#### UX + Engineering: Three Years in the Startup Trenches

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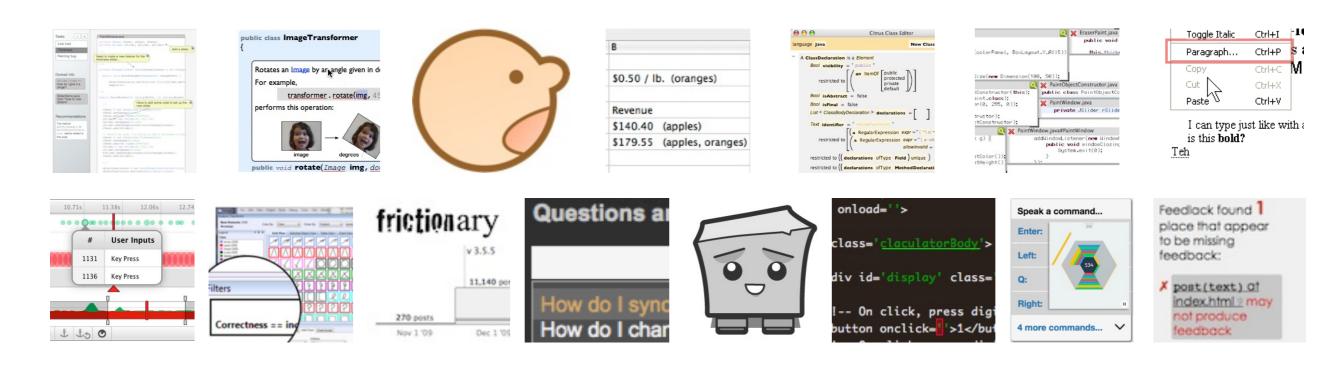
#### My background

- Computer Science (B.S.)
- Psychology (B.S.)
- Human-Computer Interaction (Ph.D.)
- I'm trained in UX research, UX design, and Software Engineering

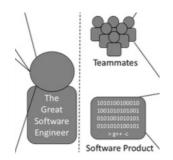
#### Also a tenured professor

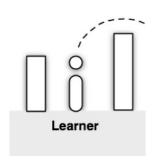
- I discover truth and tell my colleagues about it (research)
- I tell people what my colleagues and I have found (teaching)
- I also design curriculum, run admissions, fundraise, budget, hire, fire, consult, design space, peer review, mentor, plan conferences, advocate, testify, etc.

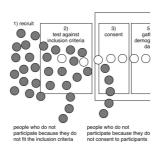
I've invented dozens of productivity tools for testing, debugging, and design.

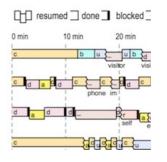


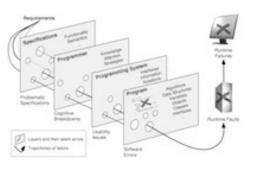
I've investigated all kinds of issues in software engineering team dynamics.











# "Why aren't all of these cool inventions and discoveries used in practice?"

#### I decided to find out.

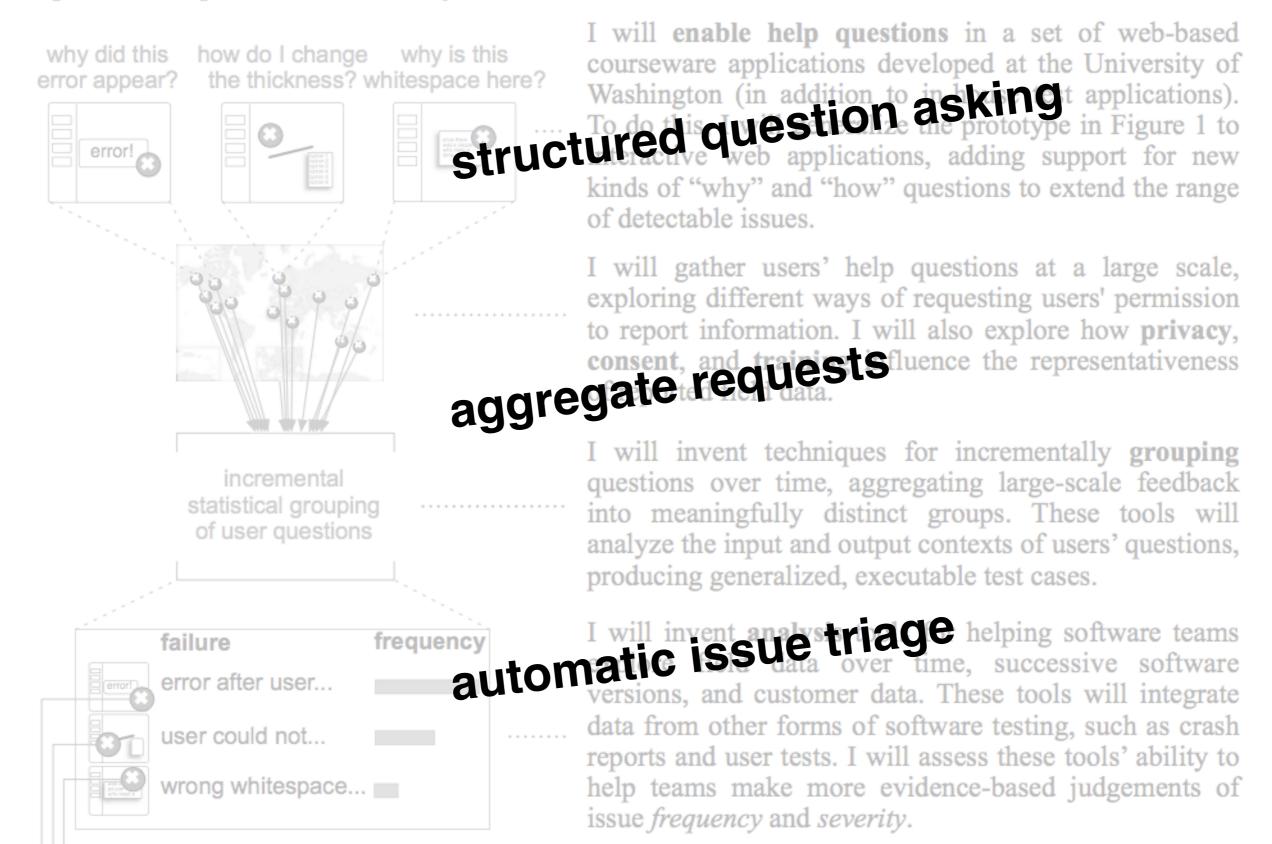
#### Outline

A 7-year story of turning a research project into a 20+ person business. (AnswerDash.)

