

UX Trends and Considerations: A Peek Into the Future

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Progress Software

PROGRESS
EXCHANGE 2014



Internet of Things

Internet of Things

- What's a “thing”?
- Interconnected computing devices
- Embedded in the physical environment
- Sensor and communication capabilities
- New generation of applications

Libelium Smart World

Air Pollution

Control of CO₂ emissions of factories, pollution emitted by cars and toxic gases generated in farms.

Forest Fire Detection

Monitoring of combustion gases and preemptive fire conditions to define alert zones.

Wine Quality Enhancing

Monitoring soil moisture and trunk diameter in vineyards to control the amount of sugar in grapes and grapevine health.

Offspring Care

Control of growing conditions of the offspring in animal farms to ensure its survival and health.

Sportsmen Care

Vital signs monitoring in high performance centers and fields.

Structural Health

Monitoring of vibrations and material conditions in buildings, bridges and historical monuments.

Quality of Shipment Conditions

Monitoring of vibrations, strokes, container openings or cold chain maintenance for insurance purposes.

Smartphones Detection

Detect iPhone and Android devices and in general any device which works with Wifi or Bluetooth interfaces.

Perimeter Access Control

Access control to restricted areas and detection of people in non-authorized areas.

Radiation Levels

Distributed measurement of radiation levels in nuclear power stations surroundings to generate leakage alerts.

Electromagnetic Levels

Measurement of the energy radiated by cell stations and WiFi routers.

Traffic Congestion

Monitoring of vehicles and pedestrian affluence to optimize driving and walking routes.

Smart Roads

Warning messages and diversions according to climate conditions and unexpected events like accidents or traffic jams.

Smart Lighting

Intelligent and weather adaptive lighting in street lights.

Intelligent Shopping

Getting advices in the point of sale according to customer habits, preferences, presence of allergic components for them or expiring dates.

Noise Urban Maps

Sound monitoring in bar areas and centric zones in real time.

Water Leakages

Detection of liquid presence outside tanks and pressure variations along pipes.

Vehicle Auto-diagnosis

Information collection from CanBus to send real time alarms to emergencies or provide advice to drivers.

Item Location

Search of individual items in big surfaces like warehouses or harbours.

Waste Management

Detection of rubbish levels in containers to optimize the trash collection routes.

Smart Parking

Monitoring of parking spaces availability in the city.

Golf Courses

Selective irrigation in dry zones to reduce the water resources required in the green.

Water Quality

Study of water suitability in rivers and the sea for fauna and eligibility for drinkable use.

Songdo (South Korea)

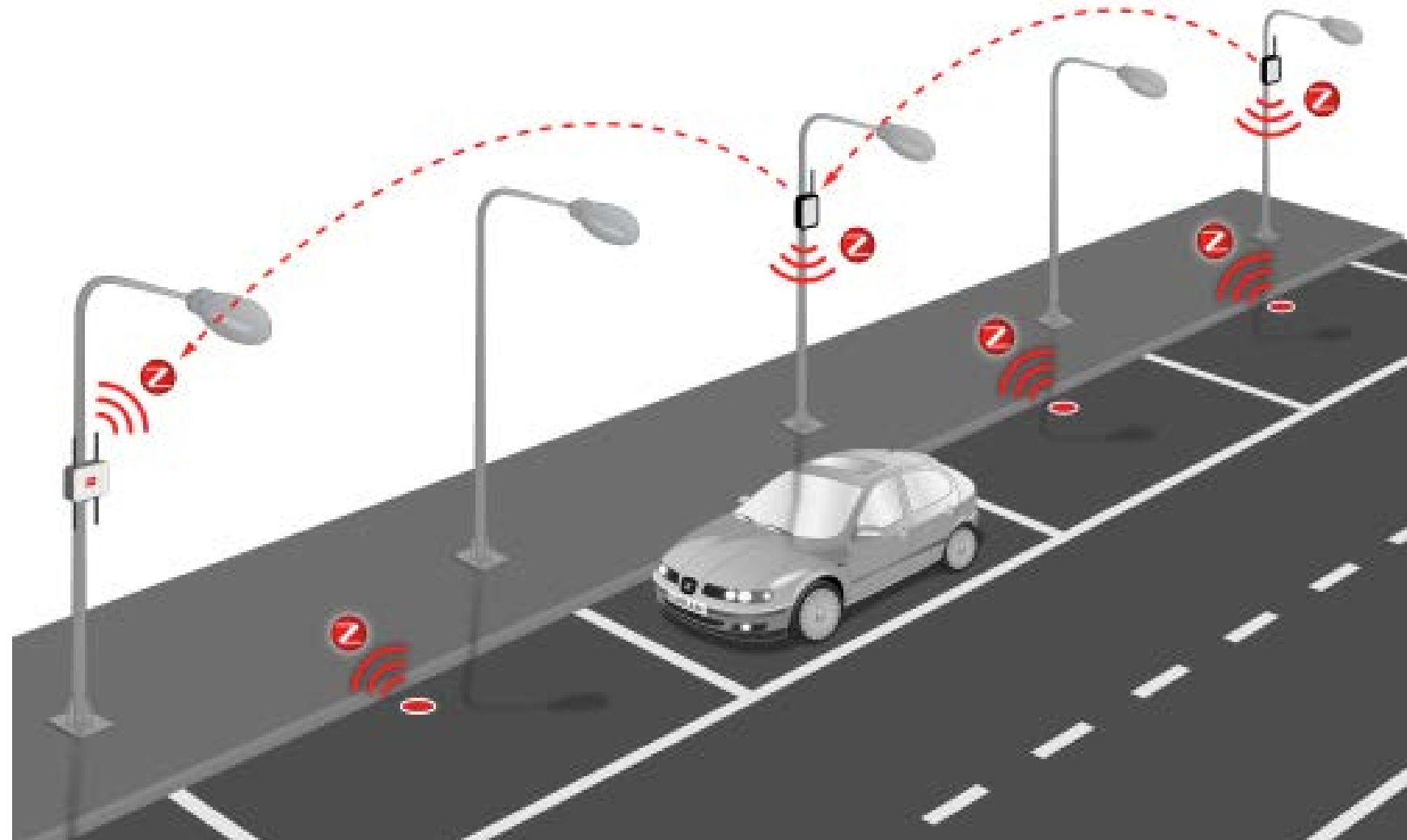


Santander (Spain)

- Smartified City
- Smart parking
- Environmental monitoring
- Social events
- Mobile applications

Source:

<http://www.xataka.com/gadgets-y-coches/smart-santander-inicia-el-despliegue-de-sensores-de-aparcamiento>



Takeaways: Internet of Things

- Revolution of smart applications and appliances
- Broader portfolio of consumer and enterprise applications
- Already underway:
 - Smart cities
 - Smart appliances
 - Smart homes
 - Smart device management applications (iOS8)
- Emphasis on automation, prediction and action frameworks



