# DIGITAL MASTERCLASS STOP LOSING MONEY



Chris Scull Freelance Experience Consultant



Rob Curran Head of UX at Rapp

**RAPP** 













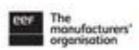














































### We hear a lot of talks, and we hear lots of new information and research

but rarely do we hear about what's actually turned out to be truly effective – what really worked.

#### We all watch TED Talks.

We all read Malcolm Gladwell.

This isn't new, this is effective and proven.

There is no silver bullet, no catch-all. It's different for whatever you sell.

Progressive disclosure Constructive pessimism Keep it simple Observe don't ask **Emotional: then rational** Create a sense of urgency You don't have to be original Take dangerous risks

# 1. Progressive Disclosure

## Progressive disclosure is your new best friend

# This should come as no surprise, but people are insanely lazy online

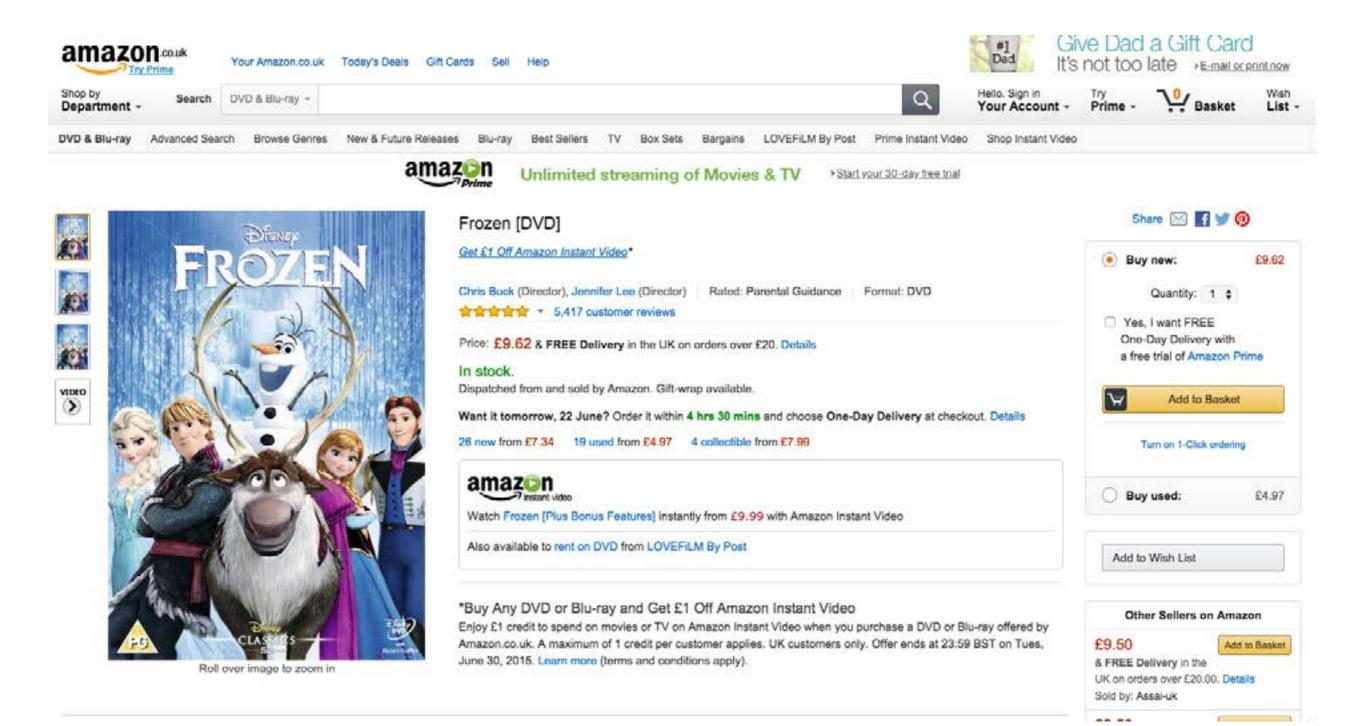
# No one wants to read anything (use that to your advantage)

Progressive disclosure is all about making a distinction between what people see by default, and what they see when they ask to see it.