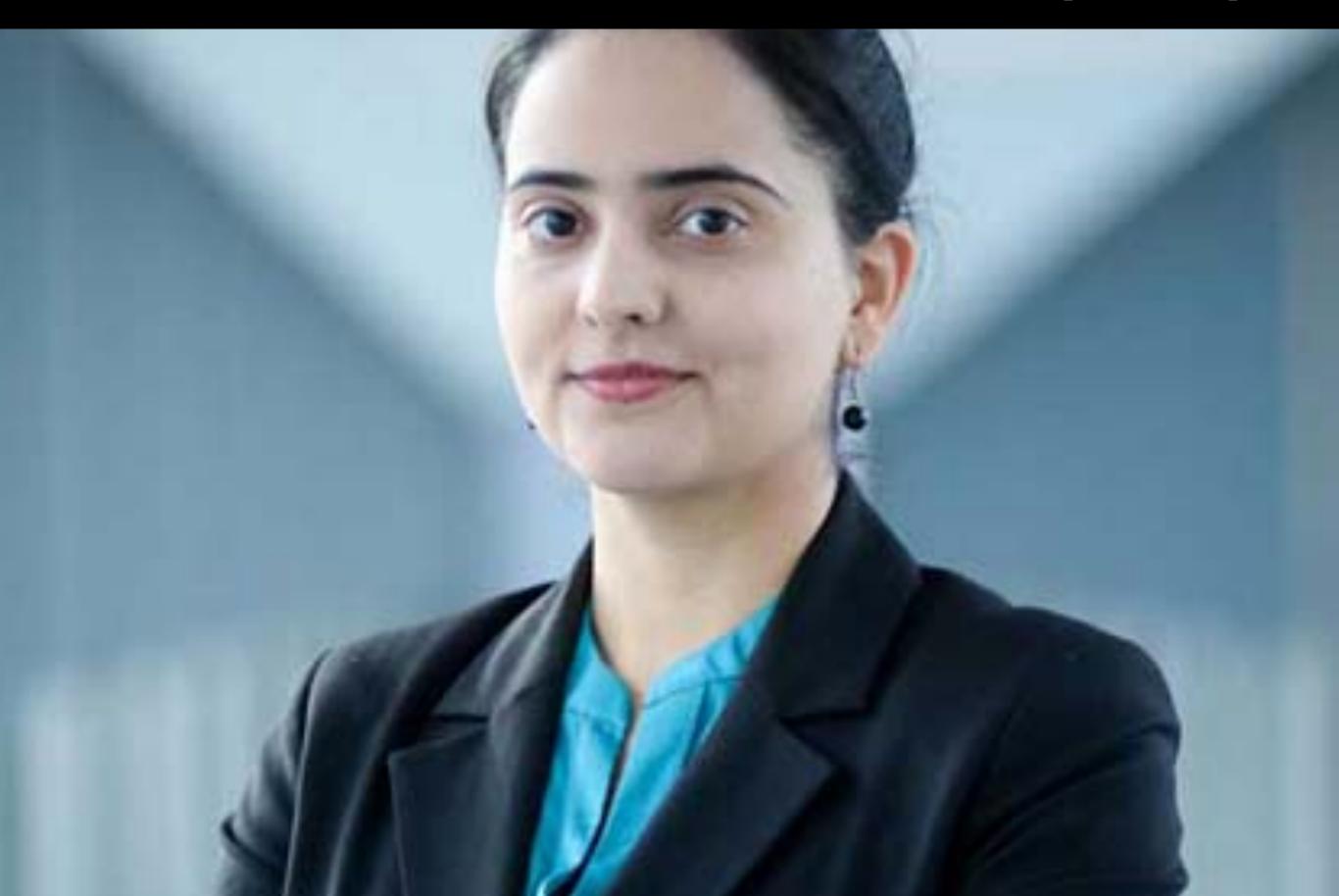
My reflections on interactions between design and engineering

