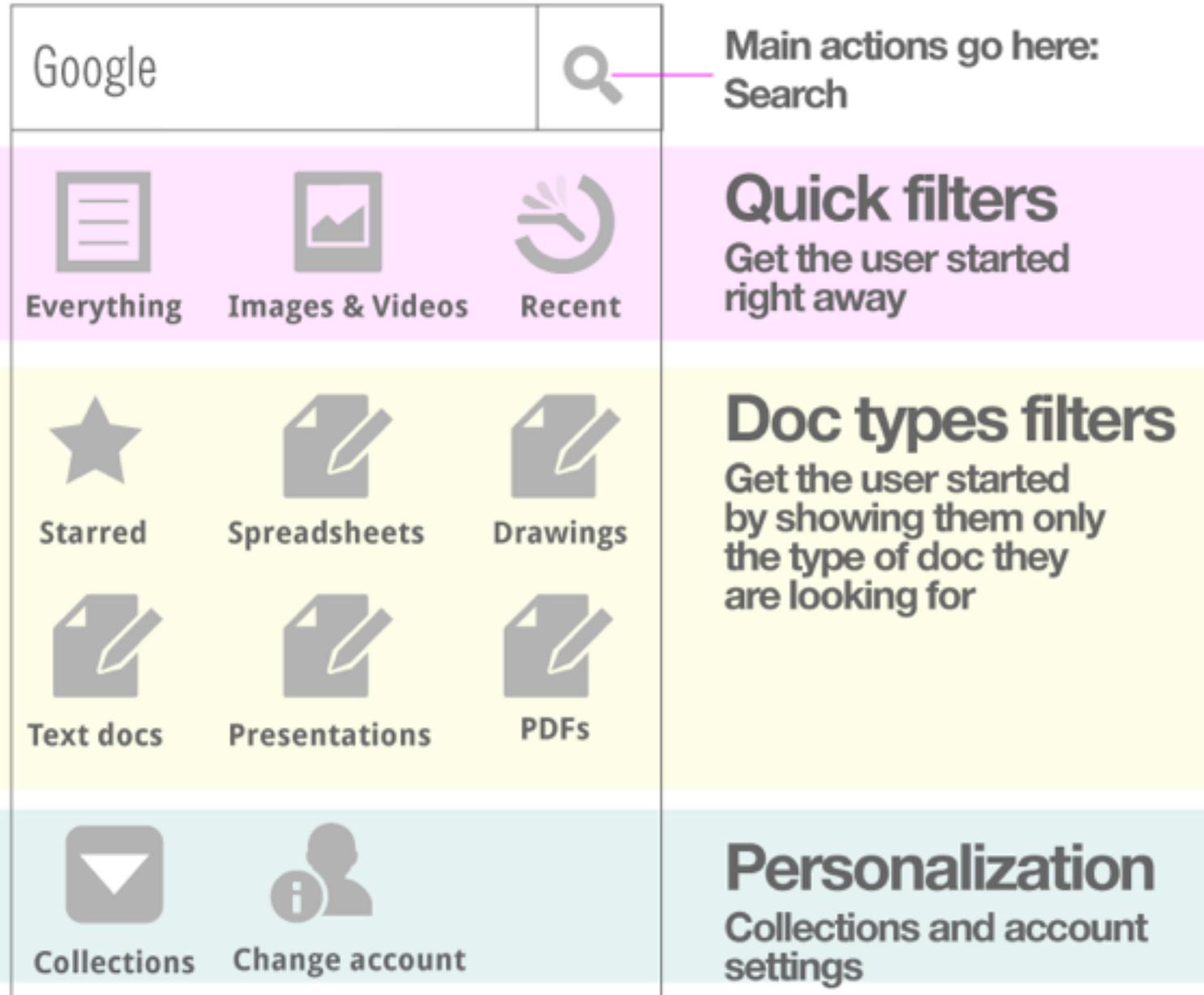
REMOVE



Storyboards



Mocks



Flows

Google drive IA- reflector

Home/dashboard

A welcoming screen that will show up the first time the user launches the app. Here, we "guide" the users into choosing a filter first to start. This helps to reduce complexity in th other screens as the dimensions to filter can be reduced.

Quick filters

Intended for beginner users. They slice all of your files in a very general and easy way.

Doc type filters

This is the first dimension a user selects. If the user wants to change doc type s/he can either:

- Simple: go back home and pick a new doc type filter.
- Advanced: press menu, and tap on doc type. The benefit of this option is that it can be combined with other dimensions in order to further narrow your doc list.

Personalization

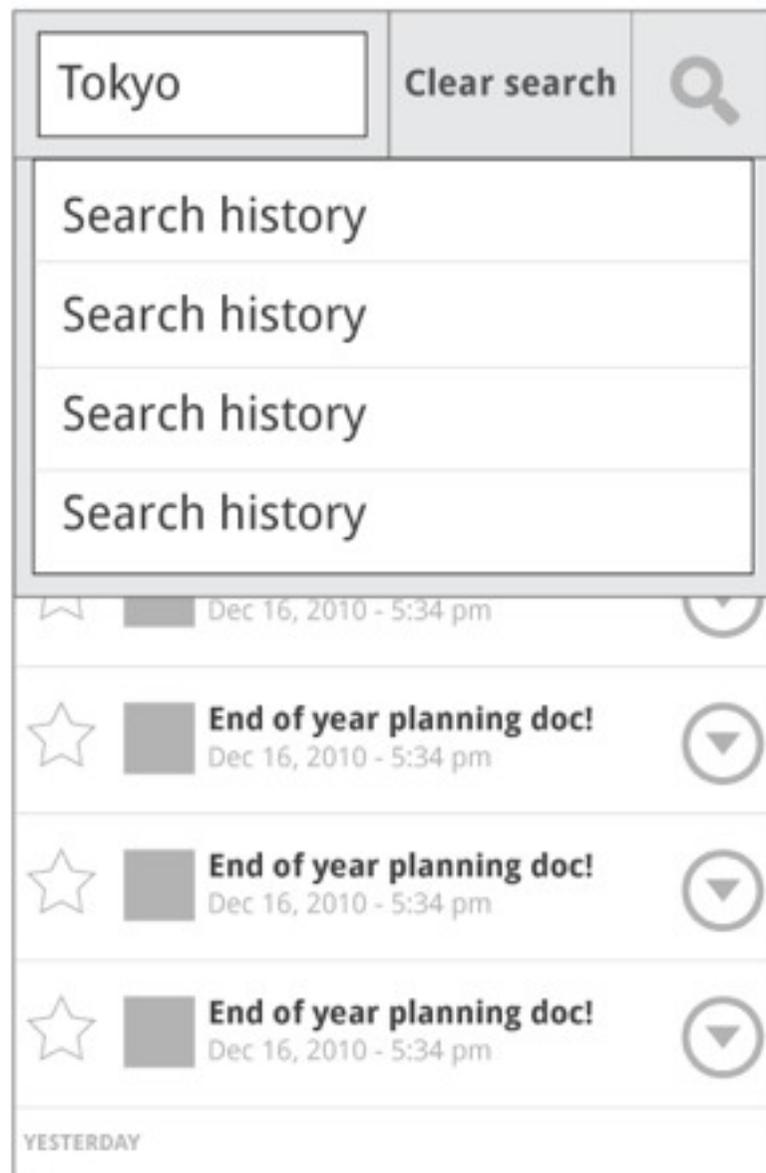
These screens need previous customization from the user and they provide another dimension of filtering for your doc list.