Apple's iOS8

Apple's iOS 8

- App Extensions
- New Kits:
 - PhotoKit
 - HealthKit
 - HomeKit
- Multi-media messages
- Seamless work across devices:
 - Email
 - Photos
 - iCloud Drive Files
 - Phone Calls
- Apple Pay

HomeKit



HealthKit



Work Across Devices



Work Across Devices



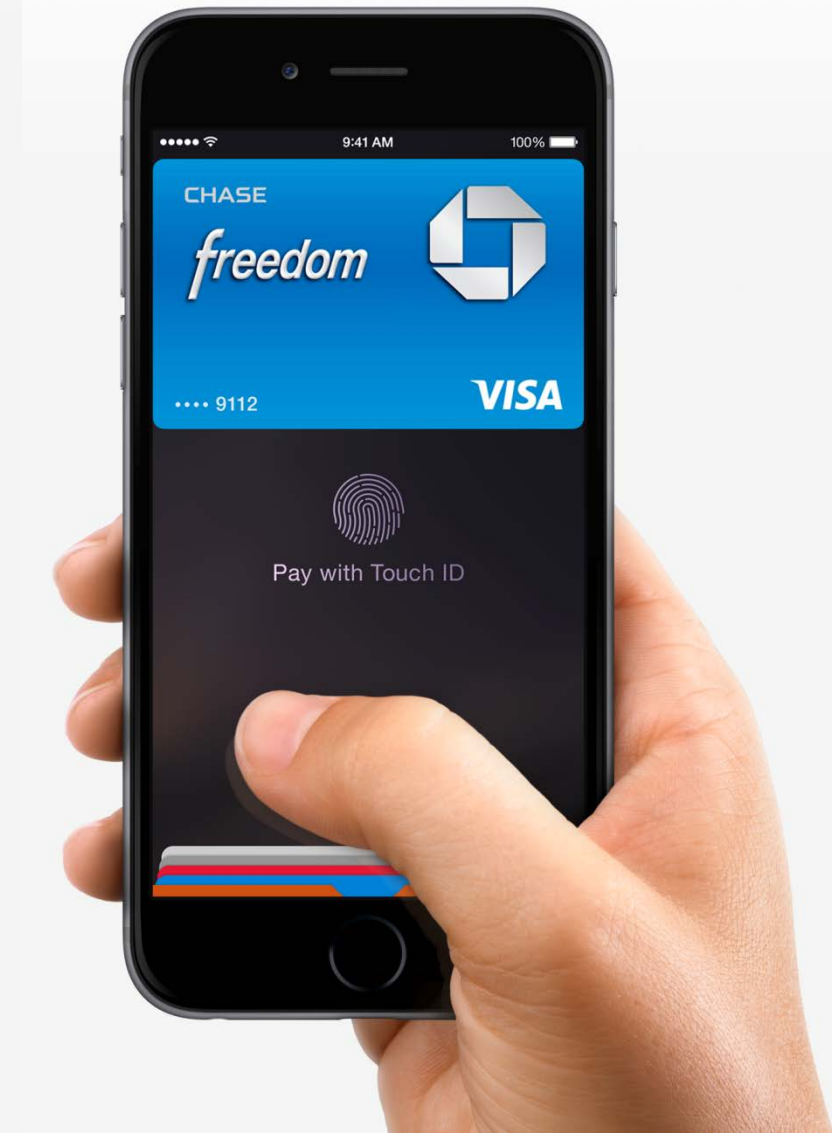
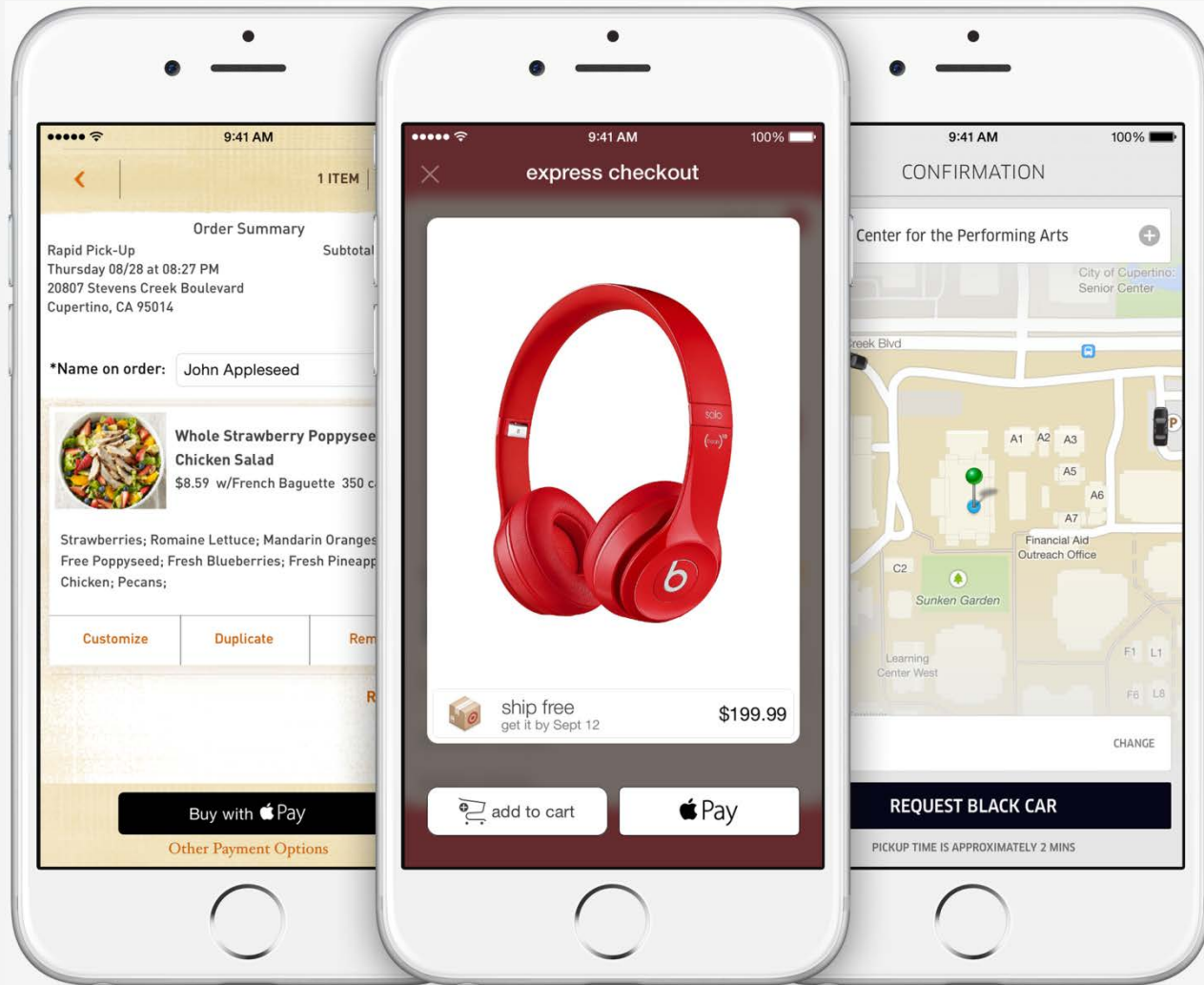
Work Across Devices