#### I WRITE AN NSF GRANT (2009)

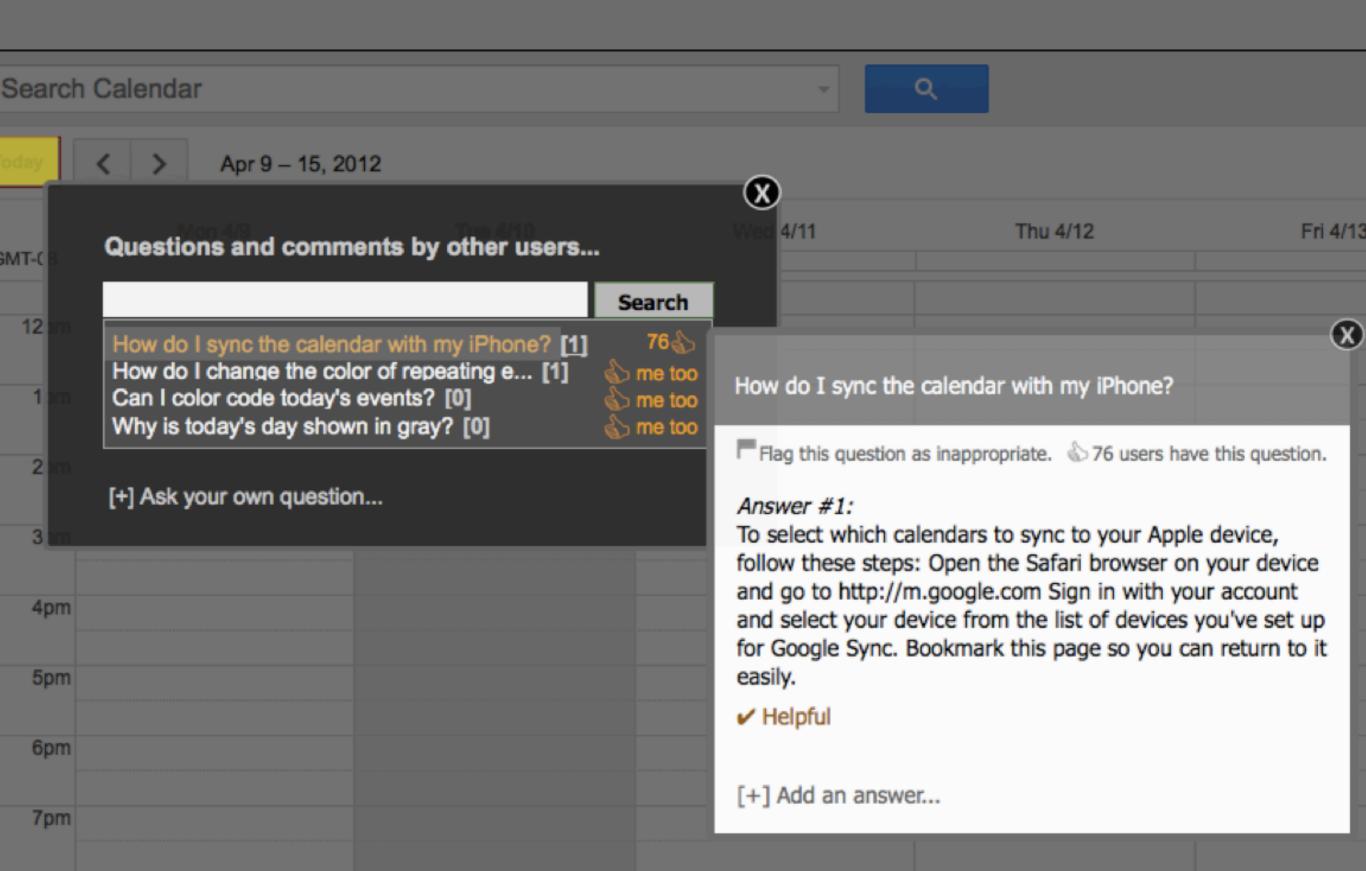
capture. These plans include five major activities:



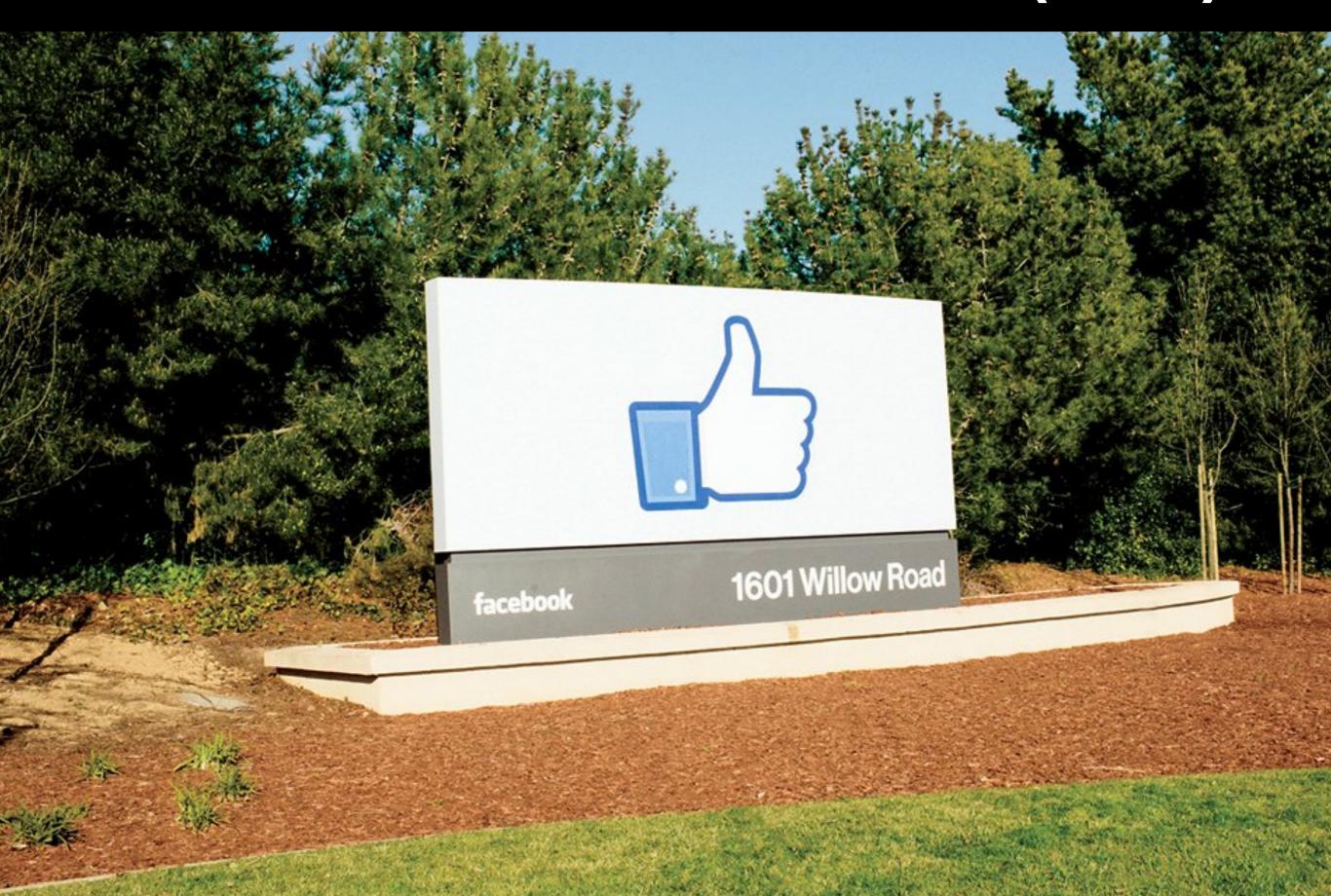
#### PARMIT CHILANA JOINS MY LAB (2010)