"Progressive disclosure is a simple, yet powerful idea:

- 1. Initially, show users only a few of the most important options.
- 2. Offer a larger set of specialized options upon request. Disclose these secondary features only if a user asks for them, meaning that most users can proceed with their tasks without worrying about this added complexity."
- Jakob Nielsen

#### **Examples: Amazon**



#### **Examples: Amazon**



Other Sellers on Amazon

Add to Basket

£9.50

& FREE Delivery in the

Sold by: Assal-uk

UK on orders over £20.00. Details

Click to open expanded view

#### **Examples: Amazon**



#### Frozen [DVD]

£9.62 & FREE Delivery in the UK on orders over £20. Details In stock. Dispatched from and sold by Amazon. Giff-wrap available.

(The music from the film available on CD)

Great viewing in both it's 3D and 2D versions, superb picture and sound quality

- \* 3D Feature Film plus bonus:- Features-Disney Enhanced HD picture and sound.
- . Original Theatrical short :- Get a Horse.
- \* Blu-ray Feature Film plus bonus:- Features-Disney enhanced HD picture and sound.
- \* The making of 'Frozen the Musical.
- \* D-frosted Disney's journey from 'Hans Christian Anderson' to 'Frozen'
- \* Deleted scenes with introduction from directors 'Chris Buck' and 'Jennifer Lee'
- 'Let it Go' Music Videos.

Comment | Permalink

Comment Was this review helpful to you? Yes No

75 of 86 people found the following review helpful

★常食食食 Frozen melts your heart...

By Mrs J M Smith on 29 Aug. 2014

Format: DVD Verified Purchase

Finally watched this after all the fuss from all the addicted little girls I know who adore it. (including my 21yr old daughter!) I have to say it ticks all the boxes - excellent animation, wonderful story (an adaptation of the Hans Christian Anderson story - The Snow Queen) and excellent musical score too. I would put this on a par with 'Brave', perhaps even edging ahead slightly. Thoroughly entertaining with the feel-good factor of the Disney happy ending!