Apple Pay



Apple Pay



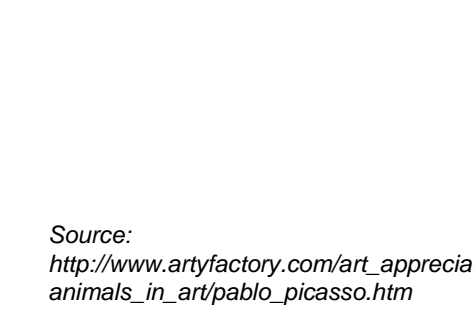
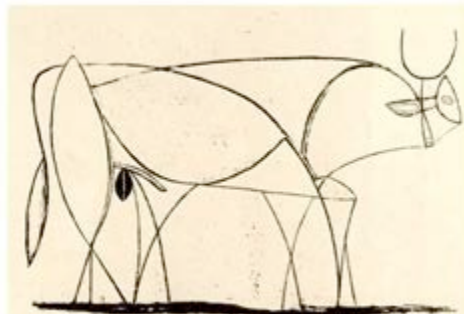
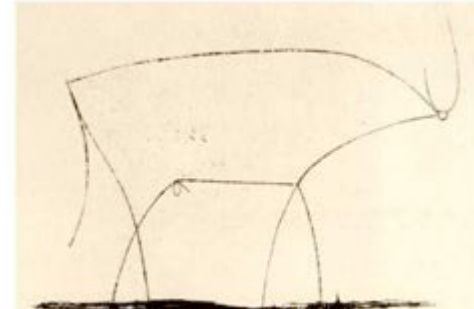
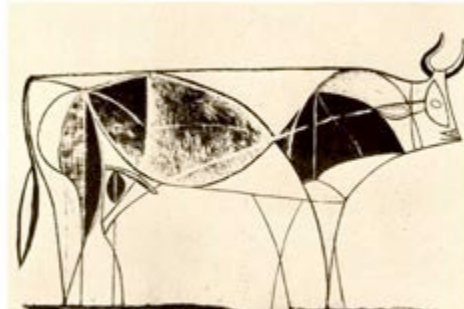
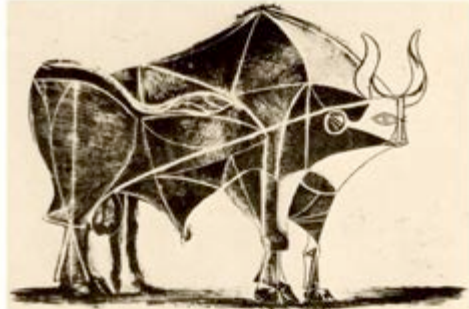
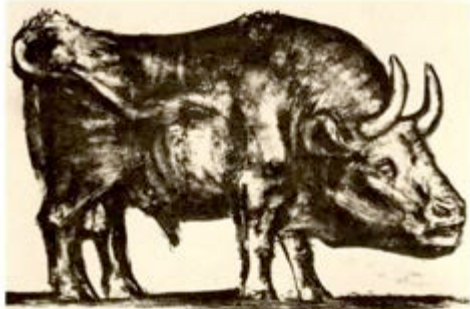
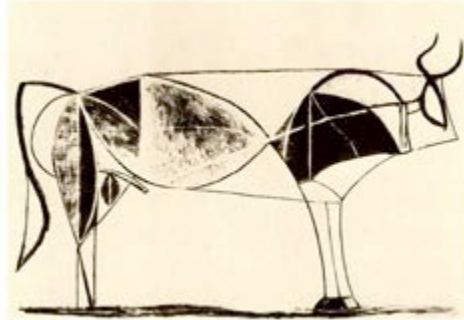
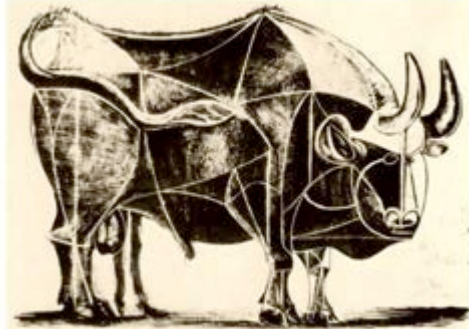
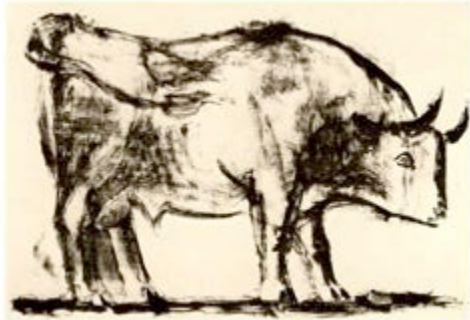
Takeaways: iOS8

- A step towards IOT:
 - Smart home controls.
 - HealthKit's inter-application communication and data sharing.
- Proliferation of multi-media communications
- Proliferation of multi-channel inputs
- Increased cross device task performance
- Higher usability expectation of consumer and business applications
- Ubiquity



Minimal Design

Minimal Design



Source:
http://www.artfactory.com/art_appreciation/animals_in_art/pablo_picasso.htm

Principles

- Less is more
- Every detail counts that much more
- Distilling the essence of a design to its bare purpose
- Subtract until it breaks
- Usability is not optional

Example: Apple Mouse



Source: <http://vectorsappleworld.com/macintosh/mouse.html>

Example: Apple Mouse



Example: Web



iPod touch

Engineered for maximum funness.
Now starting at \$199.



Example: Web



Your stuff, anywhere

[Sign up](#)

or [Sign in](#)

Example: Web



BECOME A POSTMATE | IOS | ANDROID | BLOG

Postmates

Everyone's Favorite Delivery Service

AVAILABLE ON IPHONE AND ANDROID. SIGN UP NOW!

