

## **Intro to User Journey Maps for Building Better Websites**



Which design is better? Which cost more?



Both are inappropriate in context (props to Jeff Patton for the cake metaphor)

## Websites work the same.

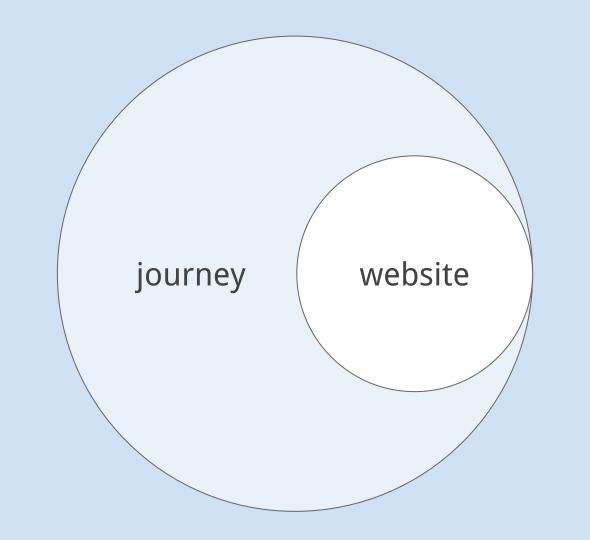
Who is it for?

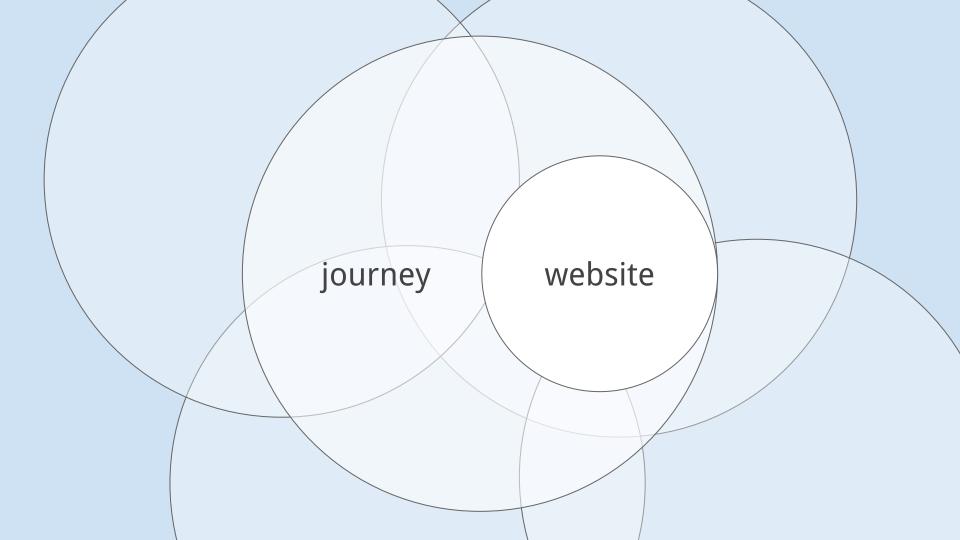
Where are they using it?

How does it fit into their life?