Comment Was this review helpful to you? Yes No



See all 5,417 customer reviews (newest first) on Amazon.co.uk -

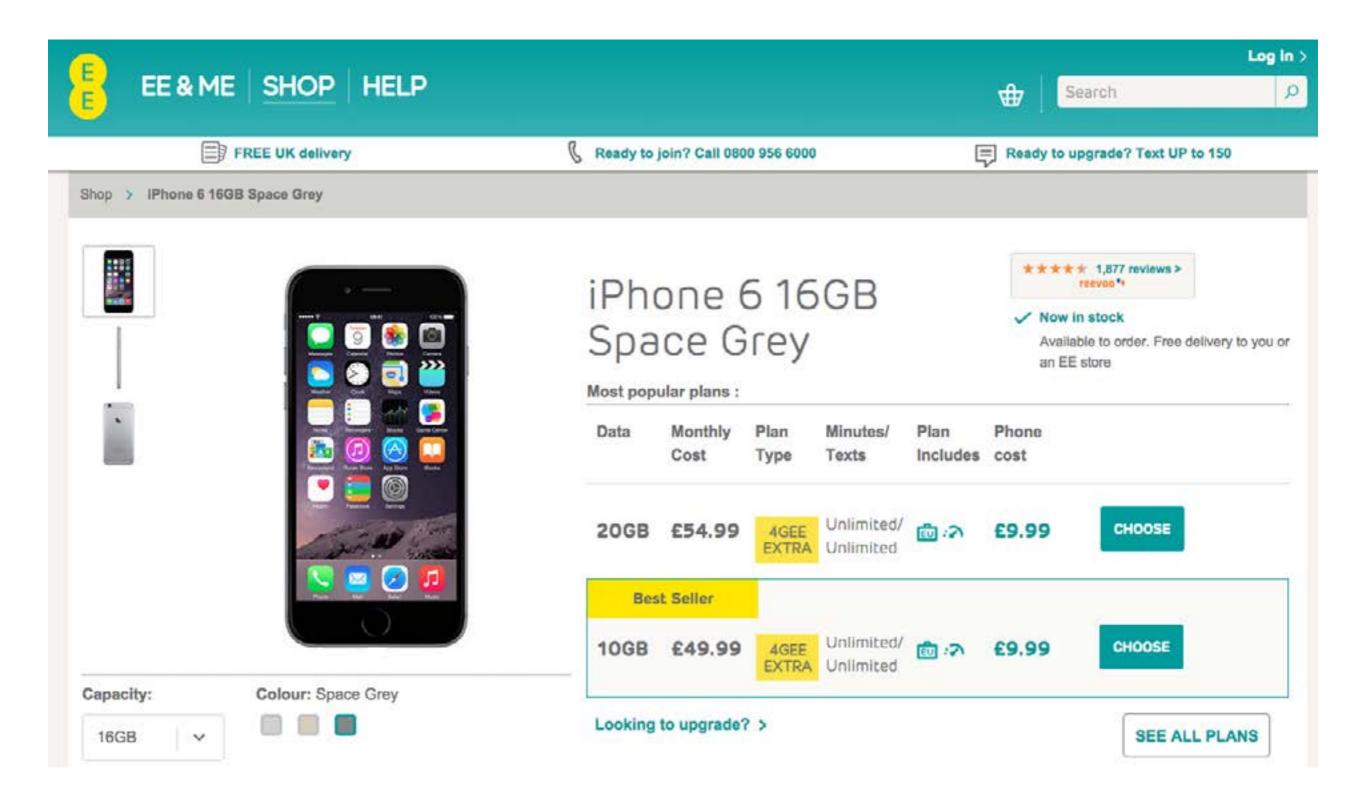
Write a customer review

Would you like to see more reviews about this item?

₃ Go to Amazon.com to see all 15,668 reviews ★★★★★

Were these reviews helpful? Let us know

#### **Examples: EE**



# If you work for massive organisations, this is a great weapon in your arsenal

#### It seems like a good idea to put everything on a website

## But people, real people, don't actually want that

#### And Steve Krug said this in 1999

"Get rid of half the words on each page, then get rid of half of what's left."

- Steve Krug, Don't Make Me Think: A Common Sense Approach to Web Usability

I worked on a website for a major broadband and TV supplier. When we hid information about both of these products we found....

# 96% of people who bought broadband wanted no more information than bandwidth, speed and price.

# 90% of people who bought a TV subscription wanted no more information than the channels and price.

Selling things online is exactly like an F1 car. The more stuff you put on it, the greater the friction.

The more you take off, the lighter it becomes; the faster it goes.

### So make people work less hard.

Because people are really lazy.

# 2. Constructive Pessimism

### Assume people will do nothing, and start from there.

## Optimism about usage and metrics breeds disappointment

#### User inertia

### "A tendency to do nothing or to remain unchanged"

An object at rest stays at rest and an object in motion stays in motion with the same speed and in the same direction unless acted upon by an unbalanced force.

# Digital experiences are forces acting in opposition to their users

The best sites reduce their opposing forces

# Laziness is an evolutionary asset

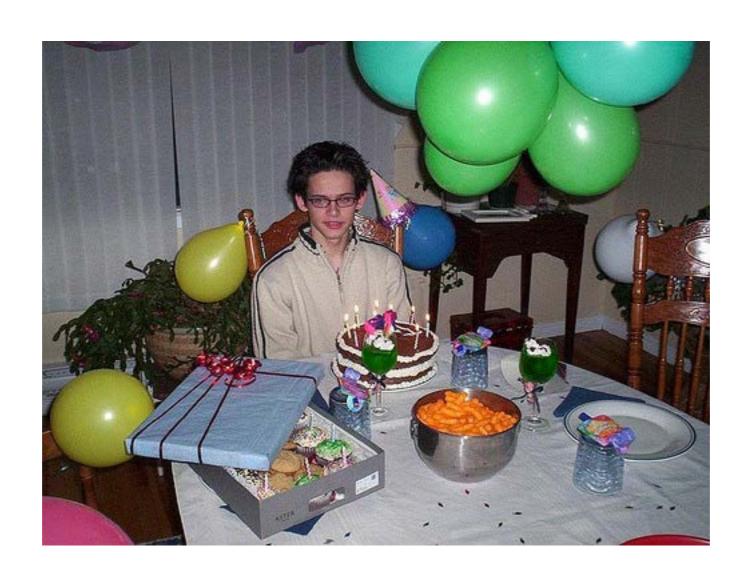
Most animals face limited food supplies and thus have a finite amount of energy to spend on life activities. At some point, it might make sense for an animal to conserve energy by not moving instead of being active.

# We too often think of digital experiences as invitations to the party...

It's helpful to think of what were building as 'chore' – how can we make this easy

#### If you're planning...

a site...
a Twitter account...
an online community...
an app...
an event...



"Hi, my name is Rosalie and I'm a survivor of User Inertia. I design the world's coolest websites, but the users refuse to use them. Initially I thought that I just sucked, and that my designs sucked. I went through all the normal phases - frustration, denial, anger, some more denial. But now I've come to realise that it's not my fault. Sure, my designs aren't perfect. No website ever is. But the problem is not the site. It's User Inertia."

