

The Developer's UX Checklist ✓

You are about to start a new development task, and it's up to you to deliver great functionality and a great user experience as well. You must realize that your job is not "to add that new select box in the form". It is to make sure you would not be ruining the experience of "those 1.000 people that use the form 100 times each day".

To get you on the right track to provide a great experience with your app, start by finding out the answers to these questions.



Before you start

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Why do users come to this page?

This is a simple but powerful question. The answer will bring the necessary insight to ensure you're supporting the user and not making his life impossible.

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What are the users trying to accomplish?

Learn what the users will be trying to achieve with this action. Also, understand what triggers this user action and what are its inputs - email, excel, phone call?

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How often do the users do this?

If the users will be doing this everyday, several times each day, then they are frequent users. Aim for efficiency. If the users will be mostly first-time users or sporadic users, aim for simplicity and intuitiveness.



Doing your magic

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Are you being tidy?

An interface which is incoherent and poorly laid out, with misaligned elements, affects the users' trust in the application. This results in the loss of perceived quality, independently of the magic you've done beneath.

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Are you being consistent?

Validate if you can use an existing pattern of the application. Make sure you call the same things by the same names. Make sure you put the same type of actions in the same places.

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Are you populating fields with realistic data?

If you're unsure what the fields will display in the end, you won't know how the app will work. Make sure your displayed data is clean and easily readable.



Wrapping Up

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Is this a main use case?

If this is a critical function of your app, then take a few steps back from your workstation and bring in someone else to run through it. That will reveal very important and detailed insights, which could prove critical to the success of the application.

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It's not a main use case?

Just do a quick walkthrough with a colleague, then. It will surprise you how much you'll get out of it.

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Are you proud of what you did?

Would you take credit for it in a meeting? Would you stand by it under criticism? If you don't care about the end result of what you're doing, then the UX is most probably lost.

Tough questions, right? The answers are key to creating good user experiences.

If you don't have them, it's your job to go after them! Talk to your Analyst / Manager / Researcher.

They also don't know? They need to. UX is everyone's job.