## All of this affects the type of cake website we make.







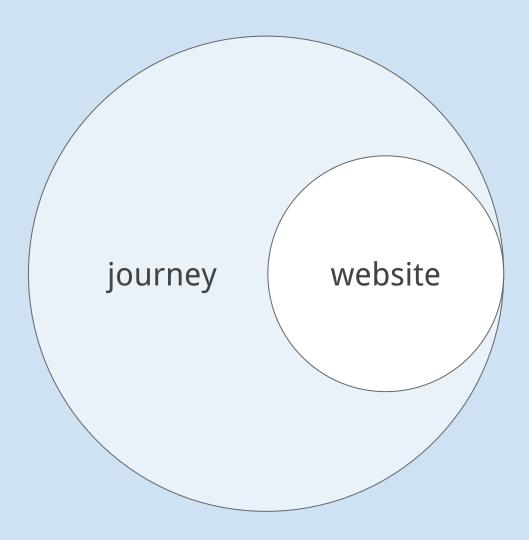
### **People are complex**

Thoughts and decisions

Tasks to perform

Discovery and advancement

Motivations and anxieties

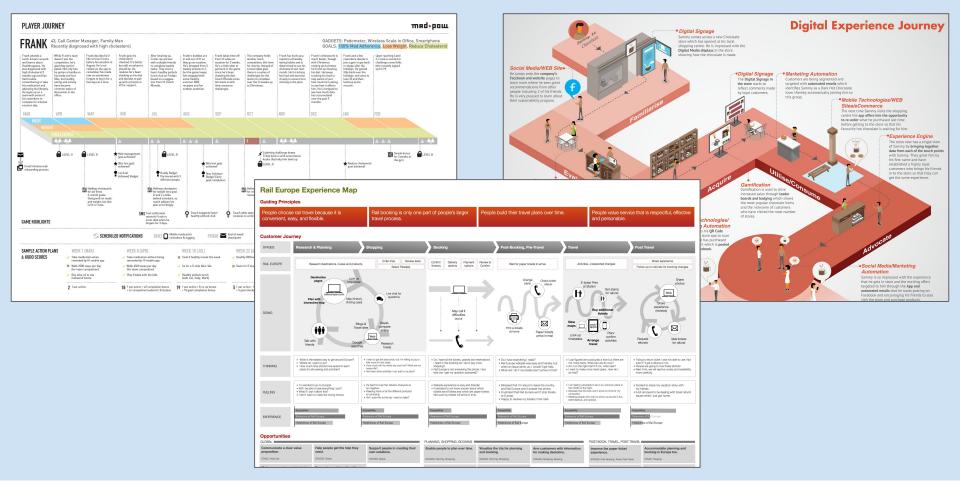




## **Anthony D Paul**

Director of User Experience

@anthonydpaul



Don't assume you need this

## Documentation is disposable.

Document to ask and answer questions—to gain shared understanding.

- **1. Who** Audience groups
- **2. Why** Motivations, anxieties, influencers
- 3. What / How Decisions, tasks
- 4. When / Where Devices, scenarios, entrances, exits



## **Sources for Audience Information**

## Interviews with clients and subject matter experts (SMEs)

*Pros:* Usually easy to access

Cons: Can introduce stereotypes

Can pit internal politics (ranking opinions)

## **Interviews with customers (users)**

*Pros:* Best source of qualitative stories

Cons: Needs a diverse sampling

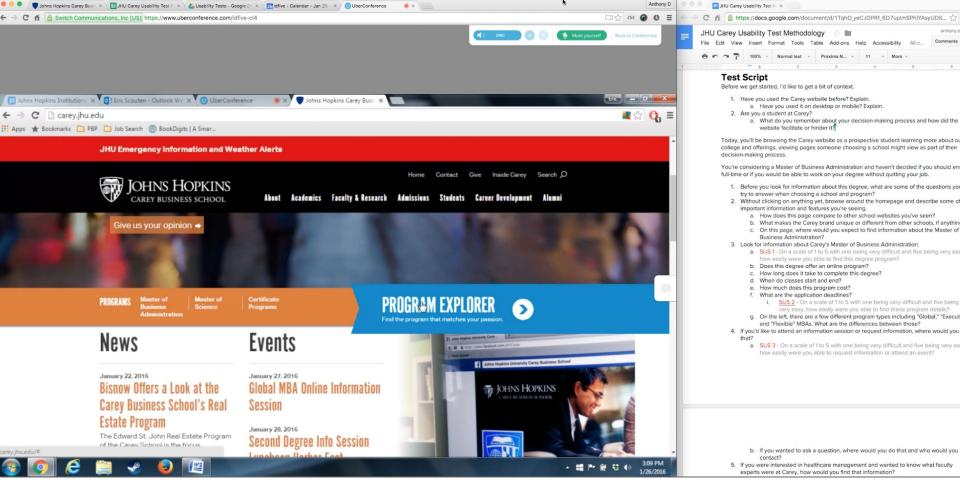
Can be a headache to get access and organize