# Pessimistically designed systems breed exceptional results





### 3. Keep it simple

# All designers say simplicity is important, but what does it really mean to make something simple?

## Does it mean less, does it mean removing stuff?

#### No it doesn't.

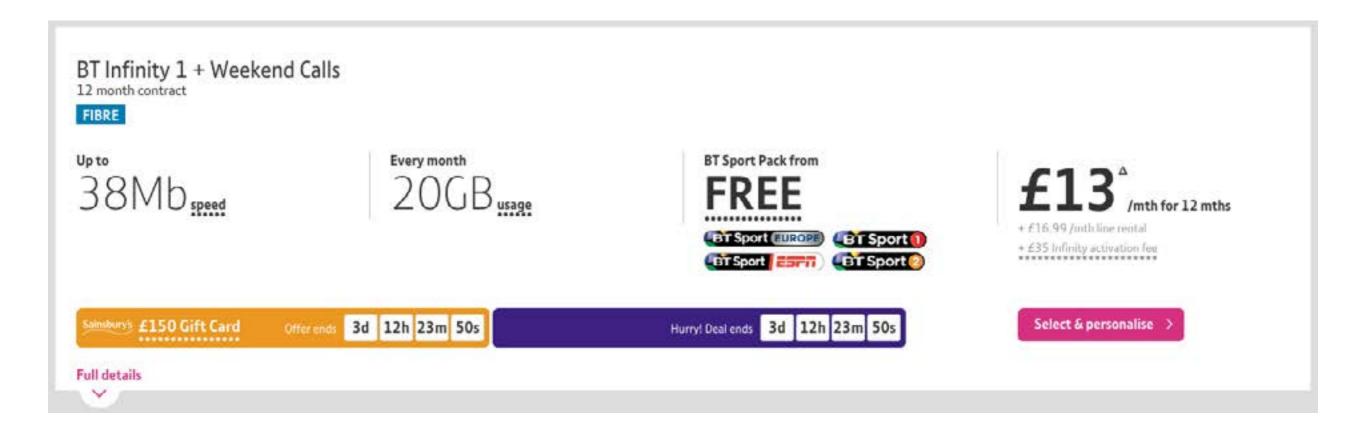
## Simple doesn't mean 'minimal', it means 'just enough'

## Provide enough evidence to allow comprehension. Never overwhelm.

#### Source: BT

Inclusive UK\* Monthly Special Choose a Broadband package Speed Monthly cost usage limit landline calls offers £13 Evening & Weekend FREE for 6 months° Broadband and Evening & Weekend Calls Calls included + Line rental from £10.75 FREE unlimited wi-fi BT Home Hub Add Up to 10GB · BT Family Protection Unlimited 16Mb Start your order See more features Anytime Calls? usage download speed 18 month contract Add TV from £5/mth Plus Discounted Connection International included Calls

#### Source: BT



Much like a conversation that is refined over time, the right details in the right moments will give momentum to the process and increase the chances of it reaching a positive end.

Removing relevant, but inappropriate details, will keep people moving forward and reduce the chances of being distracted.

If you remove the unnessary.

And then you remove the obvious.

What you're left with, is just the meaningful.

# Every investment of time or mental effort without a meaningful result will add to the perception of complexity.

#### TWO THINGS

Progressive disclosure - be appropriate: put focus only those details that help with comprehension of the current task.

Obvious paths - always provide a clear transition to the next step or level of detail.

## REMOVE FRICTION. BE SIMPLE.

#### 4. Observe, don't ask

The worst way to design a website is to get five smart people in a room drinking lattes and posting postit notes. The longer you leave them the worse the website becomes.

The next worst way is to get 10 customers in a room drinking lattes and giving their opinions on the new design.

## Asking a user what they want is like asking a three-year-old to organise their own birthday party...

...everyone ends up dead.

#### Why?

## Because what they think they want is insane.

#### "If I had asked people what they wanted, they would have said faster horses"

- Henry Ford

## Three big problems with many user research projects

1. They do not measure what people think when making a purchase. They measure what people think when participating in a focus group.

# People say they're watching documentaries about the environment, they're really watching Real Housewives of Atlanta

### 2. We really don't know what we want.



## 3. The act of explaining what we like, makes us change our opinions

Timothy Wilson, psychologist at the University of Virginia, had undergraduates taste test strawberry jam. The students overwhelmingly picked one brand – Knott's Berry Farm.

But then Wilson redid the test with different students, this time having them fill out questionnaires while tasting each jam. Knott's fell off the top, because instead of picking one "they just liked," students were judging factors that they would not have otherwise considered.