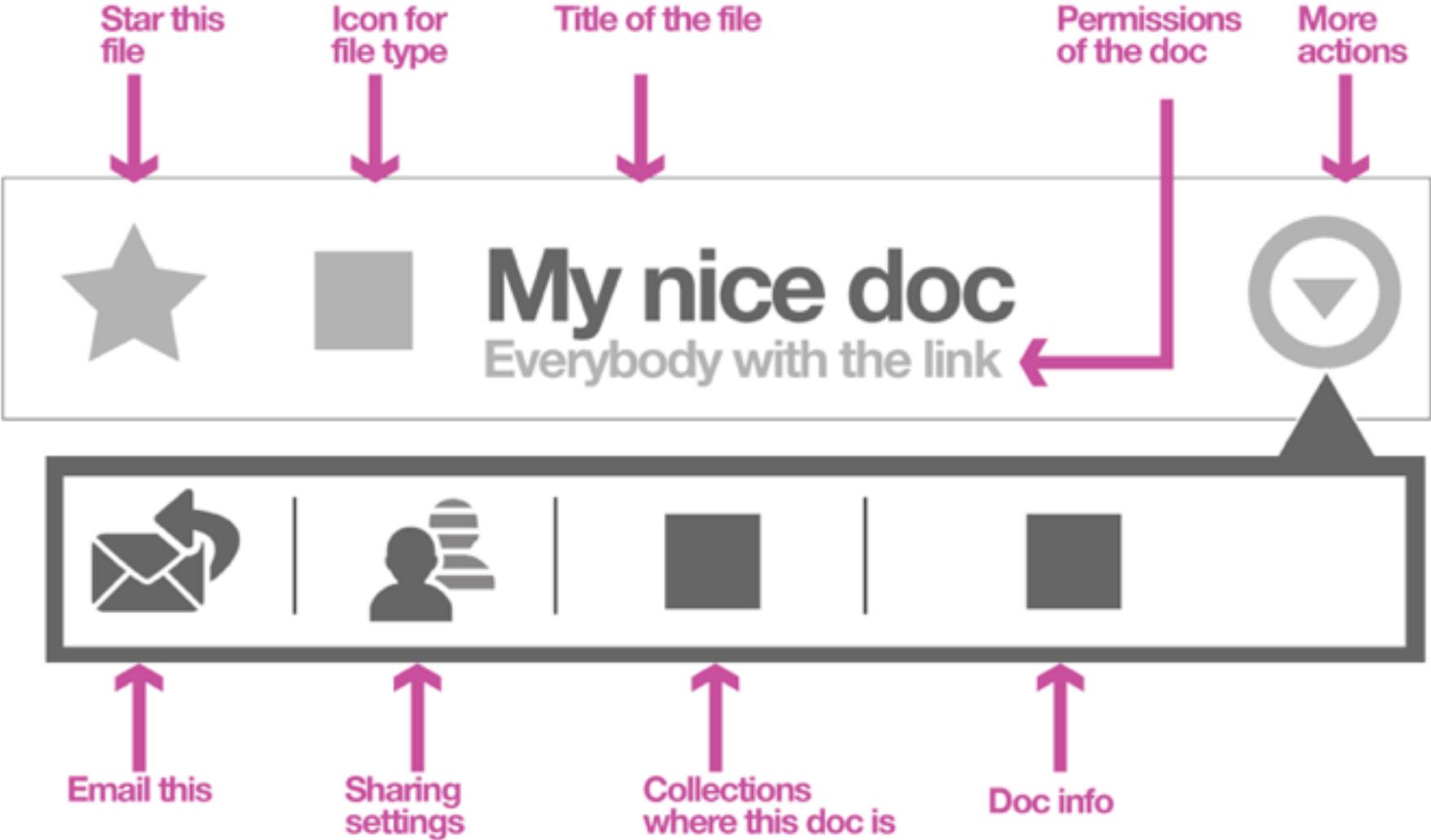
Status filters

- Swiping left/right lets you filter the list by:
- Active
 - All items
 - Owned by me
 - Opened by me
 - Archived
 - Trashed

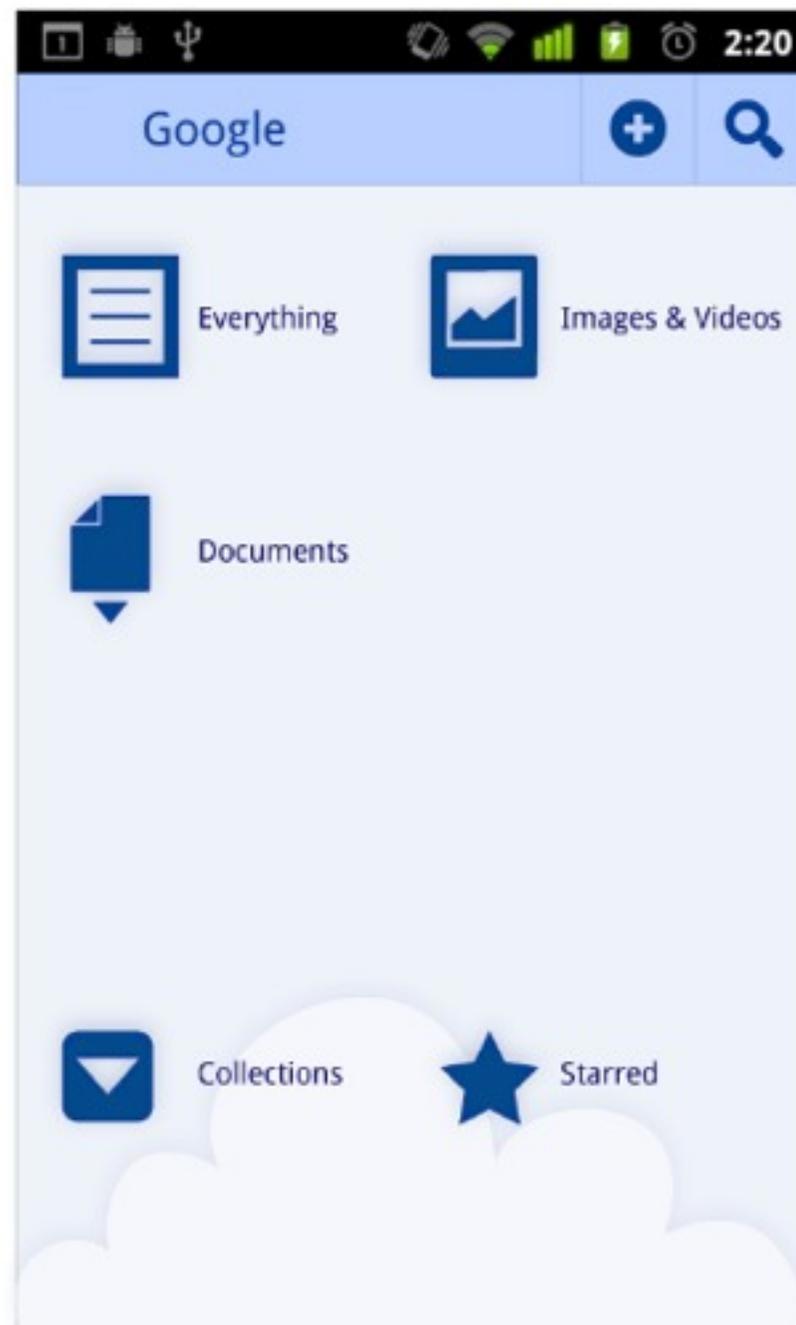
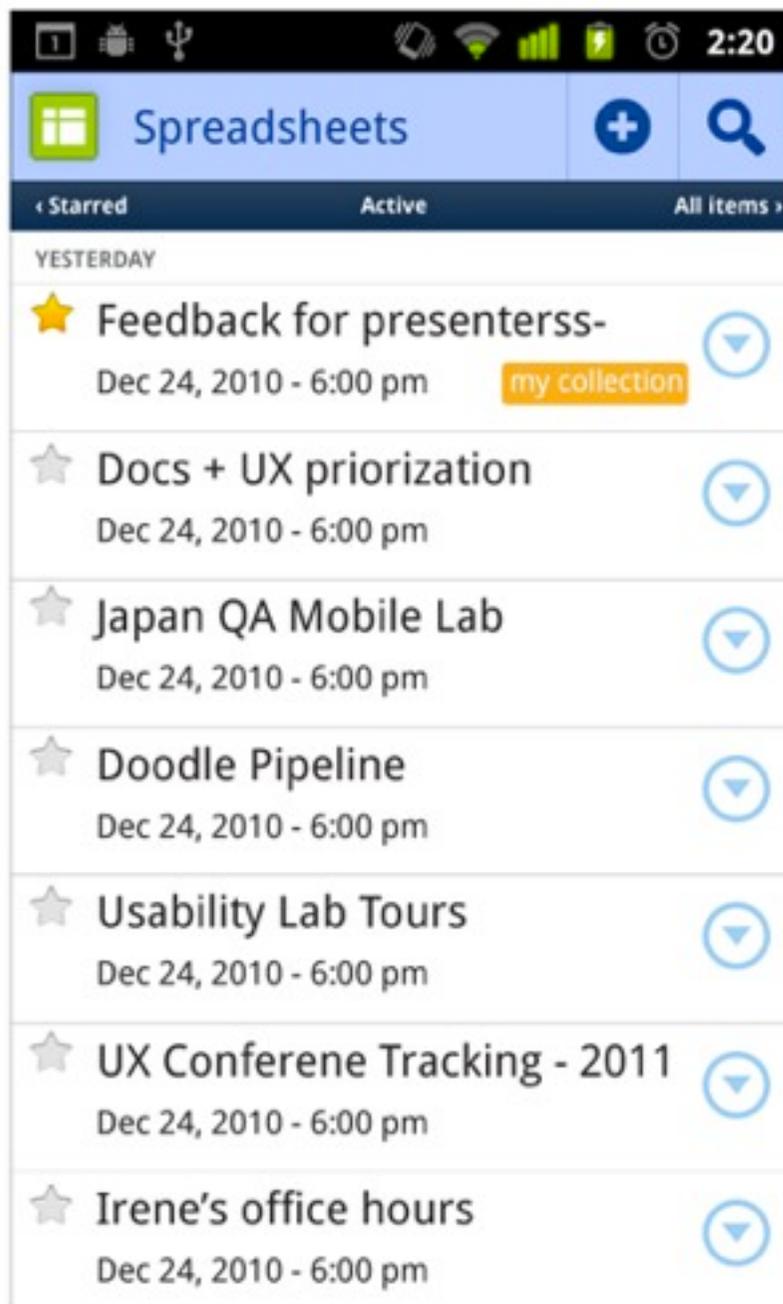
Detailing mocks...