## **Usability tests with customers (users)**

*Pros:* Best source of qualitative stories Shortcut to recommendations

Cons: Needs a diverse sampling

Can be a headache to get access and organize



Usability test today's site

## Survey data

*Pros:* Great quantitative content

Cons: Needs a diverse sampling

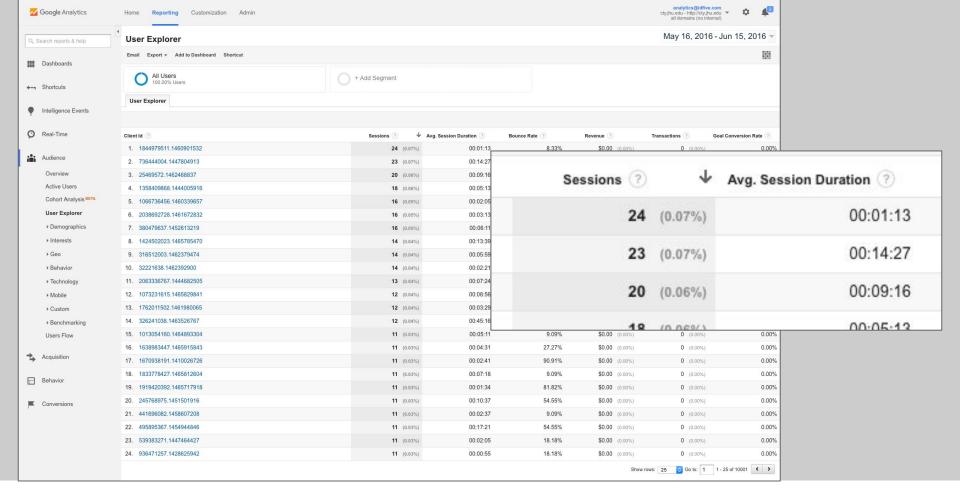
Needs to be analyzed

## Web analytics

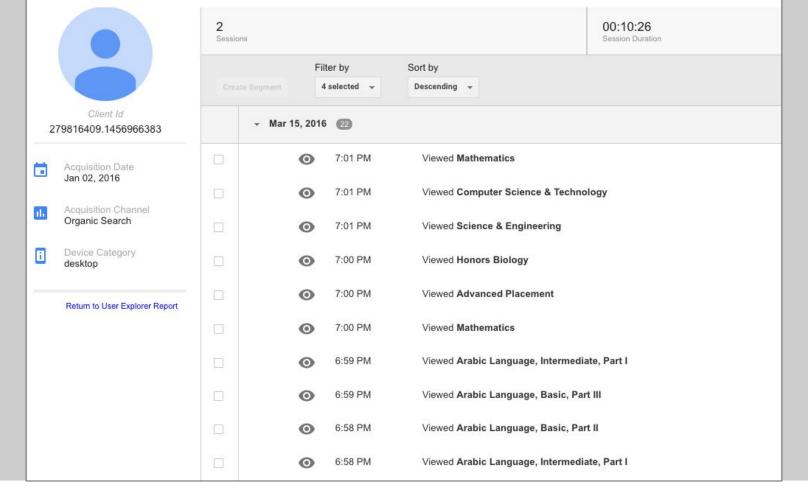
*Pros:* Easy to access (if it exists)

Cons: Ambiguous, lacks context

Need to be analyzed



Google Analytics > Audience > User Explorer



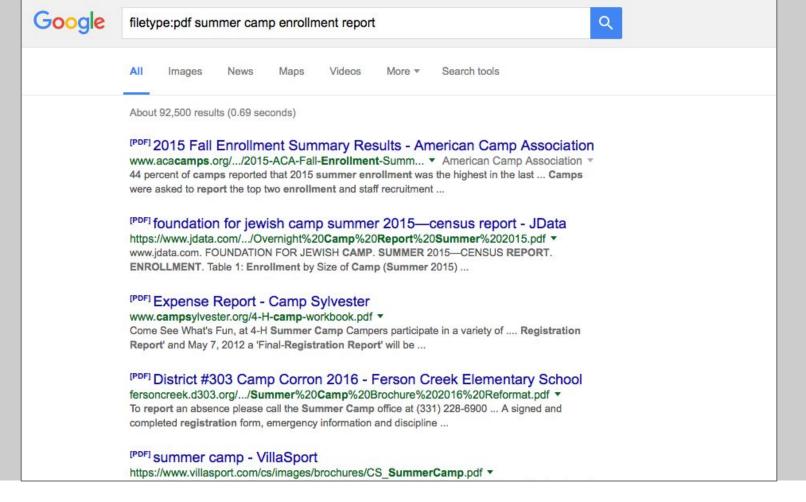
Google Analytics > User Explorer

## **Market reports**

Pros: Often does the work for you

Cons: Level of specificity is hit and miss

May or may not map to your segments



#### Google > filetype:pdf

# For best results, a blend of info sources



## **Example Documents**

- 1. Who Audience groups
- **2. Why** Motivations, anxieties, influencers
- 3. What / How Decisions, tasks
- 4. When / Where Devices, scenarios, entrances, exits