 SIGN UP WITH FACEBOOK

OR

Email Address

Password

SIGN UP

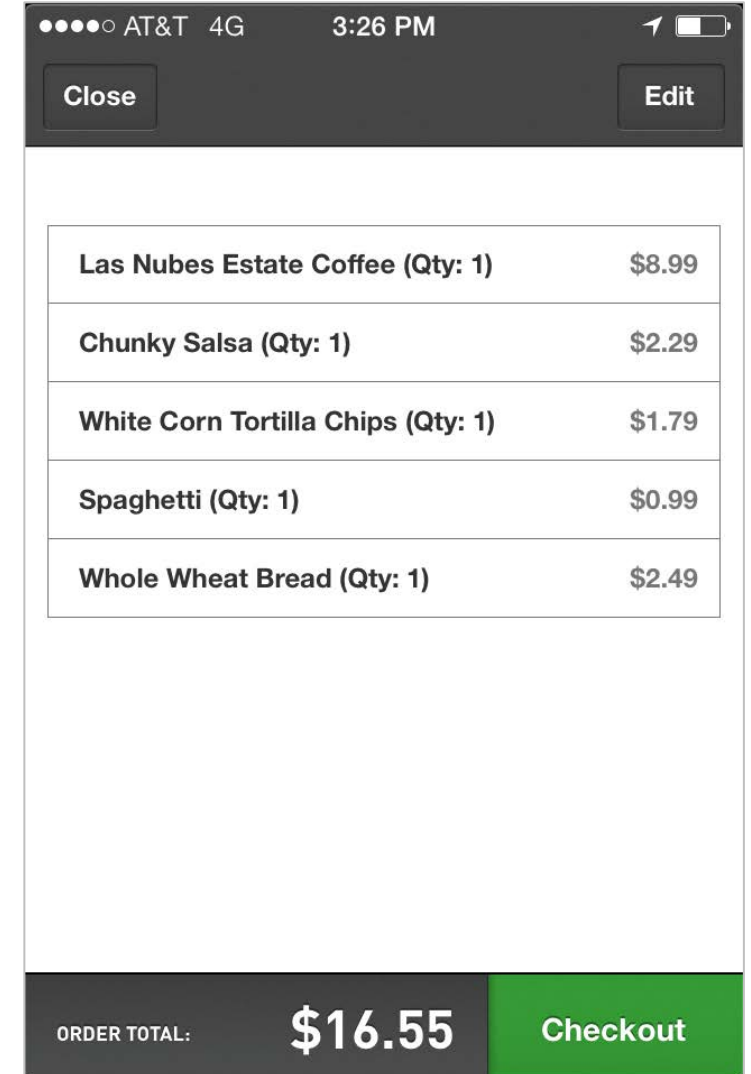
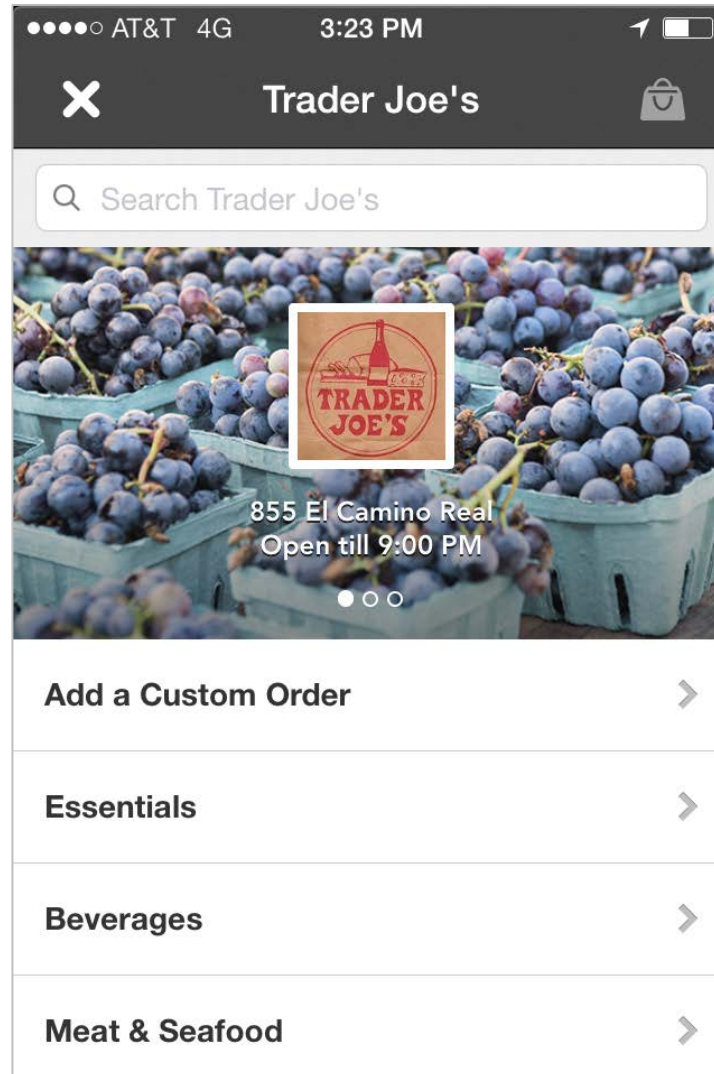
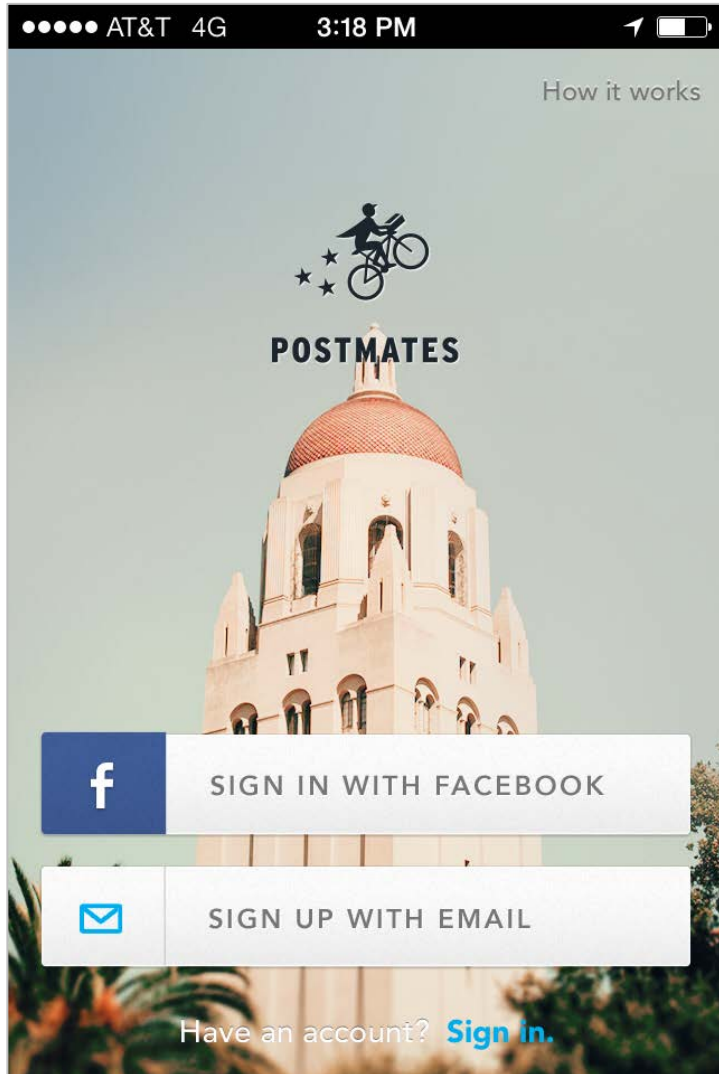
FAST COMPANY