# Sometimes things make sense when you say them out loud. Sometimes those things are nonsensical in practice

## 360 degree house viewings – sounds great, performs atrociously



### Watch what people do, and design for those observed behaviours

### UBER



Look at what people actually do.

(Sales and analytics: real data).

Not what they tell you they do.

## 5. Sell emotionally, then rationally

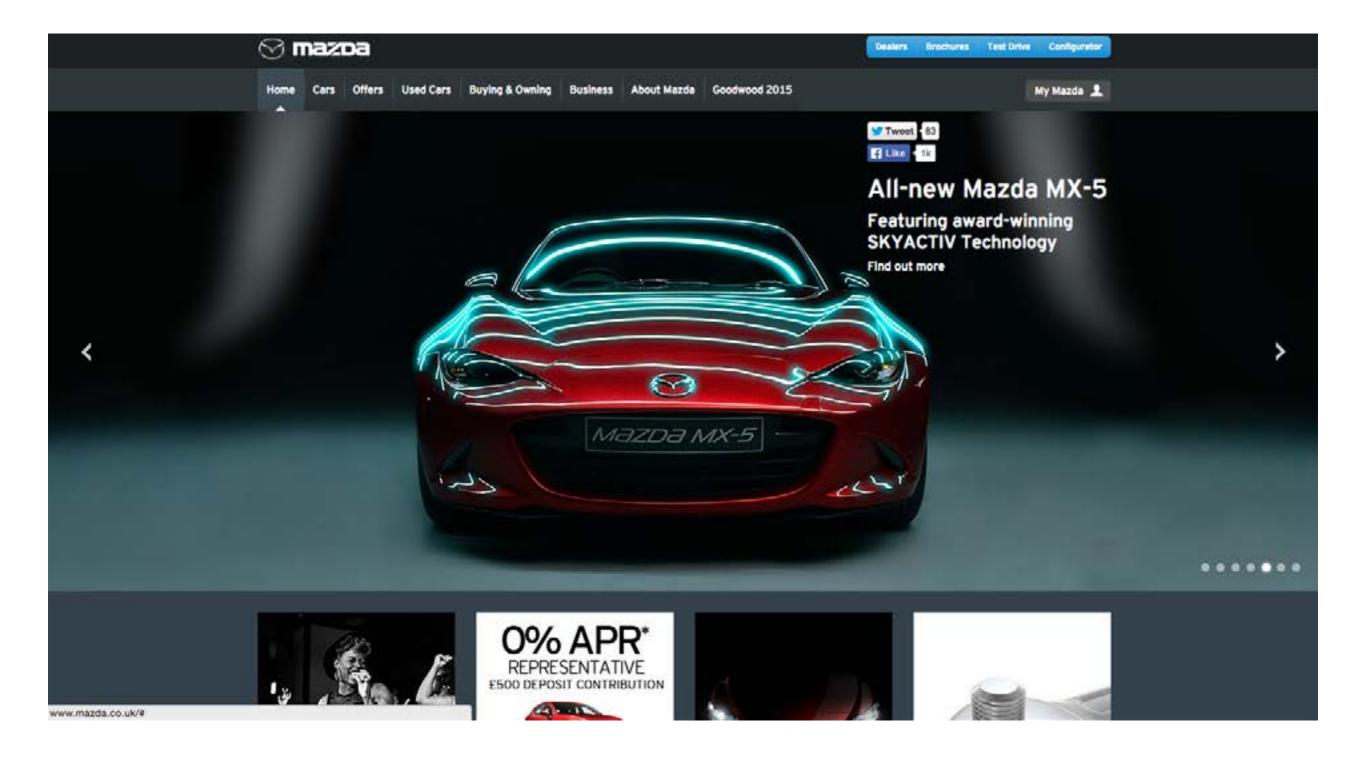
People don't make purely rational decisions based on careful analysis of cost and expected utility, despite what classical economics taught us.

Neuroscientist Jonah Lehrer argues that people are irrational because our logic is slow and our rational brain is still new and very limited in capacity. It is, as he puts it, "a computer operating system that was rushed to market."

The emotional brain, on the other hand, is really powerful and makes good decisions.

# Cars are a great example of this, picking up a car brochure will demonstrate this.

#### Source: Mazda



### People are bad at comparing things in an absolute way

In an experiment, participants were asked to choose from differently priced offers. The experimenters found that they can double the "sales" of an expensive offer by simply adding another similarly priced offer that was inferior in quality.

This offer was a so called decoy whose only purpose was to influence people to buy the original item.