#### **Audience Types**

There are several types of website users, defined by a variety of tasks and levels of engagement. The following is our understanding of each audience type and their related tasks.

#### Primary

The focus of our goals, from whom we want increased engagement.

- 1. First-time Guests
- 2. Visiting Parents and Grandparents
- 3. Individual Donors
- 4. Catered Event Planners

#### Secondary

Those we want to continue to support, but who aren't driving our goals.

- 5. Educators and School Groups
- 6. Party/Overnight Planners (includes troop leaders)
- 7. Social Community Followers
- 8. Media
- 9. Corporate Sponsors



#### 1. First-time Guests

(primary)

This user is most often invited or referred by a friend or family member. They're looking for first-time content like parking, pricing, and dining information, though they may become interested in discount, traveling exhibit, and other promotional content.

This user includes Harbor Pass holders who may not have been aware of this museum.



### 2. Visiting Parents and Grandparents (primary)

This user may or may not be a repeat visitor to the museum, but is generally more informed about the museum than a first-time guest. They've attended themselves, or have had someone dose to them attend. They're using the site to get tickets, look for coupons, or check current exhibits.

#### Sources

- · Friends and family (incl. birthday party invites)
- Search (Google)
- Home page

#### Lookingfor

- · Local dining
- Parking
- Hours
- Upcoming events/exhibits
- FAQs
- Tickets/Pricing

#### Sources

- Home page
- Newsletter
- Social media

#### Lookingfor

- Hours
- Upcoming events
- Coupons/Discounts
- Tickets/Pricing/Membership
- Current exhibits

#### Audience types

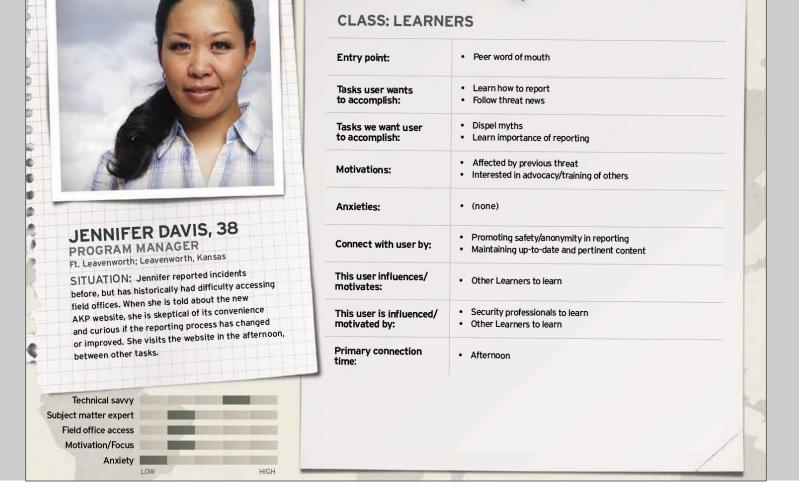
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#### **Audience class: Learners**

Tasks user wants to accomplish:	<ul> <li>Learn what a threat is</li> <li>Learn how to spot a threat</li> <li>Learn how to report</li> <li>Follow threat news</li> </ul>
Tasks we want user to accomplish:	<ul><li>Dispel myths</li><li>Learn importance of reporting</li></ul>
Motivations:	<ul> <li>Not sure what is suspicious/reportable</li> <li>Want to be prepared in event of incident</li> <li>Affected by previous threat</li> <li>Interested in advocacy/training of others</li> </ul>
Anxieties:	• (none)
Connect with user by:	<ul> <li>Enforcing threat of unreported incidents</li> <li>Assuring reports do not imply guilt</li> <li>Forgiving over-reporting</li> <li>Promoting safety/anonymity in reporting</li> </ul>
This user influences/ motivates:	Other Learners to learn Other Reporters to report
This user is influenced/ motivated by:	<ul> <li>Security professionals to learn</li> <li>Reporters asking for advice, to learn</li> <li>Other Learners to learn</li> </ul>
Primary connection time:	During working hours