The
New York
Times

TC TechCrunch

Bloomberg
TELEVISION

Example: Mobile



Takeaways: Minimal Design

- A key concept across art and design disciplines
- Many benefits for UX:
 - Functional clarity
 - Reduced visual clutter
 - Faster load times
 - Better performance across devices
 - Improved emotional response
 - Focused user experience



Flat Design

Principles

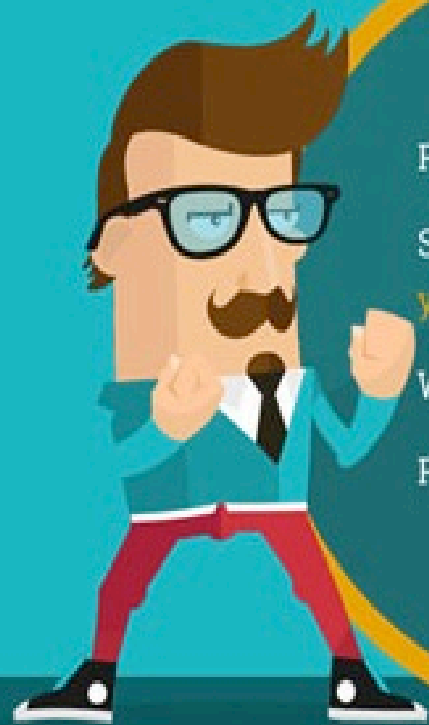
- Design elements flattened
- Elimination of drop shadows, gradients, textures
- Faster to load and easier to resize
- Popularized by Responsive Design
- Roots in Swiss Design and Minimal Design

CHOOSE A SIDE AND WIN THE BATTLE!

PLAYER 1

SELECT A PLAYER TO FIGHT!

PLAYER 2



FLAT

Philosophy: *Simplicity.*

Slogan: "Without effects
you are nothing!"

Weight: 50k

Power: **MINIMAL RAY!**

VS

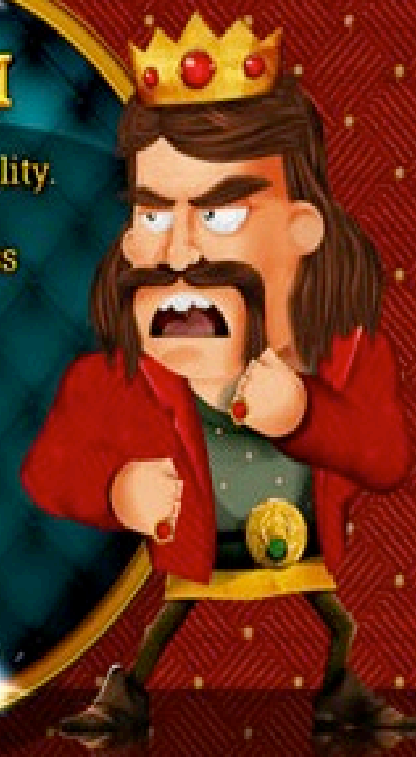
REALISM

Philosophy: *Imitate reality.*

Slogan: "Bevel & Emboss
in your face!"

Weight: 2Mb

Power: **GLOW SHOT!**



Example: iPhone



Source: <http://applenapps.com/>, <http://a2view.com/2014/09/07/why-the-iphone-6-will-be-a-game-changer/>

Example: iPhone

Evolution of the iOS Home Screens



Example: Microsoft Metro Look



Learn to code interactively, for free.



Sign up

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Email

Username

Password

GET STARTED!

Or sign up with:

f

g+

By signing up, you agree to our
Terms of service

Takeaways: Flat Design

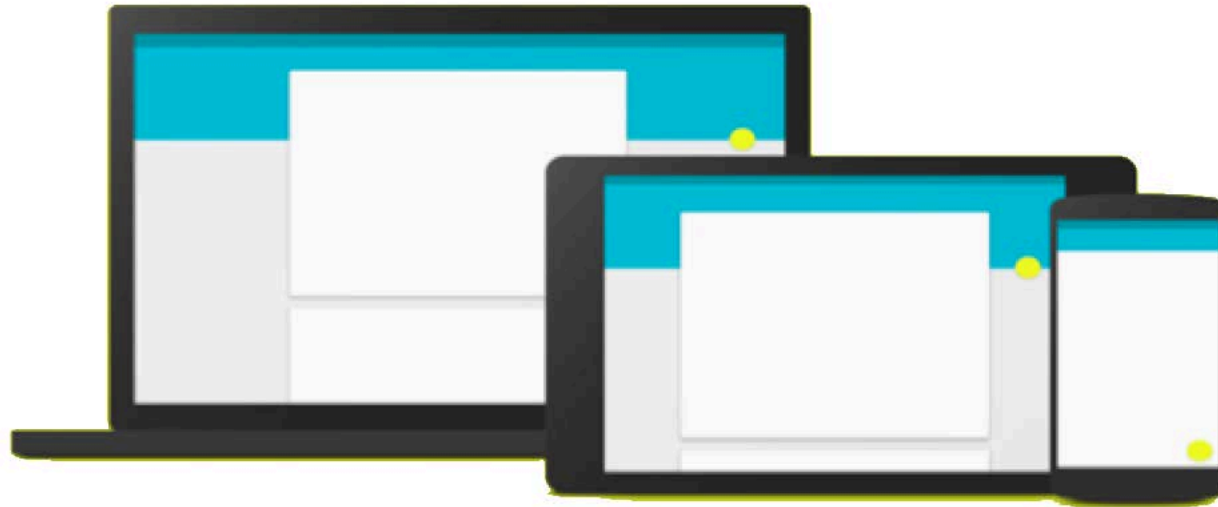
- Loss of three-dimensionality and sense of tactility
- Performance gains from faster load times
- Development efficiency gains
- Multi-device support due to:
 - Vector graphics
 - Responsive designs



Google's Material Design for Android

Goals

- Synthesis of classic design principles and new technology
- A unified experience across platforms and device sizes