#### PARMIT INVENTS LEMONAID (2011)



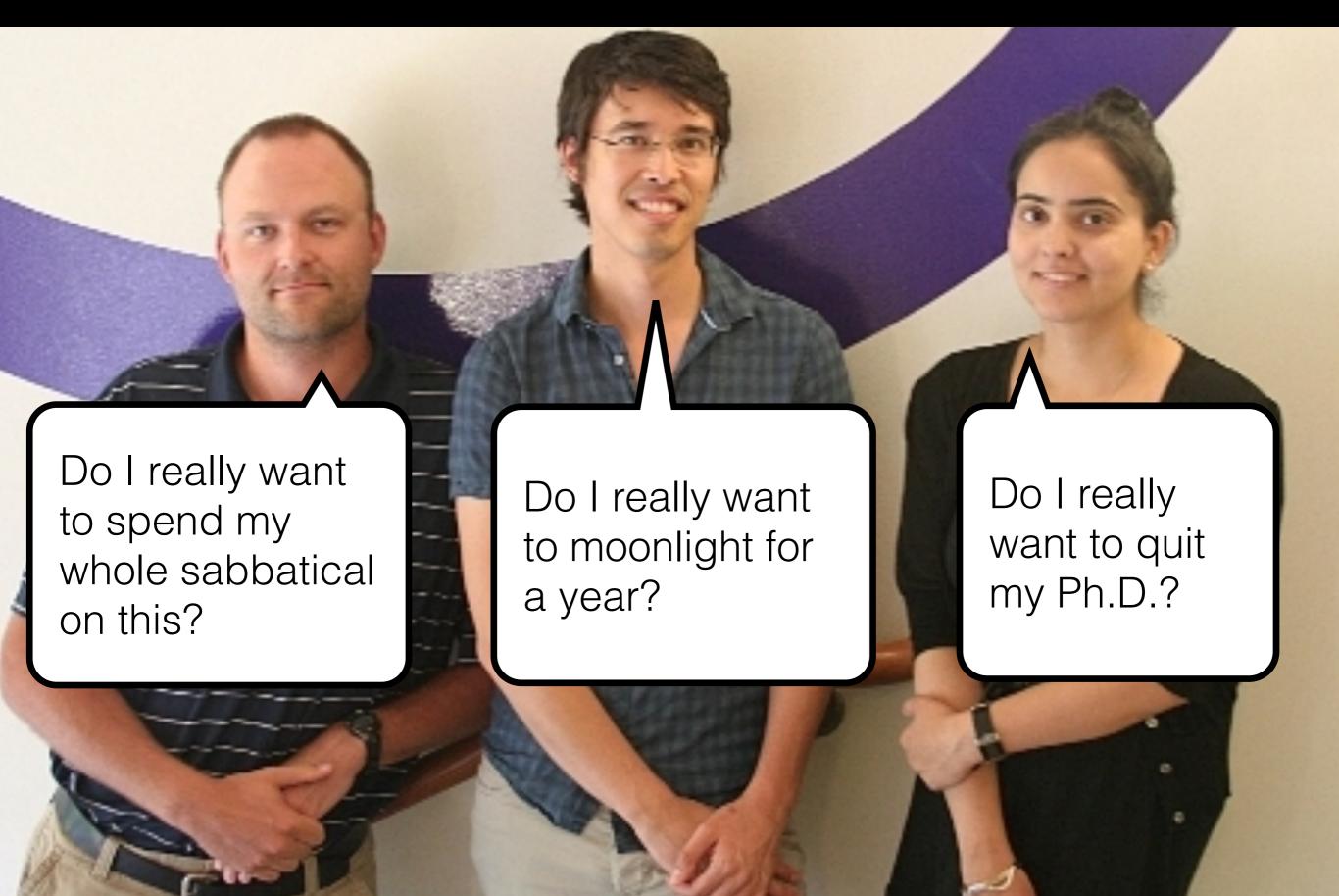
#### PARMIT DEMOS TO FACEBOOK (2011)