Audience types (with motivations, anxieties, influencers)



Individual persona

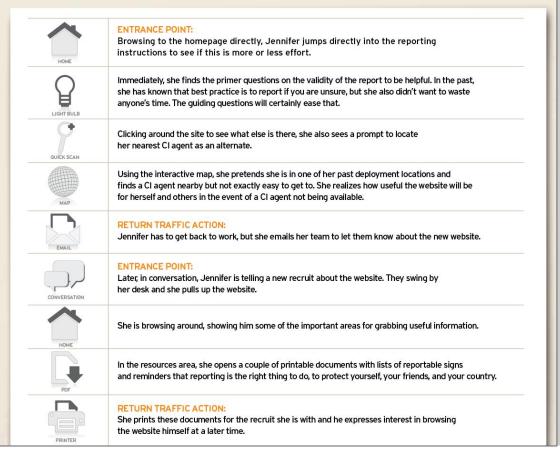
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#### **Jennifer Davis** (class: Learners)



#### SITUATION:

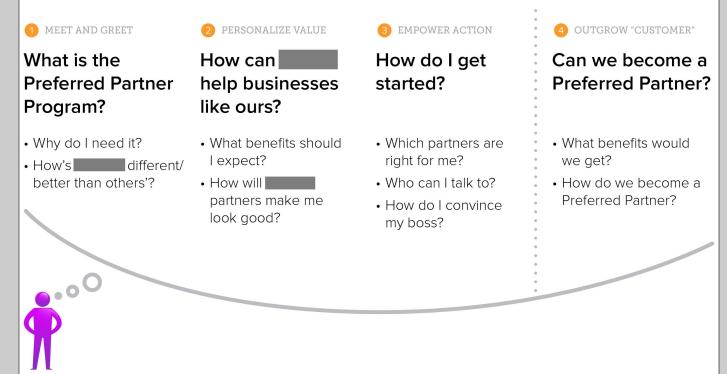
Jennifer has had to report incidents before, but has historically had difficulty accessing field offices. When she is told about the new AKP website, she is skeptical of its convenience and curious if the reporting process has changed or improved. She visits the website in the afternoon, between other tasks.