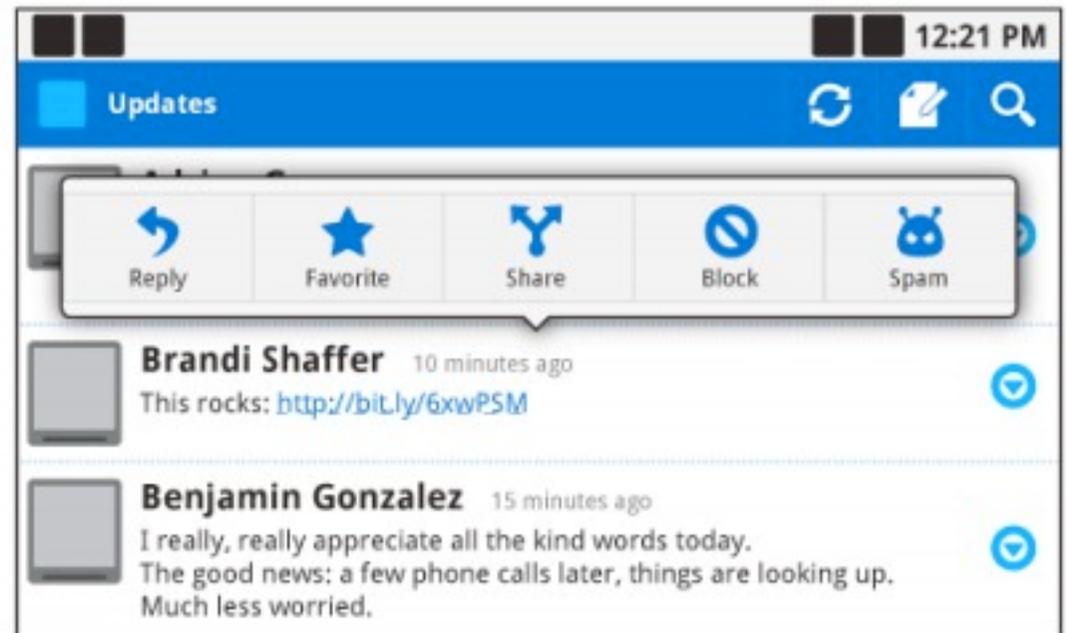
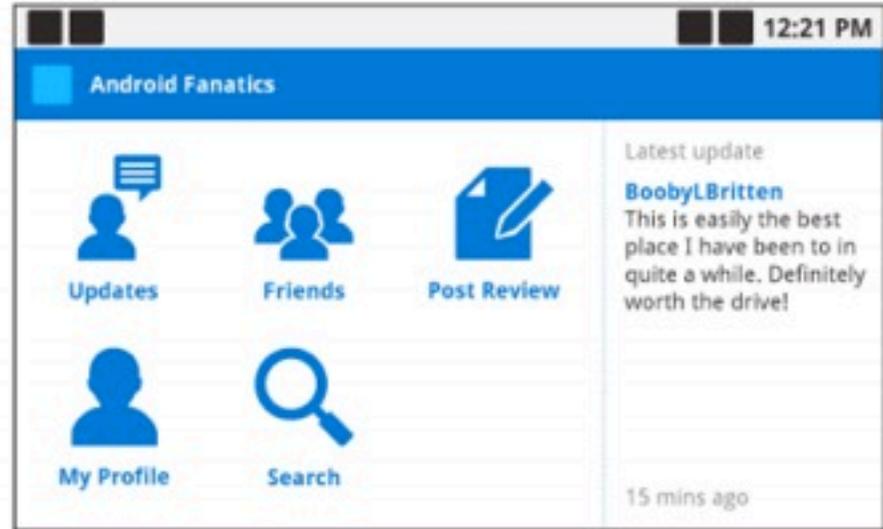
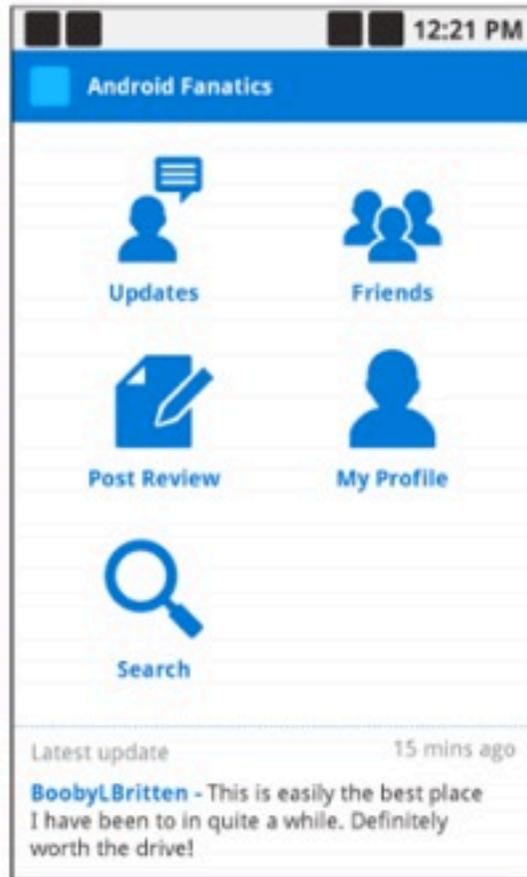
Going into specifics...