#### UW'S COMOTION ENCOURAGES US (2011)



#### WE DELIBERATE (2012)



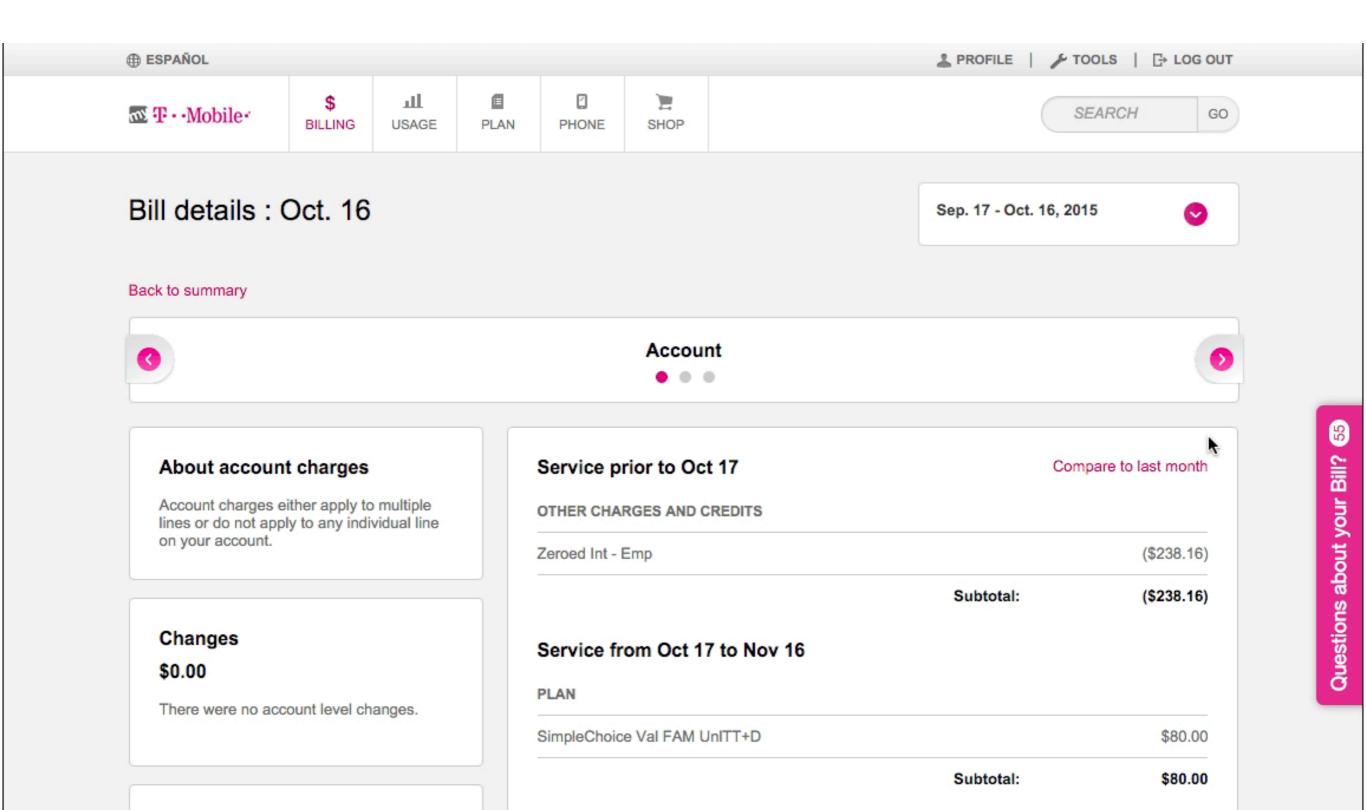
#### WE LEAP (2012)



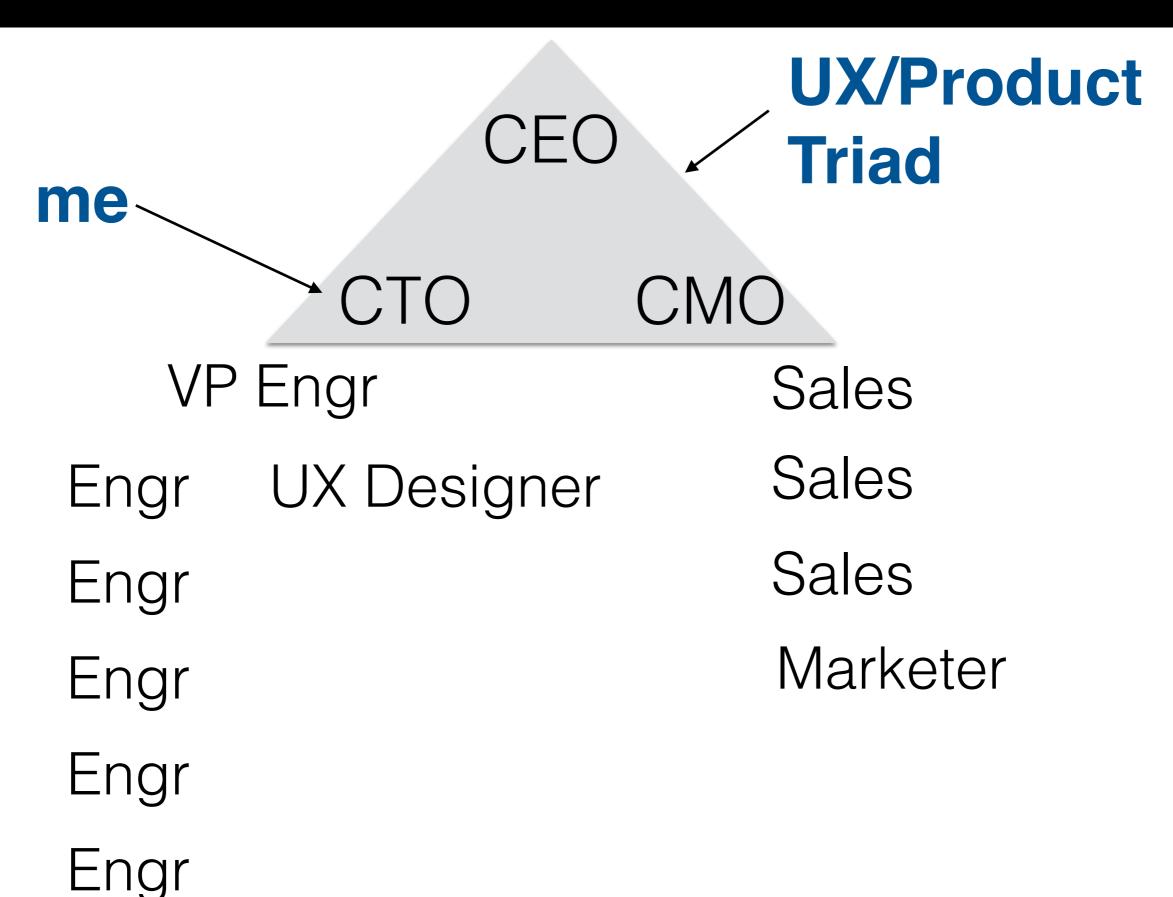
#### WE FUNDRAISE (2013)