Some TV providers employ this tactic.

The biggest, most expsensive TV bundle is not necessarily expected to be sold.

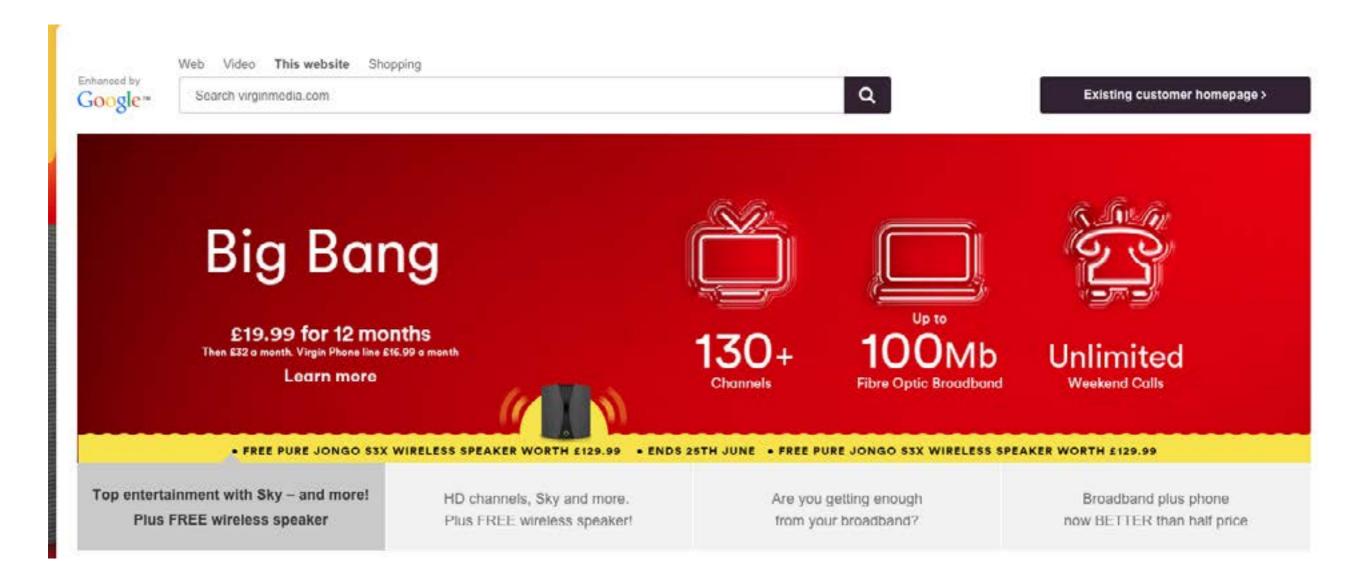
But it has a big role to play in assisting sales of the next biggest bundle down.

Because people avoid extremes.

#### People prefer free offers to better bargains

People rather take a \$10 Amazon gift certificate for free than buy a \$20 gift certificate for seven dollars. When Amazon's French division moved from charging a negligible shipping fee of 20 cents to free shipping, their sales dramatically increased.

#### Source: Virgin Media



Think about how you structure what you're selling; what you show them and in what context.

Show them the lifestyle of the product, then tell them why this decision makes rational sense.

People want free stuff more than a saving.

"Avoid the engineer's and economist's fallacy: don't reason your way to a solution - observe real people. We have to take human behavior the way it is, not the way we would wish it to be."