Visuals

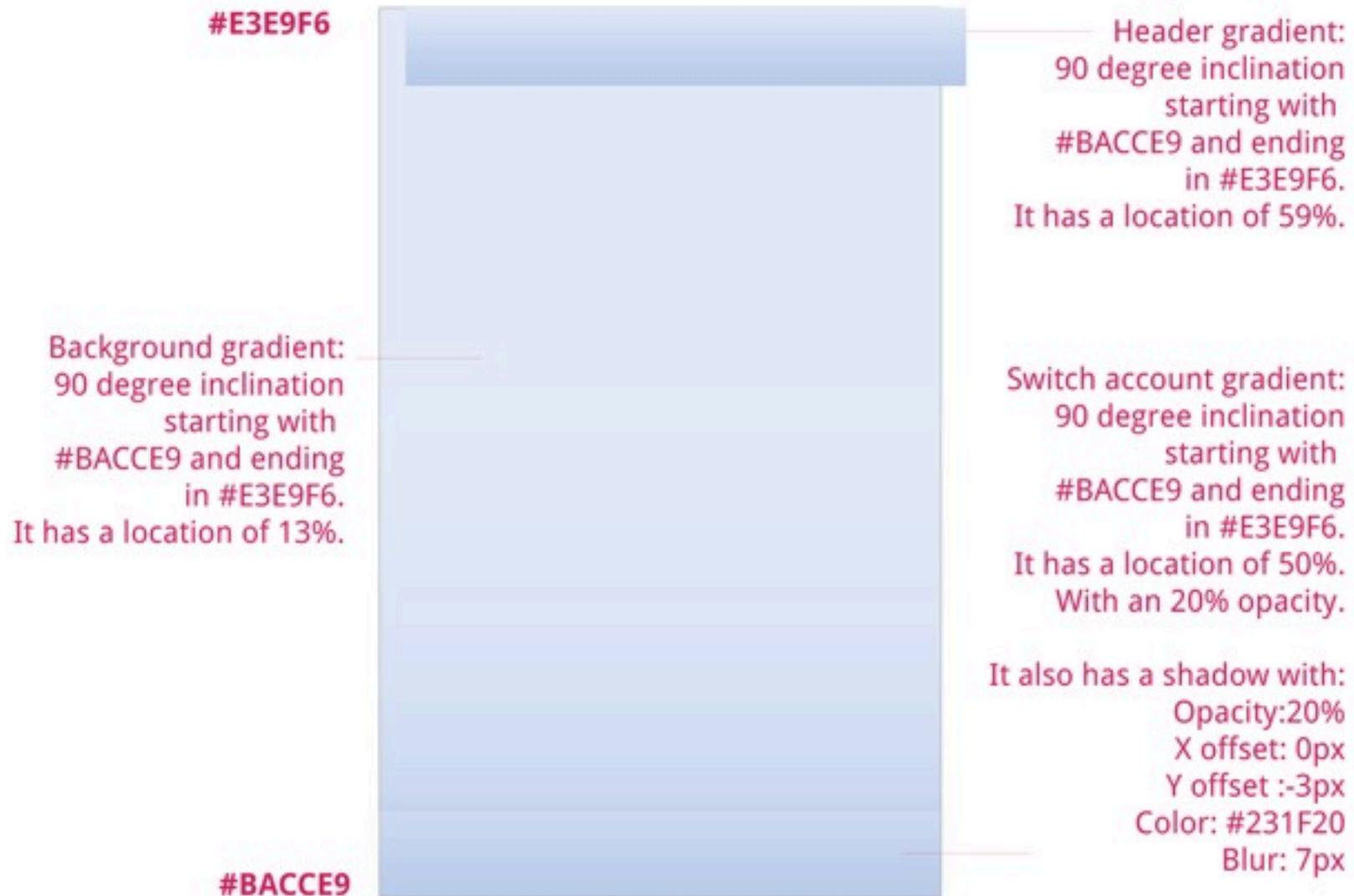


Existing patterns & guidelines

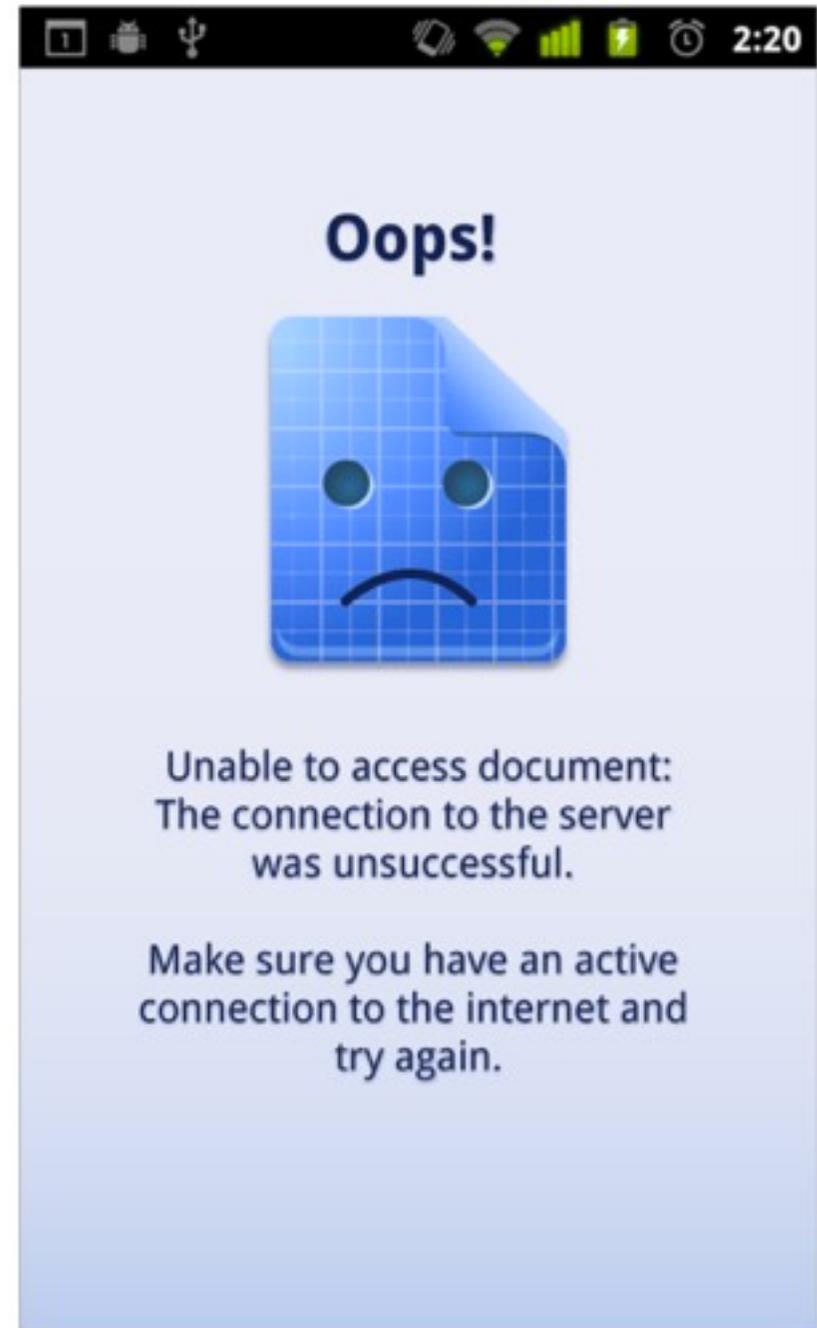


<http://dl.google.com/googleio/2010/android-android