#### WE DESIGN, BUILD, SELL (2013-PRESENT)

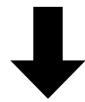


#### THE ORG CHART (2015)



# What was hard about achieving great UX through engineering?

#### 100,000 word diary

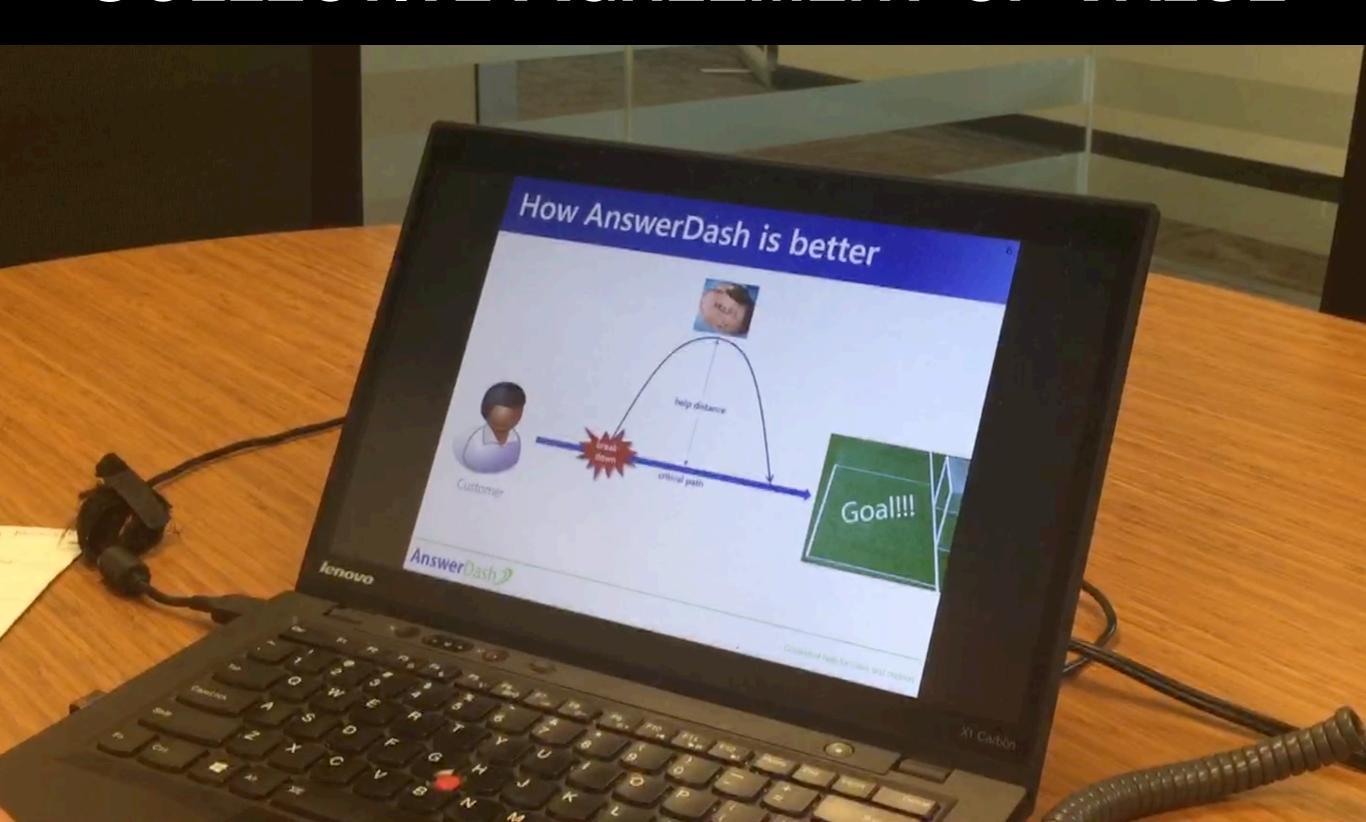


Andrew J. Ko (2017). A Three-Year Participant Observation of Software Startup Software Evolution. International Conference on Software Engineering (ICSE), Software Engineering in Practice, to appear.

This is not a design problem or an engineering problem. It's communication problem.