Principles

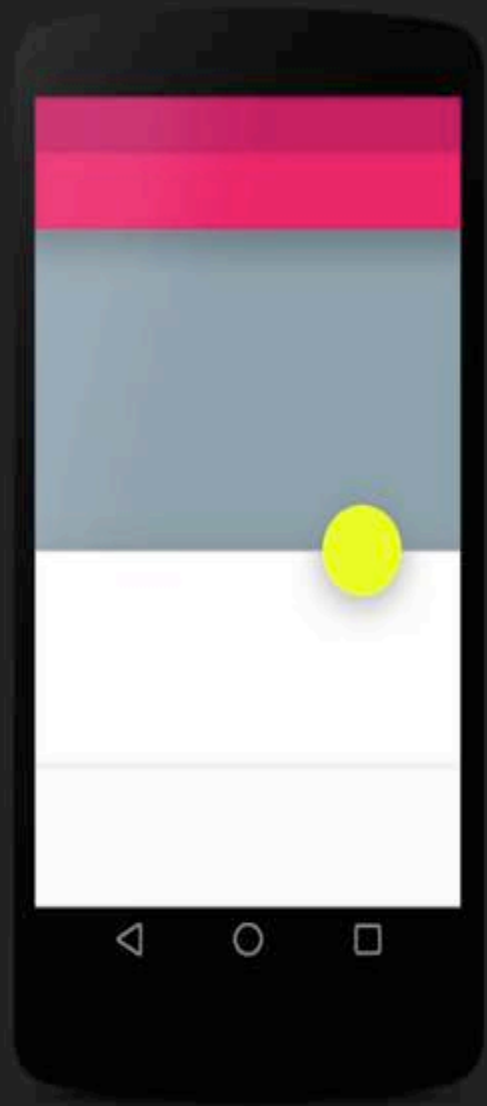


Material as a Metaphor

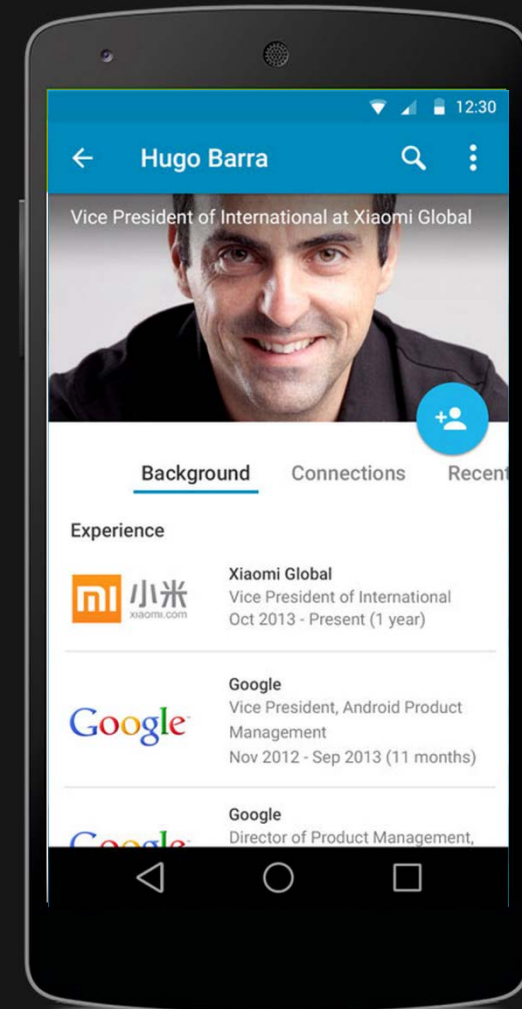
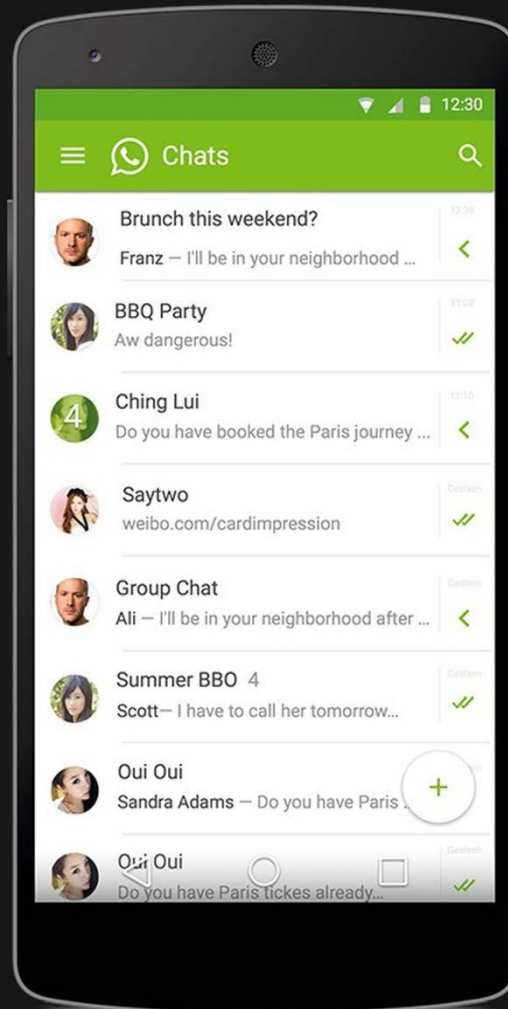
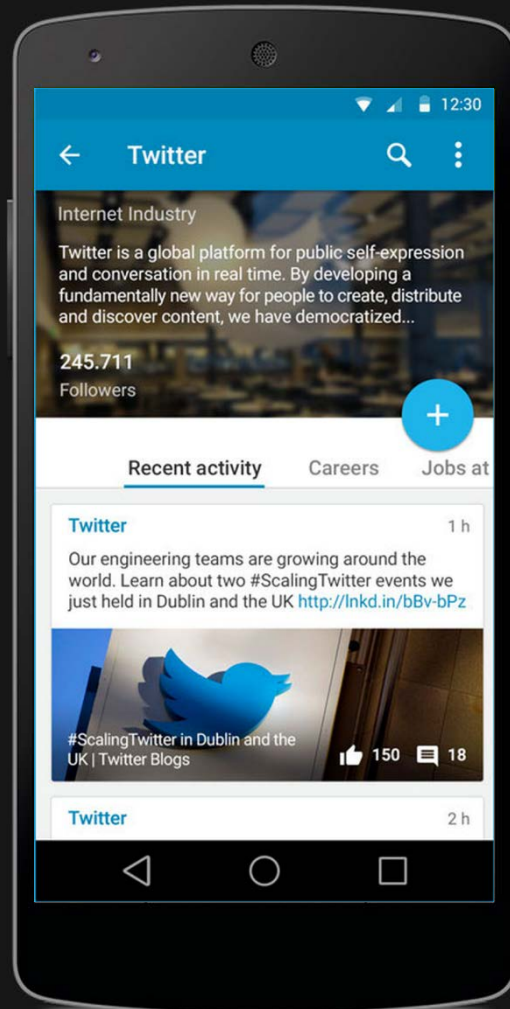
Bold Graphic Intentional