-ui-design-patterns.pdf>

Specs for ENG

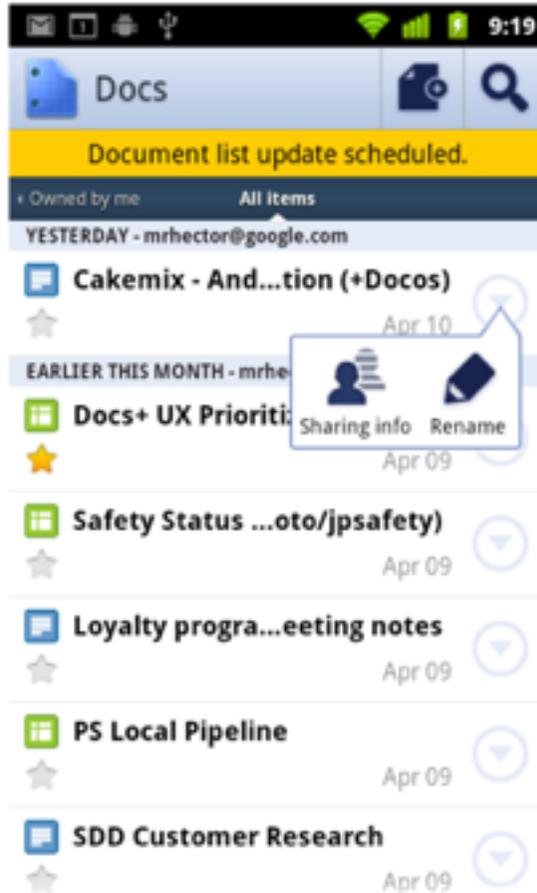


Think about corner cases...



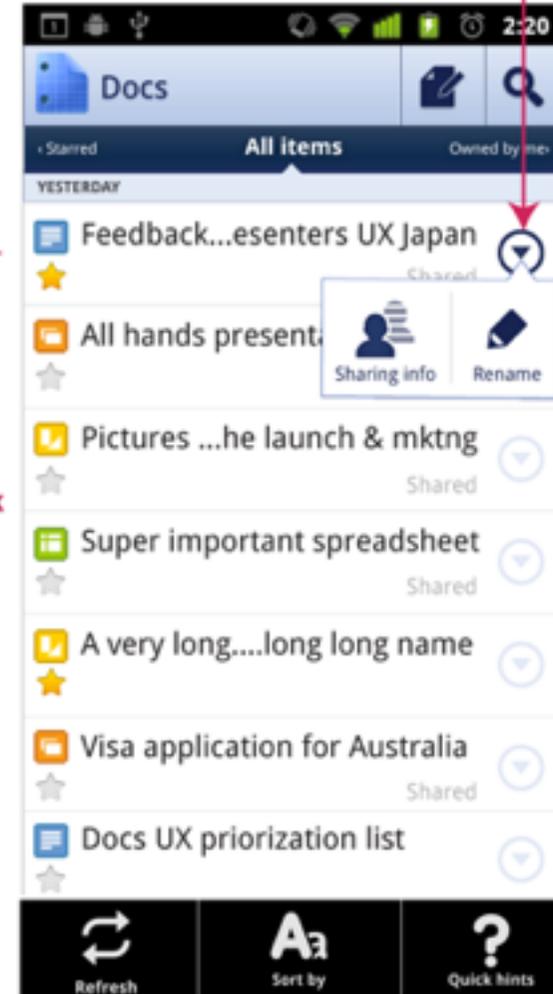
File bugs. Really.