- Don Norman, Designing for people

## SOMETIMES YOU HAVE TO DO THINGS THAT DON'T MAKE SENSE.

## 6. Create a sense of urgency

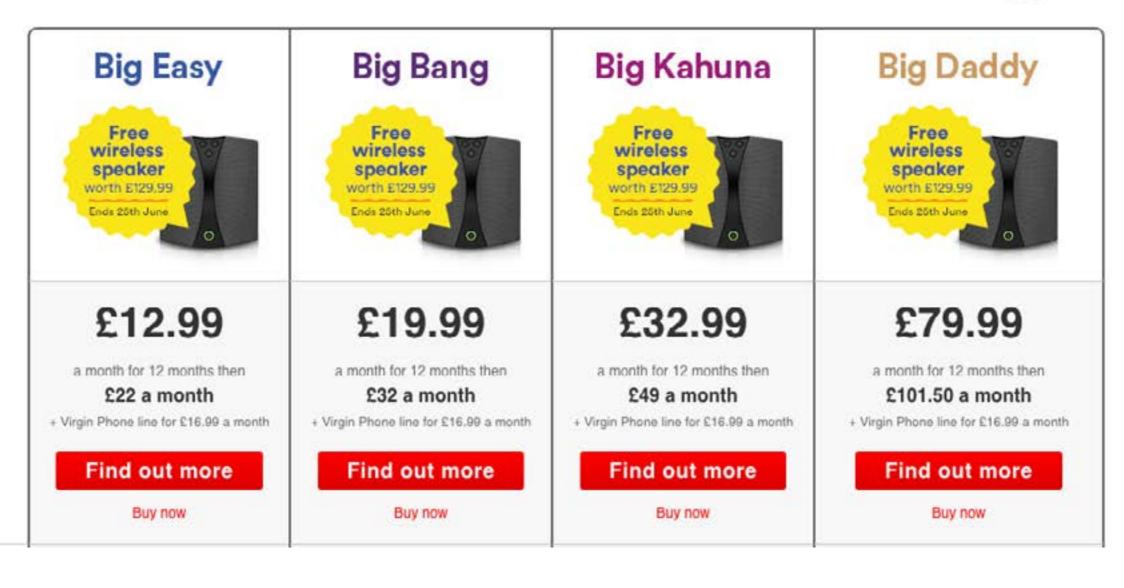
## Create a sense of urgency if you want to sell more

# Have a series of offers planned, that spike sales every week

# Splash the expiry of these offers at every available opportunity

#### Source: Virgin Media





## Nothing seems to spike sales like countdown clocks

#### Source: Sky



#### Sky TV

Great entertainment with award-winning dramas, must-see series and comedies.

New to Sky

TV bundles from

+ free 32" LG TV or £100 reward

Compare TV bundles

> More about Sky TV

LG TV Offer extended:



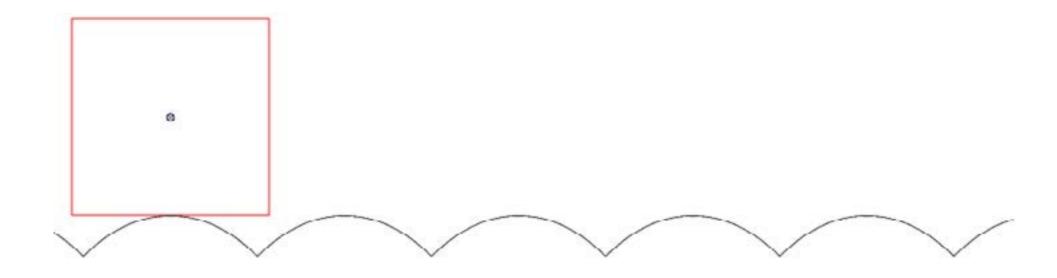
### People buy at an increased frequency if they think they only have a short window in which to get the best deal

### 7. Don't be 'original'

# "Let's think of something original", is the death knell of digital experiences

### Innovation, brilliance, excellence – they're all about building on preexisting ingenuity

Unnecessarily engineering artifacts that provide functionality already provided by existing standard artifacts (reinventing the wheel) and ending up with a worse result than the standard (a square wheel)



Be new, be innovative, be creative, be imaginative, be astonishing, be the best the world has ever seen,

...but avoid at all costs the attempt to be 'original'



#### iPhone was a combination of technologies that were improved upon to create an astonishing product.

It was 'new', it was innovative, it was the best ever, but it necessarily avoided being original for originality's sake.