# Here are seven ways this is true.

# DIFFUSION OF POWER IMPEDES COLLECTIVE AGREEMENT OF VALUE



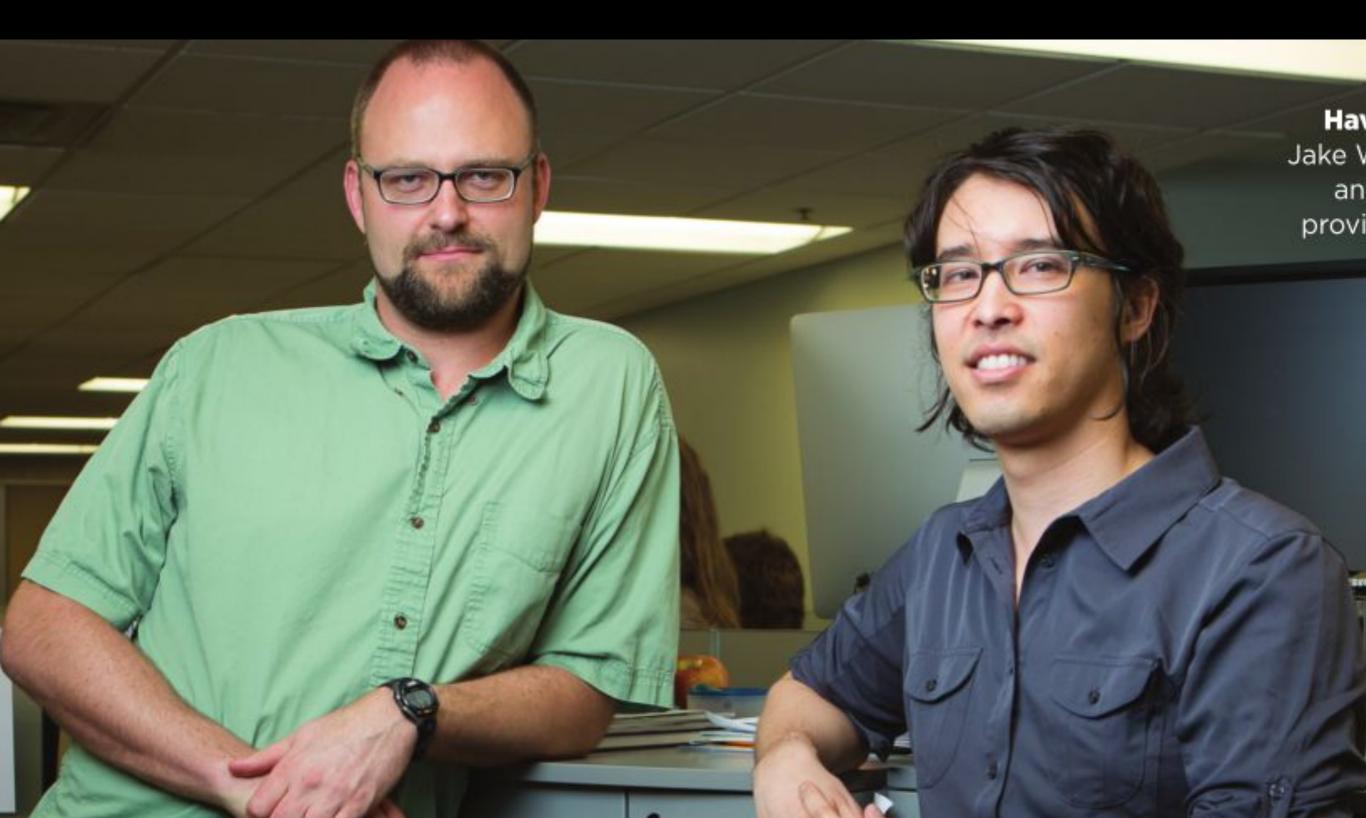
### INCONSISTENT UNDERSTANDING OF VALUE → INCOHERENT EXPRESSION OF VALUE



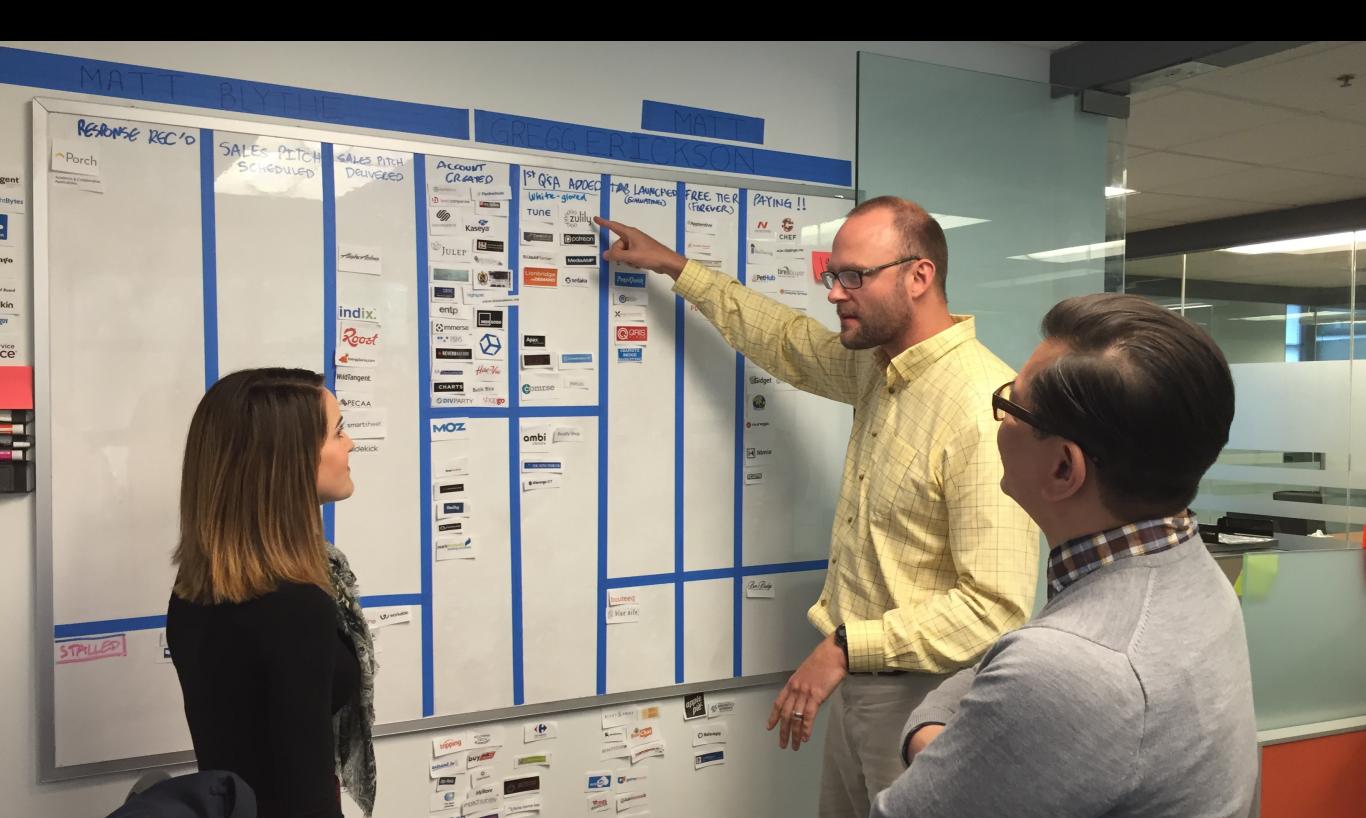
### PROSOCIAL COMMUNICATION STREAMLINES DISSEMINATION OF VALUE