Doc list



Current

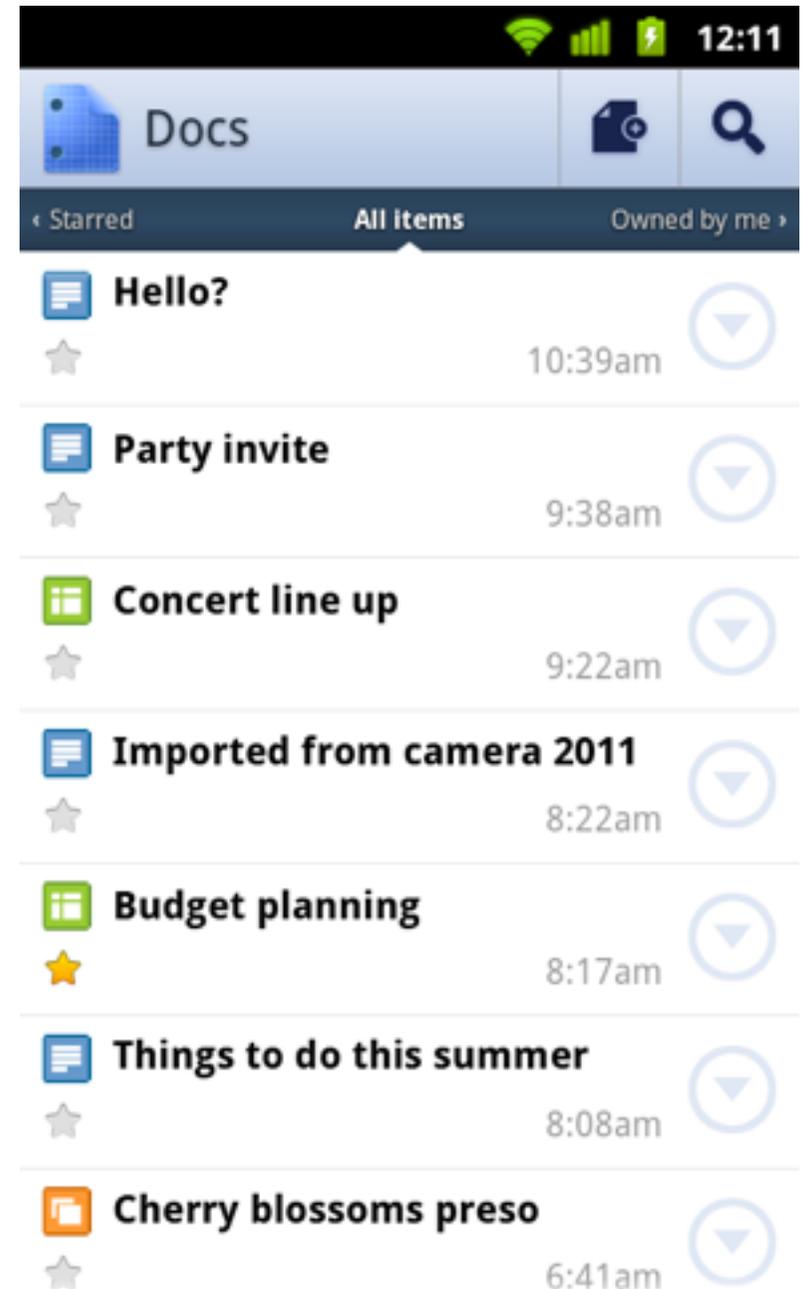
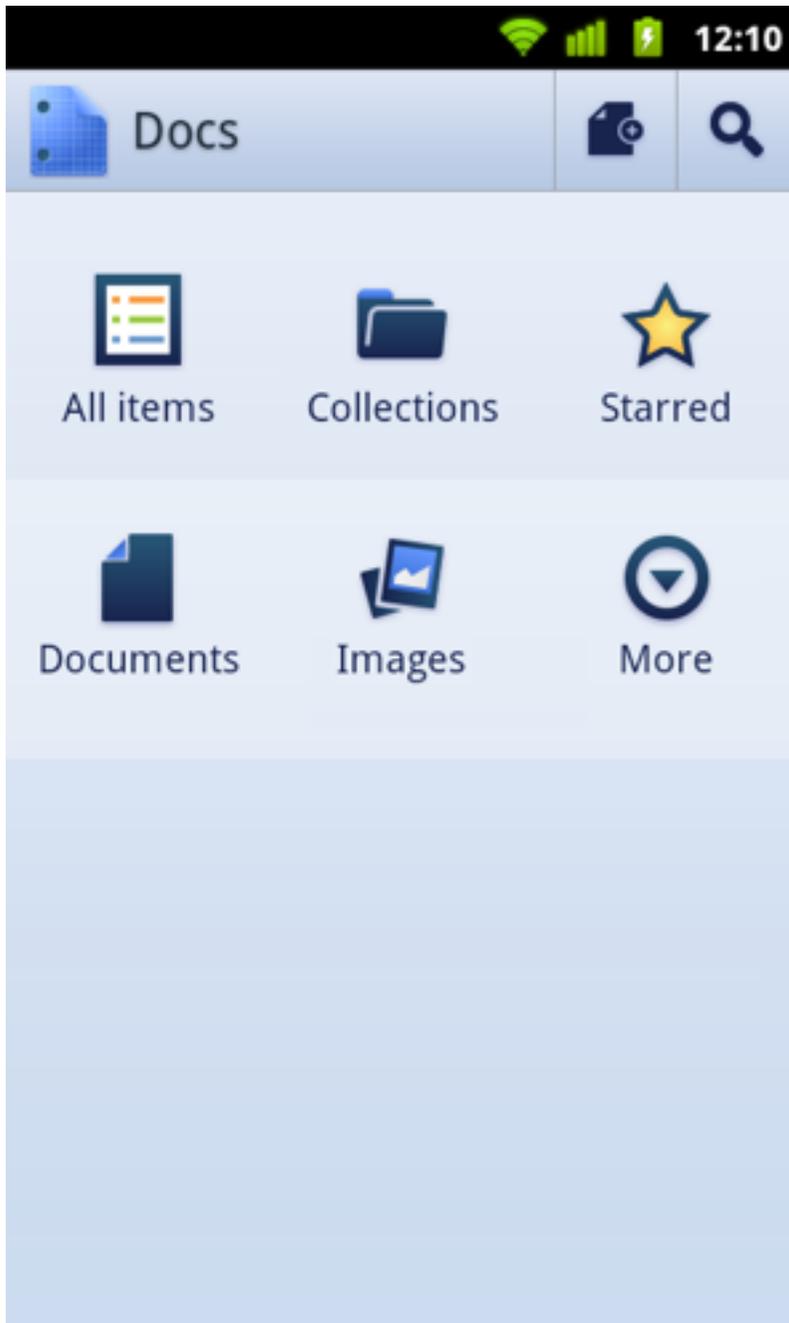
Fix more menu:
-More button pressed #18244E
-change balloon to match this mock



Add quick hints menu item

Correct

UI complete!

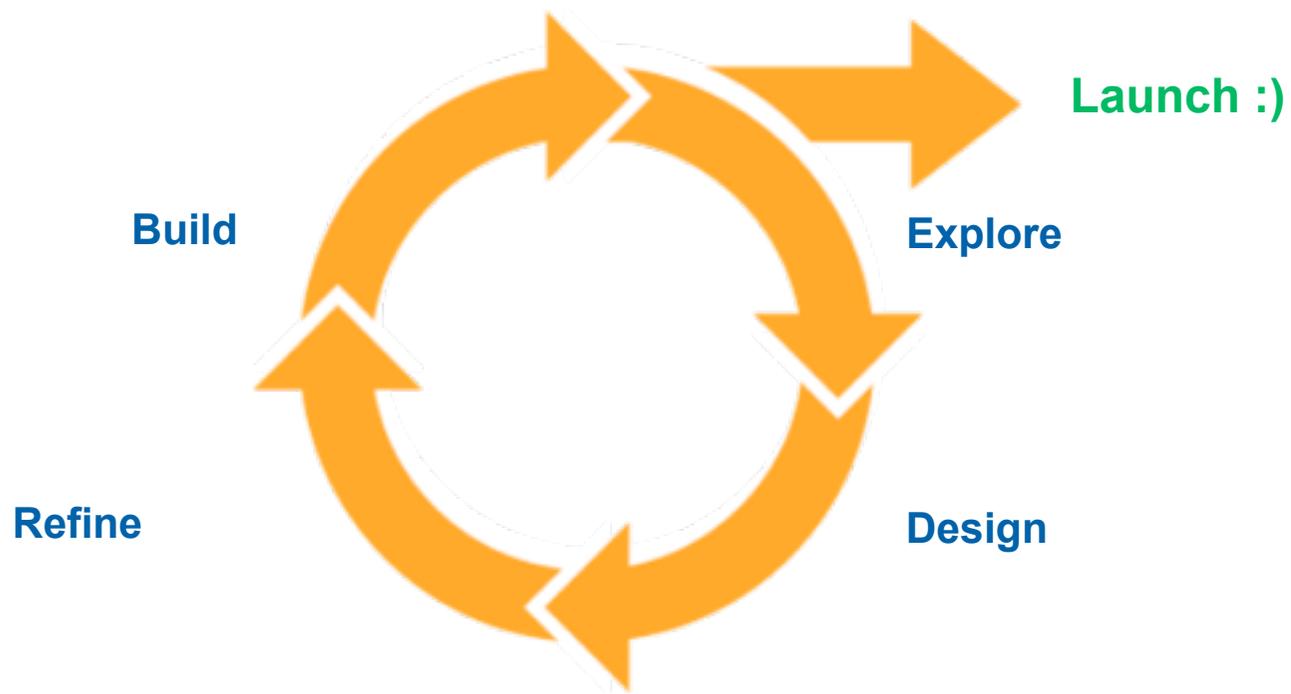




Tuesday, June 28, 2011



Tuesday, June 28, 2011



Life in a day...



[http://www.flickr.com/photos/f-oxymoron/
5005146417/](http://www.flickr.com/photos/f-oxymoron/5005146417/)

What's going on?

What's everybody working on?

Why are we doing this?