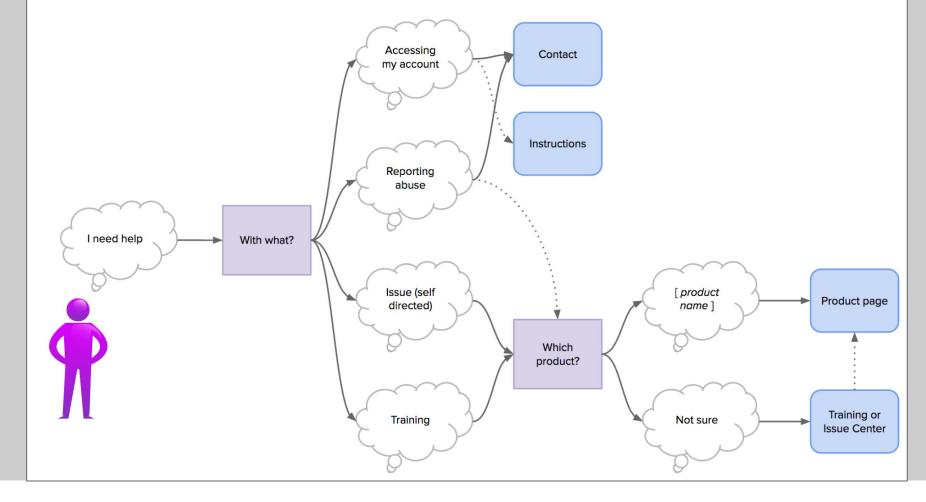
#### User scenario

#### Prospective advertiser journey

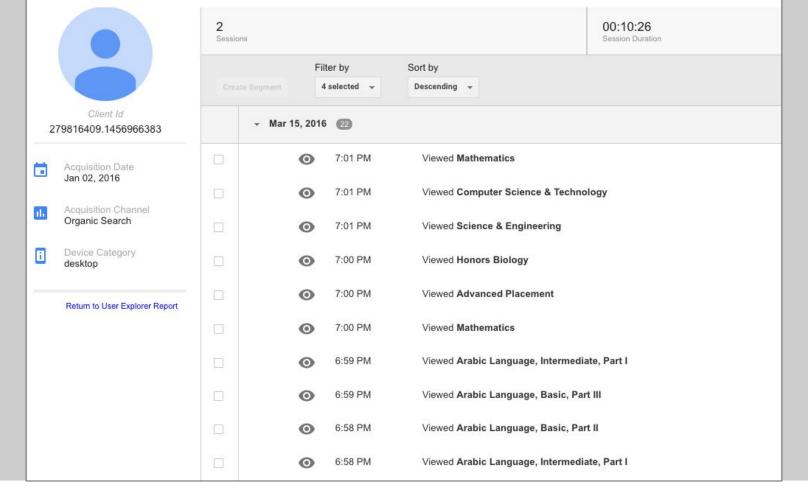
A website is conversational. User's walk through a series of questions as they become familiar with what your website is, how it benefits them, and how to begin. Identify questions users are asking, to do a better job of answering them.