Motion Provides Meaning

Layering



Key and Floating Actions

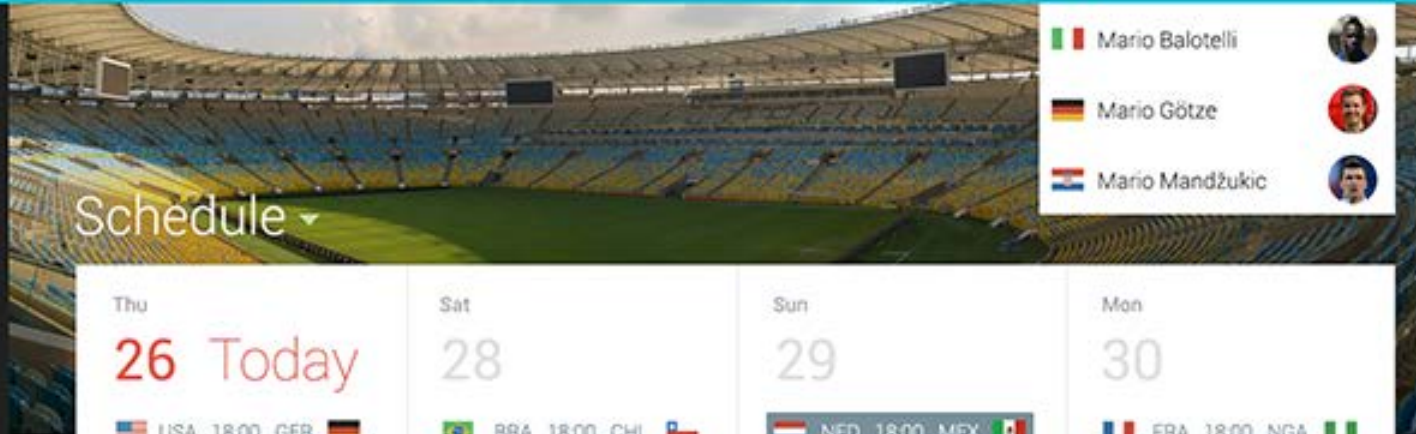




Fadhlur Zahri

- Home
- Group stage
- Knockout stage
- Teams
- Calendar
- Stats
- Favourites
- Settings

Dark theme



- Mario Balotelli
- Mario Götze
- Mario Mandžukic

Thu	Sat	Sun	Mon
26 Today	28	29	30
USA 18:00 GER POR 18:00 GHA SKO 22:00 BEL ALG 22:00 RUS	BRA 18:00 CHL COL 22:00 URU	NED 18:00 MEX CRI 22:00 GRE	FRA 18:00 NGA H1 22:00 G2