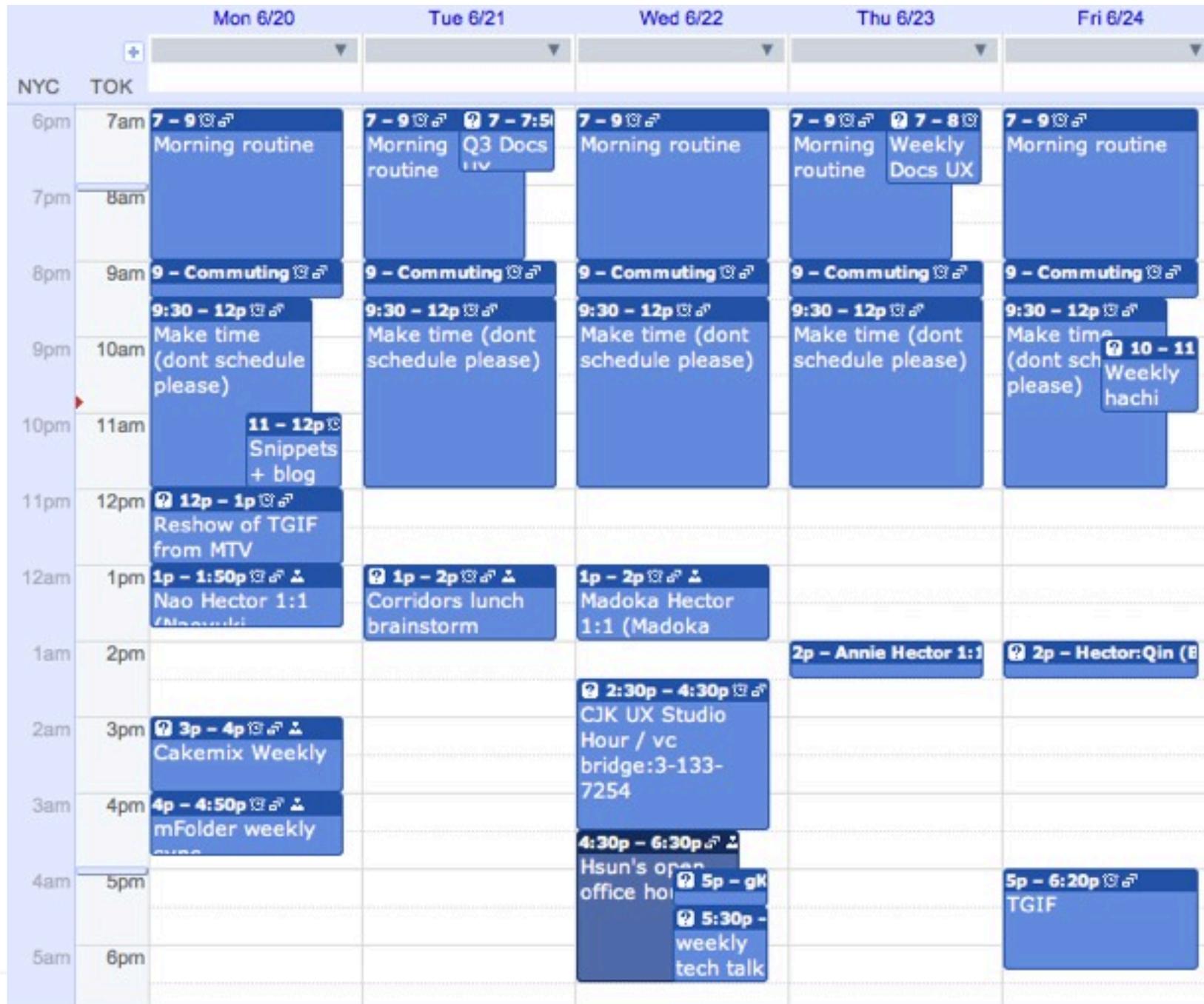
How are we doing this?

Who is going to use this?

When are they going to use it?

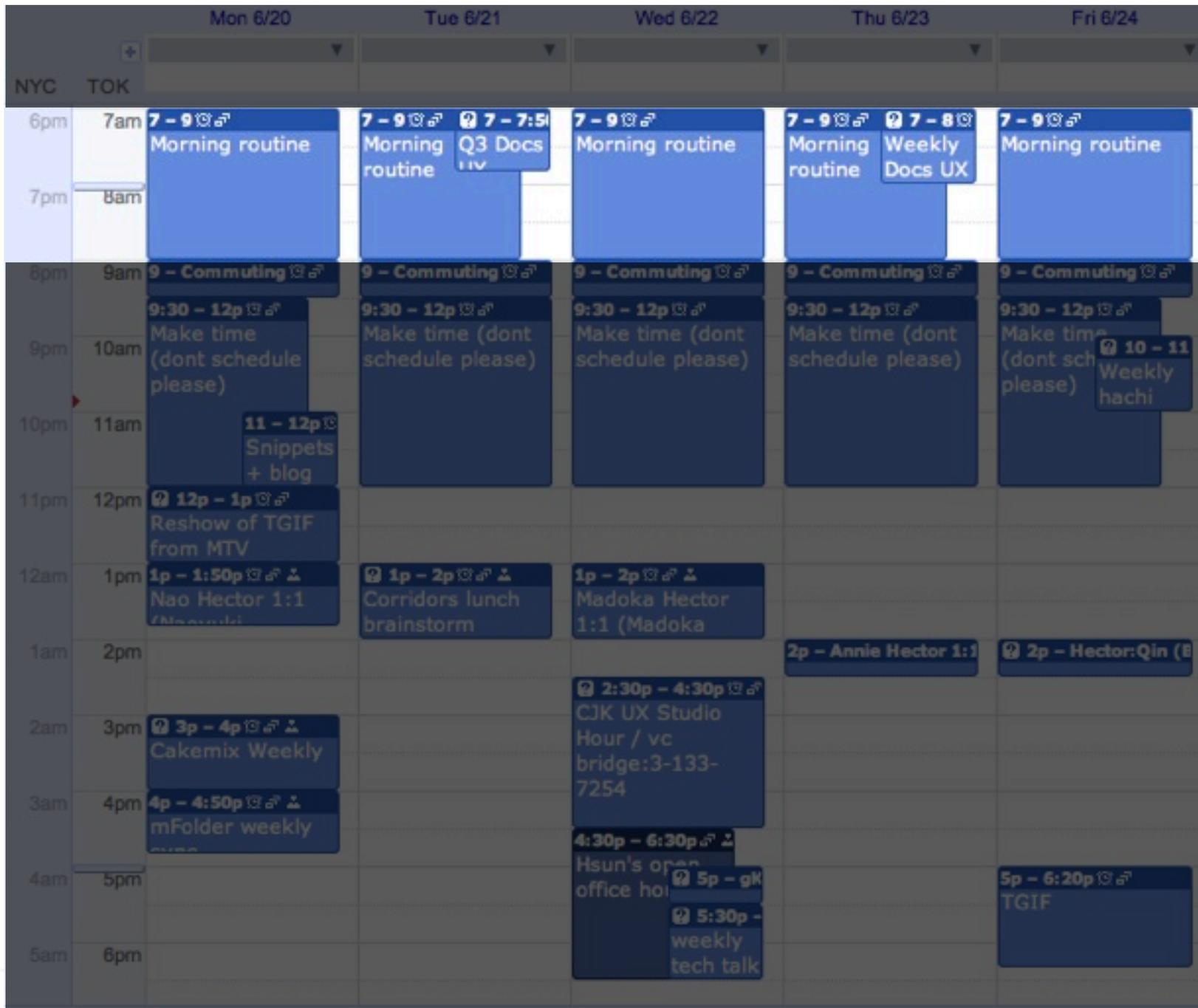
When are we going to launch it?