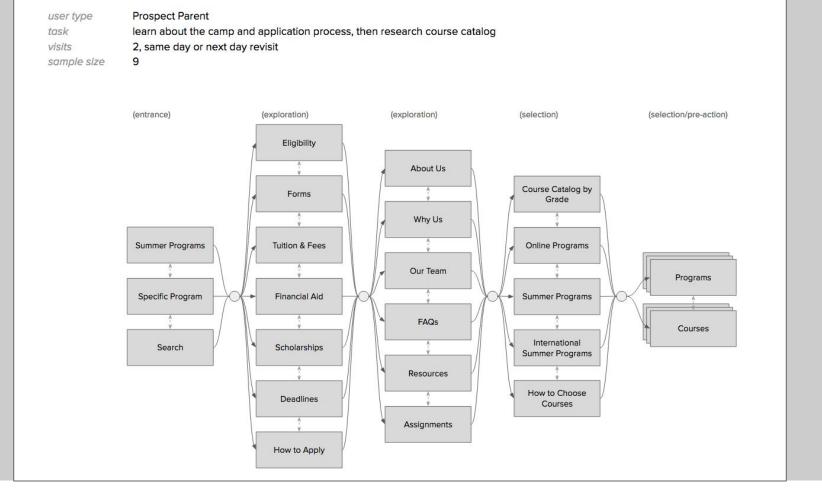
#### Decision phases



Decision flow with UI conversations

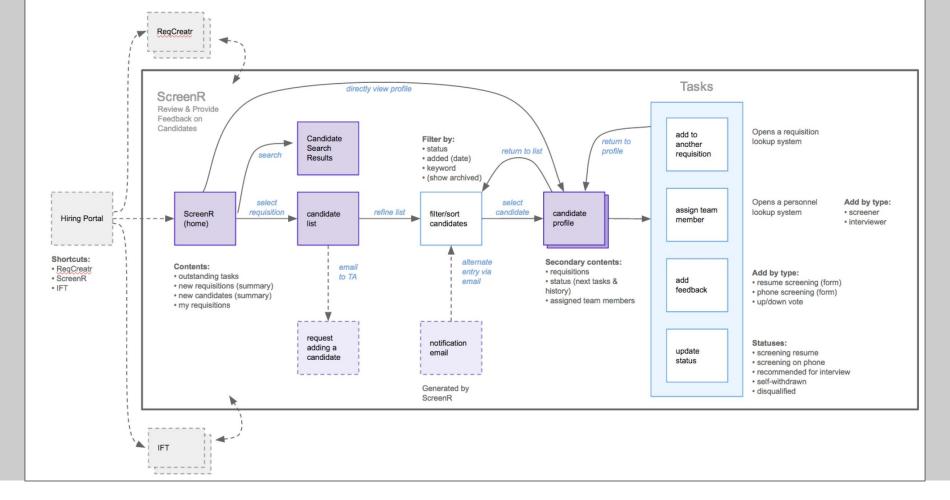


Google Analytics > User Explorer

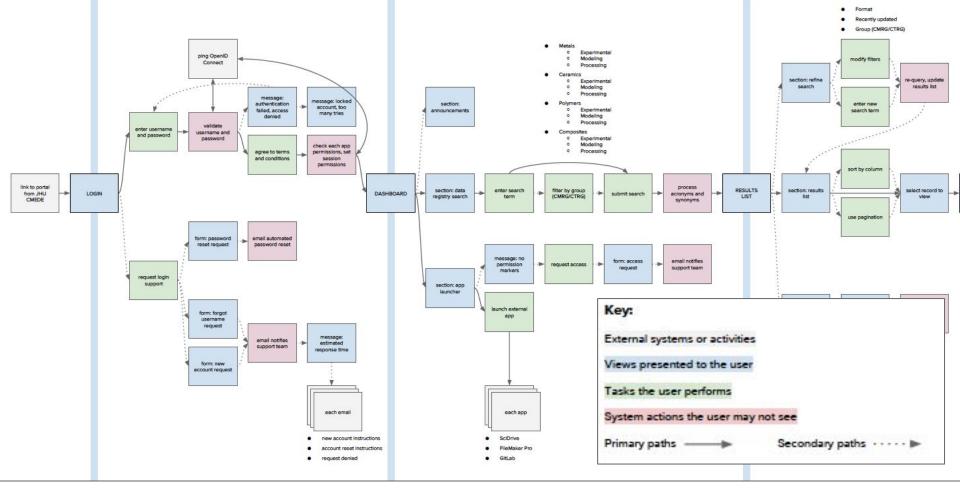


Session flow map

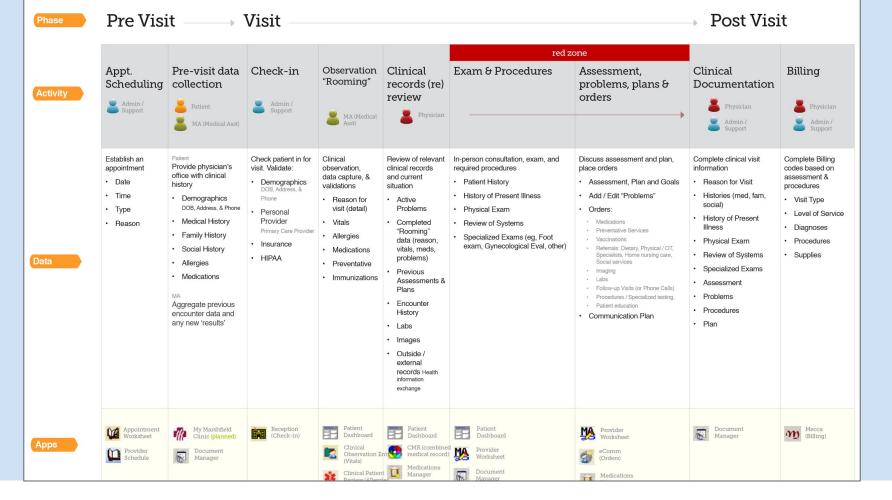
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High-level ecosystem flow (email, 3rd-party systems)



Detailed ecosystem flow (login validation)



Multi-user journey map



# **Example Project**



# **Summer Camp Website**



# **Define and prioritize groups**

- Parents
- School groups and educators
- New camp counselors
- Sponsors/Donors/Partners
- Extra credit = Content administrators

# Take one group and document "why"

New Camp Parents

- Want child to learn during summer (motivation)
- Heard about camp from a friend (entrance)
- Find site via Google (entrance)
- May have a budget (anxiety)

### **Document decisions**

### New Camp Parents

- How is this camp different?
- Are we eligible? Can we afford it?
- Is there availability? How do I sign up?
- Are there mobile driving directions?

### **Convert decisions into task flows**

Is there availability? How do I sign up?