Hambuger menu, pull to refresh, etc etc

## Use the sum total of human endeavor as your base

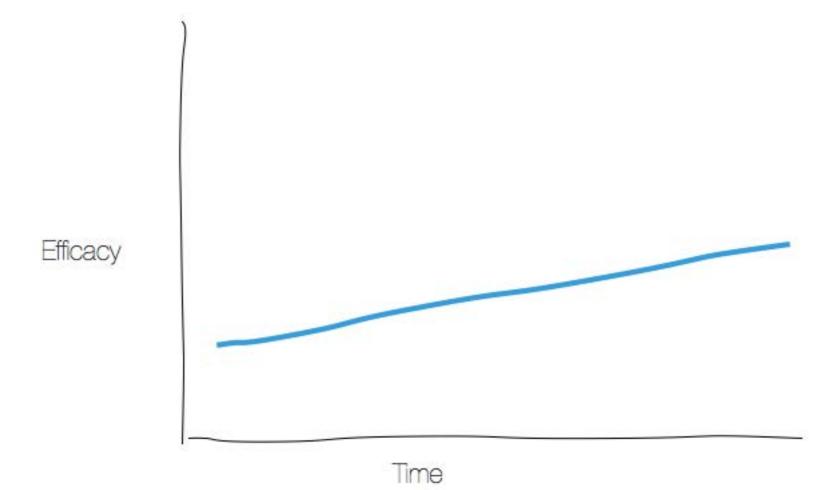
Don't start from square one

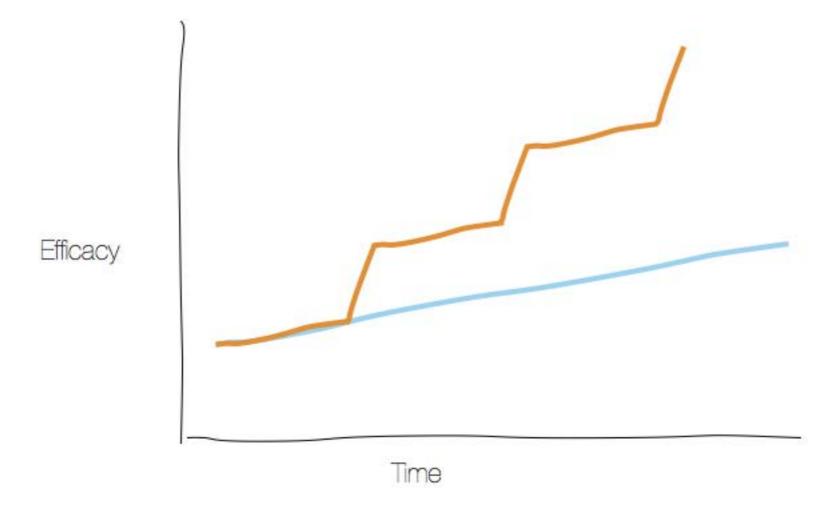
### 8. Take dangerous risks

## Regular optimization leads to feedback loops

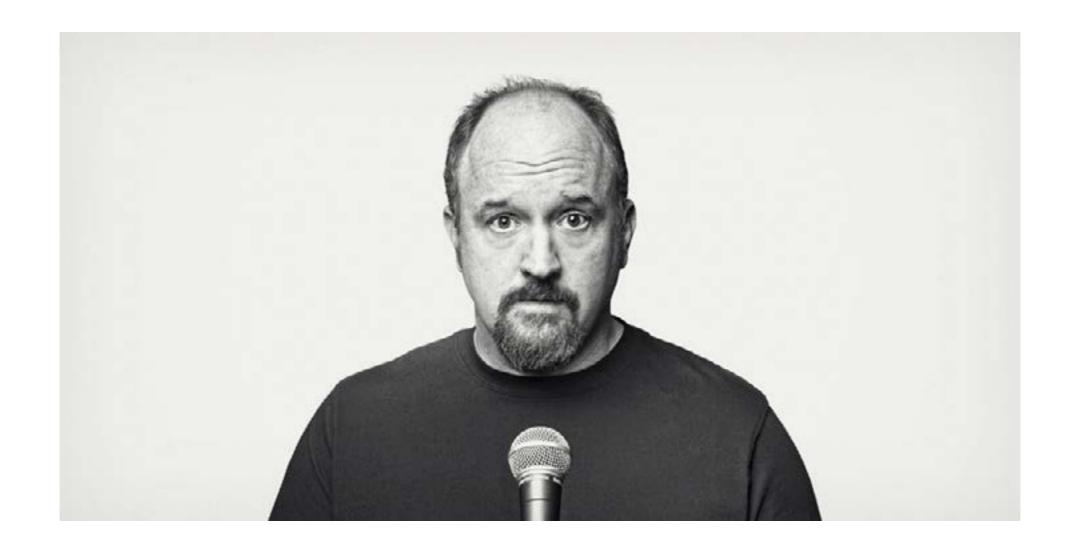
# The product goes further and further down an increasingly narrow path

## NETFLIX









"When you throw away jokes about dogs and airplanes, well what do you do? You dig deeper, you start talking about your feelings, about who you are, and then they are gone, and then you dig deeper, and then you start talking about your fears and your nightmares and then they are gone, and then you just get into weird shit, you eventually get to your balls"

## Take incredibly dangerous risks, but in a de-risked environmet

### Lastly....

#### A/B Test Everything

Check what you think is working, is working

The wins are in the basics

Your website shouldn't differentiate your products from the competition, your products should

### Any questions?

Twitter
Rob: @curranrob

Chris: @cjscull