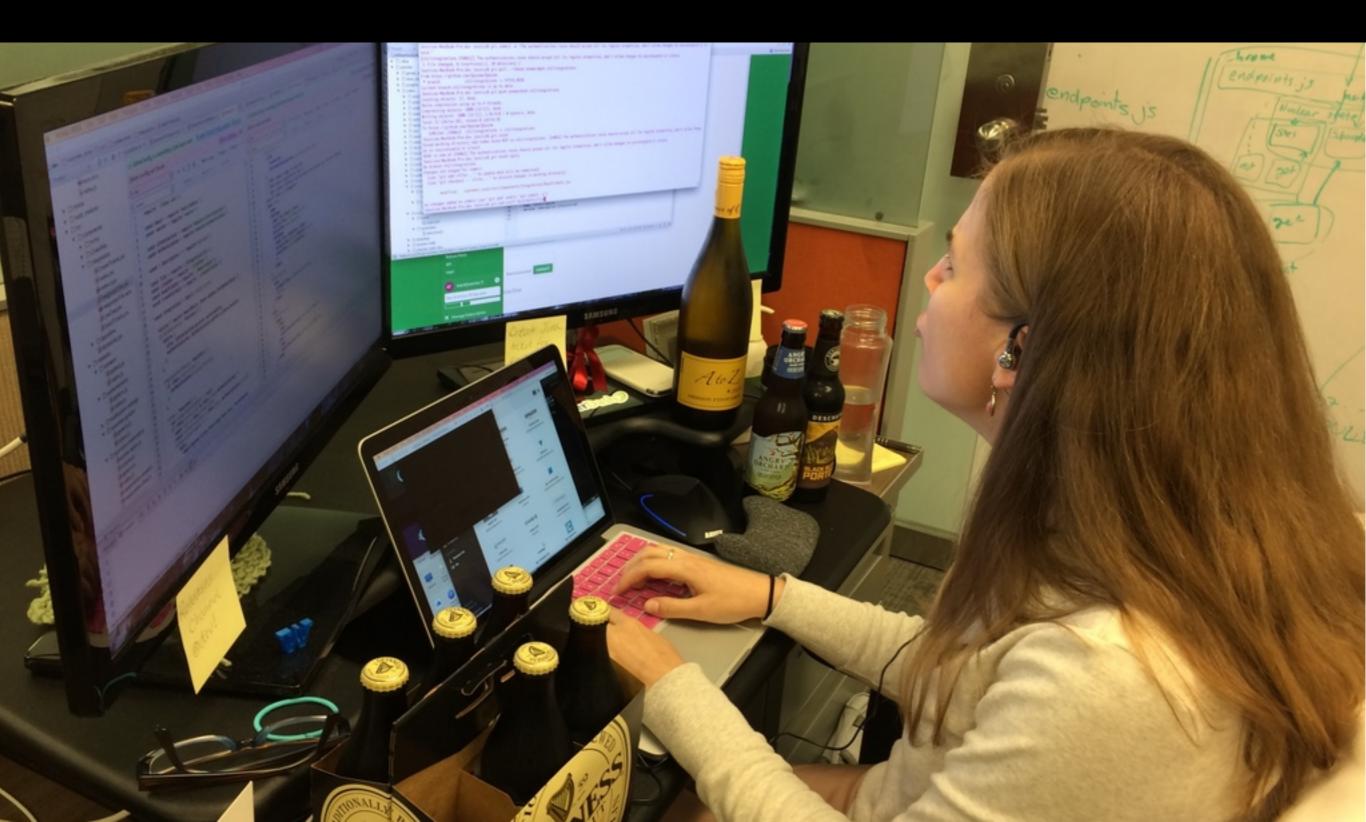
## DISTRUST IMPEDES EXPRESSION OF VALUE ACROSS DISCIPLINES



## SOCIAL DECISION FATIGUE LIMITS CONSENSUS ON VALUE



# VALUE IS QUICKLY LOST IN TRANSLATION TO CODE



#### SCHEMAS STRUCTURE EVERYONE'S WORK

```
IIINJUJIE CEAC,
  `frameSize` int(11) DEFAULT '10',
  `baseSmartphonePointSize` int(11) NOT NULL DEFAULT '16',
  `textFieldStyle` text,
  `modelessMinOpacity` int(11) DEFAULT NULL,
  `modelessMinScale` int(11) DEFAULT NULL,
  `modelessDwellTime` int(11) DEFAULT NULL,
  `modelessColor` text,
  `modelessSize` int(11) DEFAULT NULL,
  'qa button text' text NOT NULL,
   qa button hover text' text NOT NULL,
   question_label` text NOT NULL,
  `answer_label` text NOT NULL,
  `objective` text NOT NULL,
  `search_prompt` text NOT NULL,
  `question_submitted` text NOT NULL,
  `submit_new_question_label` text NOT NULL,
  `new_answer_prompt` text NOT NULL,
  `popup_objective` text NOT NULL,
  'questionstoshow' int(11) NOT NULL DEFAULT '5',
  'q_label` text,
  `a label` text,
  `question_prompt` text,
  `email_prompt` text,
  PRIMARY KEY ('styleid')
 ENGINE=InnoDB AUTO_INCREMENT=1 DEFAULT CHARSET=utf16;
/*!40101 SET character set client = @saved cs client */;
-- Table structure for table `targets`
DROP TABLE IF EXISTS 'targets';
/*!40101 SET @saved cs client = @@character set client */;
/*!40101 SET character set client = utf8 */;
CREATE TABLE 'targets' (
```

- Q Why aren't all of these cool inventions and discoveries used in practice?
- A There are *literally* a million decisions between a research prototype and a product...

... and if those decisions are not made with the constant, collective communication and agreement of a coherent proposition of a product's value across UX, design, engineering, product, marketing, sales, support, and customers

... it will fail.

... and if those decisions are not made with the constant, collective communication and agreement of a coherent propositioner a product's value across LX, design, engineering, product, marketing, sales, support, and customers

... it will fail.

#### Questions to ponder...

- Does everyone on your team have the same product value proposition in their head?
- How do you ensure they do?
- Is everyone on your team making decisions consistent with this understanding?
- When your value proposition changes, how do you communicate the change to everyone?
- Who owns your teams value proposition?
- Are they open to reconsidering the proposition in light of new evidence?

#### UX + Engineering

- Which of you owns the value proposition?
- Engineering: are you making decisions based on value or based on architectural concerns?
- UX: are you making decisions based on value or interface concerns?
- Is it your job to build consensus on value or is that the job of sales and marketing?

My academic colleagues and I will keep studying this.

We'll also start teaching it.

# Before we start, what are your thoughts on it?

Thanks!