- Access seasonal calendar
- Filter by topic or grade level (e.g.)
- [See available]
- Use sign-up button

#### My Summer Camp

**User Journey Maps** 

version modified contacts 2.0 5-18-2016 Max Kellner Anthony D Paul

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user type (Prospect) Parent task review offerings

#### motivators

The parent is exploring educational options for their child, evaluating which institutions are available and what programs and services they provide. This user is primarily motivated by the benefit to their child, though also influenced by their social community (other parents and academic advisors).

#### inhibitors

The parent is likely limited by financial means, their and their child's schedules (is a program convenient), and their location (if on-site).

Referrer	Entrance	Qualifiers	Differentiators	Action Prep	Action
<ul><li>Google</li><li>Another parent</li><li>Marketing</li></ul>	<ul> <li>Summer programs</li> <li>A specific program</li> <li>Programs by grade</li> </ul>	<ul> <li>Eligibility</li> <li>Tuition and fees</li> <li>Financial aid and scholarships</li> <li>Deadlines</li> </ul>	<ul> <li>About us</li> <li>Who we are</li> <li>Why us</li> <li>Information for parents</li> <li>FAQs</li> <li>Assignments and curriculum</li> </ul>	<ul> <li>How to apply</li> <li>Admission information</li> <li>Forms</li> <li>Resources</li> <li>Sign up or log into portal</li> </ul>	<ul> <li>Contact</li> <li>Connect on social</li> <li>Apply</li> </ul>
	What programs are available? Which are appropriate for my child? Which will have the most benefit to my child?	Is my child eligible?  Can I afford it?  Are there any tuition support options that fit my family?  What are the important dates I should be aware of?	How is this camp different? What does the curriculum look like and is it high quality? What will my child get out of this camp?	How do I get started? What forms or other information do I need to fill out and gather? Where do I apply? What should I expect in the application process?	Where can I ask questions? How do i get updates, or otherwise be notifie of new information?

Single user and scenario journey map



## **Homework Assignment**

See Eric Meyer's WC Northeast Ohio 2016 Keynote

Our instinct is to imagine someone like ourselves.

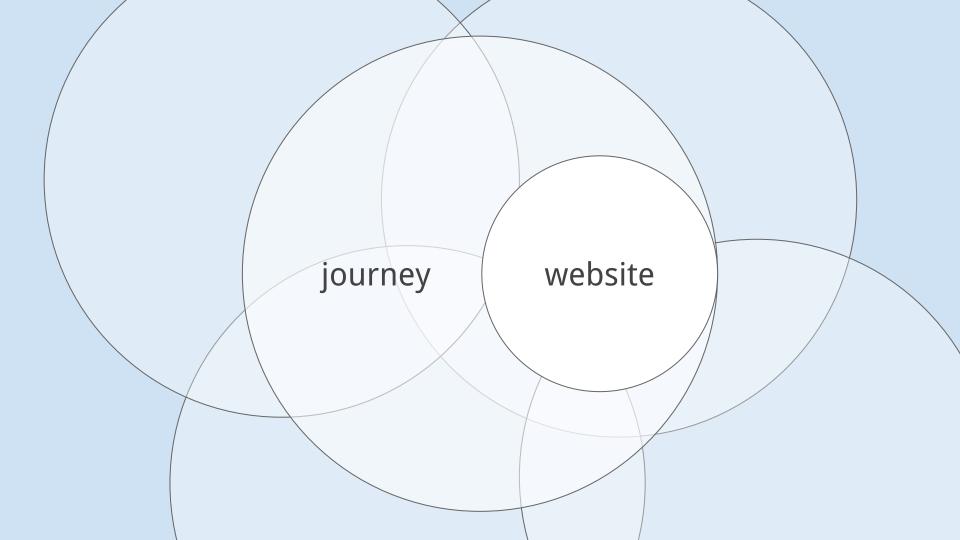
So many of our users are nothing like us in any way.

Journeys help us understand real-world "stress cases."

Journeys define who we care about.

### Think about users who

- Have accessibility issues
- Are sad
- Are in a life crisis
- Are hurried





### **Up next**

- 1. Lean requirements gathering
- 2. User journey mapping
- 3. Information architecture
- 4. Usability tests

## Thank you

### SlideShare

http://www.slideshare.net/anthonydpaul

WordPress.tv

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(my talks and blog)

http://adp.rocks or http:// ws or http:// ws.ws

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