A typical week...



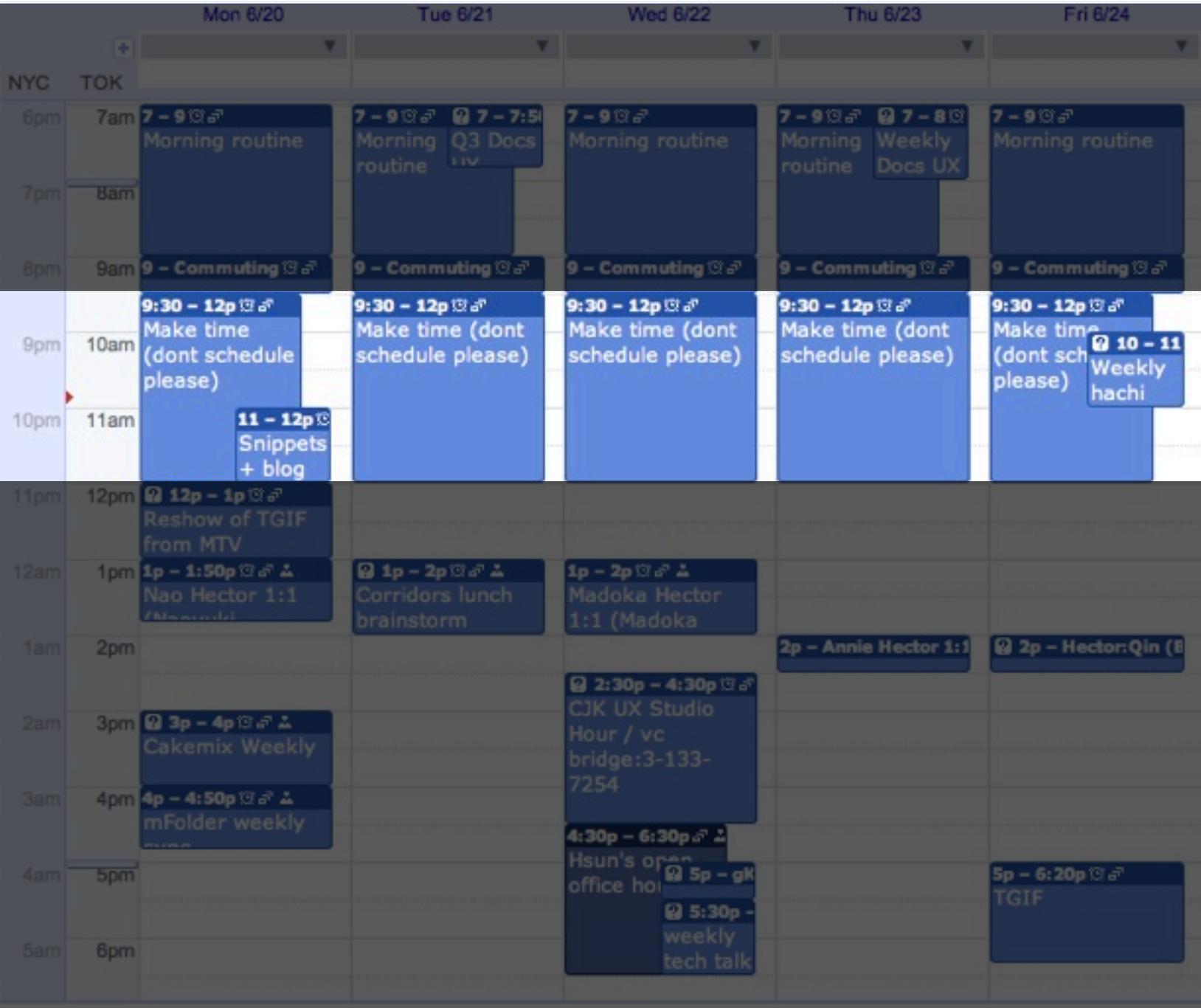
Proprietary

Me time



Proprietary

Make time



Proprietary

Meetings 1:1s



		Mon 6/20	Tue 6/21	Wed 6/22	Thu 6/23	Fri 6/24
NYC	TOK					
6pm	7am	7 - 9 Morning routine	7 - 9 Morning routine	7 - 9 Morning routine	7 - 9 Morning routine	7 - 9 Morning routine
7pm	8am		7 - 7:50 Q3 Docs		7 - 8 Weekly Docs UX	
8pm	9am	9 - 9:30 Commuting	9 - 9:30 Commuting	9 - 9:30 Commuting	9 - 9:30 Commuting	9 - 9:30 Commuting
9pm	10am	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)
10pm	11am	11 - 12p Snippets + blog				10 - 11 Weekly hachi
11pm	12pm	12p - 1p Reshow of TGIF from MTV				
12am	1pm	1p - 1:50p Nao Hector 1:1	1p - 2p Corridors lunch brainstorm	1p - 2p Madoka Hector 1:1 (Madoka)		
1am	2pm				2p - Annie Hector 1:1	2p - Hector:Qin (E)
2am	3pm	3p - 4p Cakemix Weekly		2:30p - 4:30p CJK UX Studio Hour / vc bridge:3-133-7254		
3am	4pm	4p - 4:50p mFolder weekly		4:30p - 6:30p Hsun's open office hours		
4am	5pm			5p - 6:30p weekly tech talk		5p - 6:20p TGIF
5am	6pm					

Proprietary

Weekly team meetings



		Mon 6/20	Tue 6/21	Wed 6/22	Thu 6/23	Fri 6/24
NYC	TOK					
6pm	7am	7-9 Morning routine	7-9 Morning routine	7-9 Morning routine	7-9 Morning routine	7-9 Morning routine
7pm	8am		7-7:50 Q3 Docs		7-8 Weekly Docs UX	
8pm	9am	9 - Commuting	9 - Commuting	9 - Commuting	9 - Commuting	9 - Commuting
9pm	10am	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)	9:30 - 12p Make time (dont schedule please)	10 - 11 Weekly hachi
10pm	11am	11 - 12p Snippets + blog				
11pm	12pm	12p - 1p Reshow of TGIF from MTV				
12am	1pm	1p - 1:50p Nao Hector 1:1	1p - 2p Corridors lunch brainstorm	1p - 2p Madoka Hector 1:1 (Madoka)		
1am	2pm				2p - Annie Hector 1:1	2p - Hector:Qin (E)
2am	3pm	3p - 4p Cakemix Weekly		2:30p - 4:30p CJK UX Studio Hour / vc bridge:3-133-7254		
3am	4pm	4p - 4:50p mFolder weekly		4:30p - 6:30p Hsun's office hour		
4am	5pm			5p - 6p weekly tech talk		5p - 6:20p TGIF
5am	6pm					

Proprietary

Useful things to keep in mind.

Useful things to keep in mind.

- Time management.
- Now what? What to do?
- Communication.

...enhancing the retrieval system, it is p
techniques?

- a. 1, 2, 3, and 4.
- b. 1, 2, and 3.
- c. 1, 3, and 4.
- d. 2, 3, and 4.

- a. Browse by topic.
- b. Browse by section.
- c. Search.
- d. Go to

http://www.flickr.com/photos/karen_d/3511415916/



<http://www.flickr.com/photos/suttonhoo22/2070700035/>

Useful things to keep in mind.

- Time management.
- Now what? What to do?
- Communication.

Thank you!
Q&A