Selected match



Estádio Castelão

Fortaleza

60,342 capacity

Round of 16, 29 June 18:00

Nederland - México

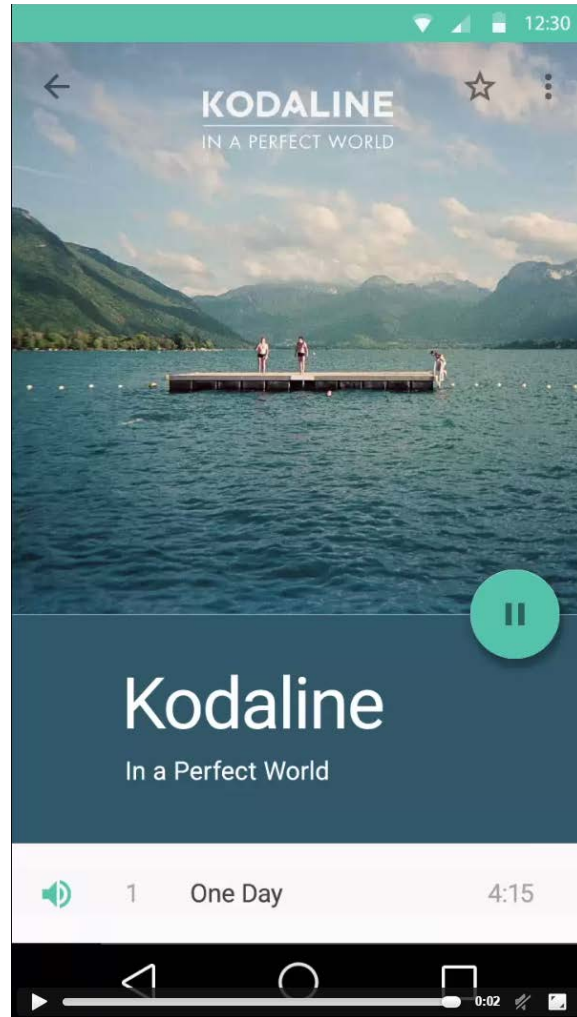
MORE INFO

Remind me when this match starts

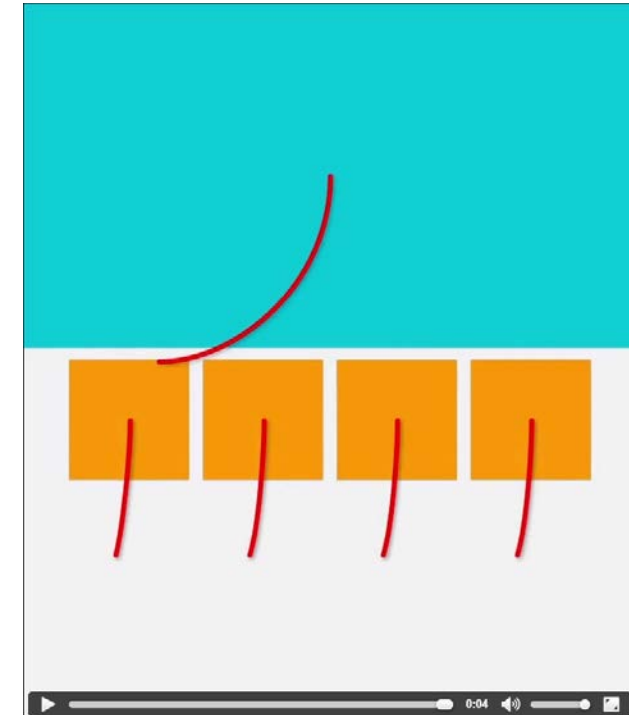
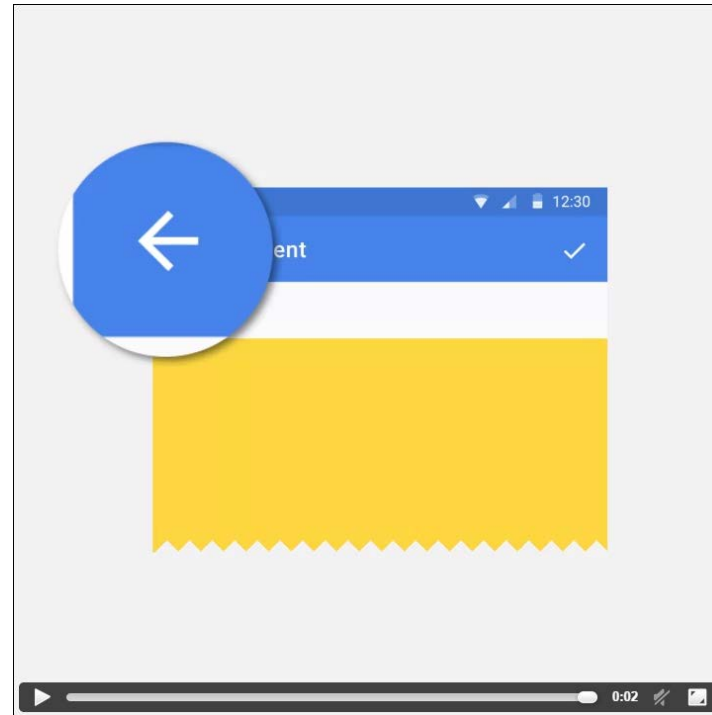
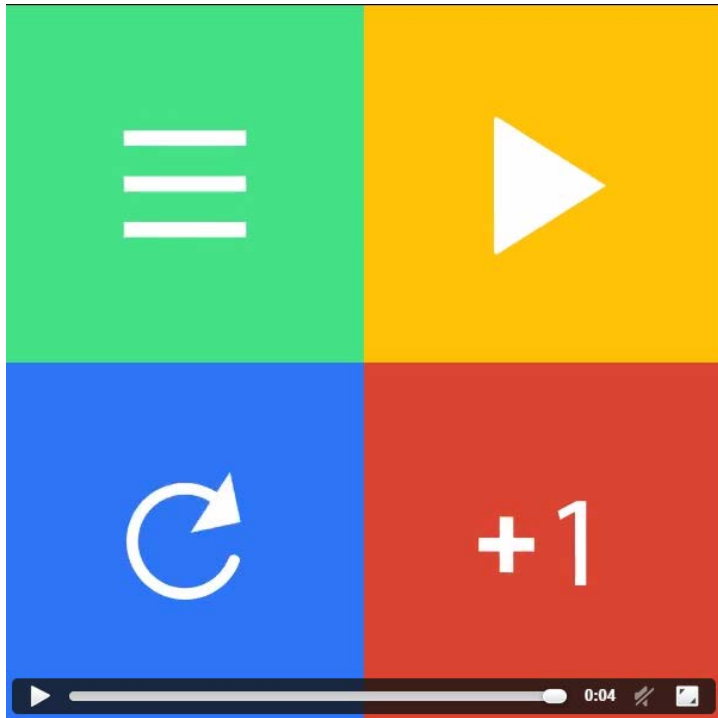
Post to Facebook

Tweet this match

Examples: Animations



Examples: Animations



Takeaways: Material Design

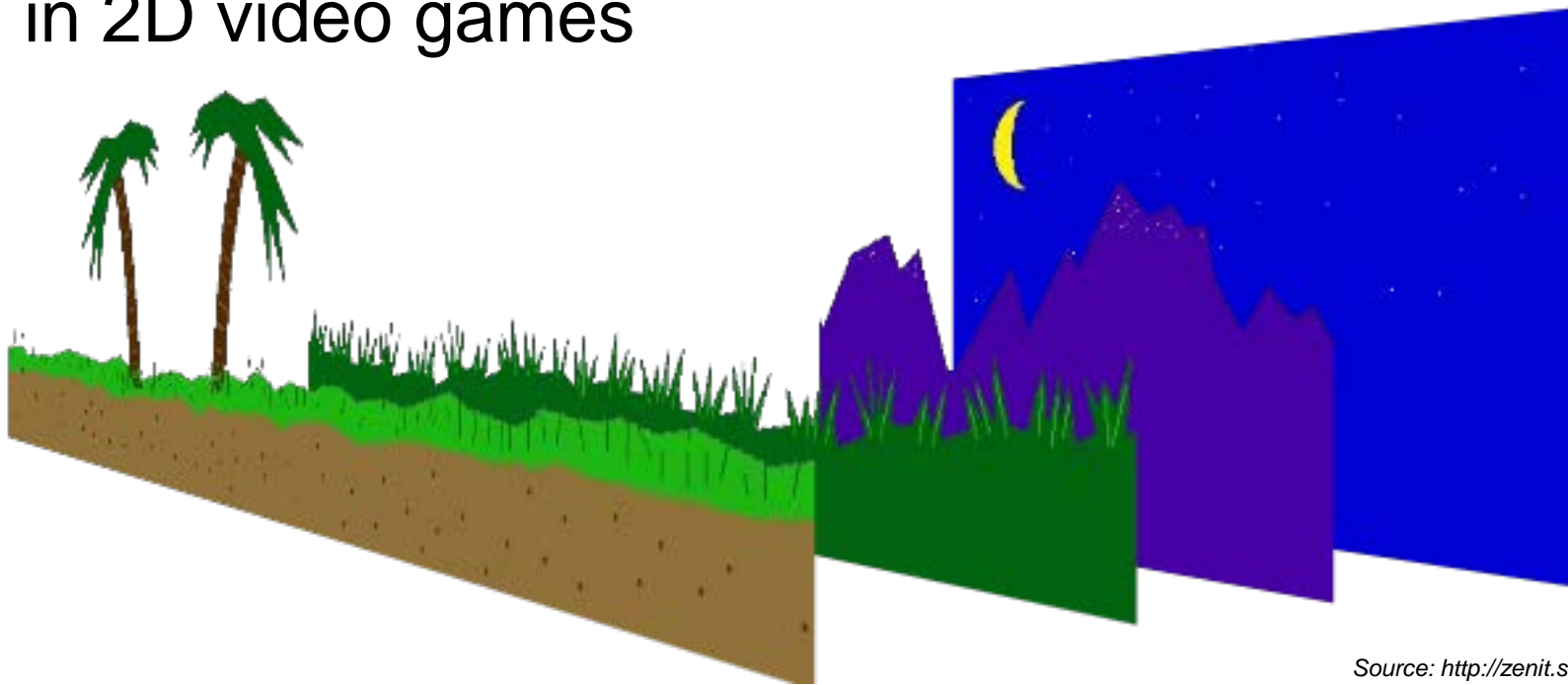
- Consistent experience for all android devices
- Leveraging the benefits of flat design
- Utilizing layering and other print design principles to add tactility
- Innovative use of motion to engage and guide users
- Dependency on adoption by developers and Android device providers
- Potential of wider adoption across devices and platforms



Parallax Scrolling

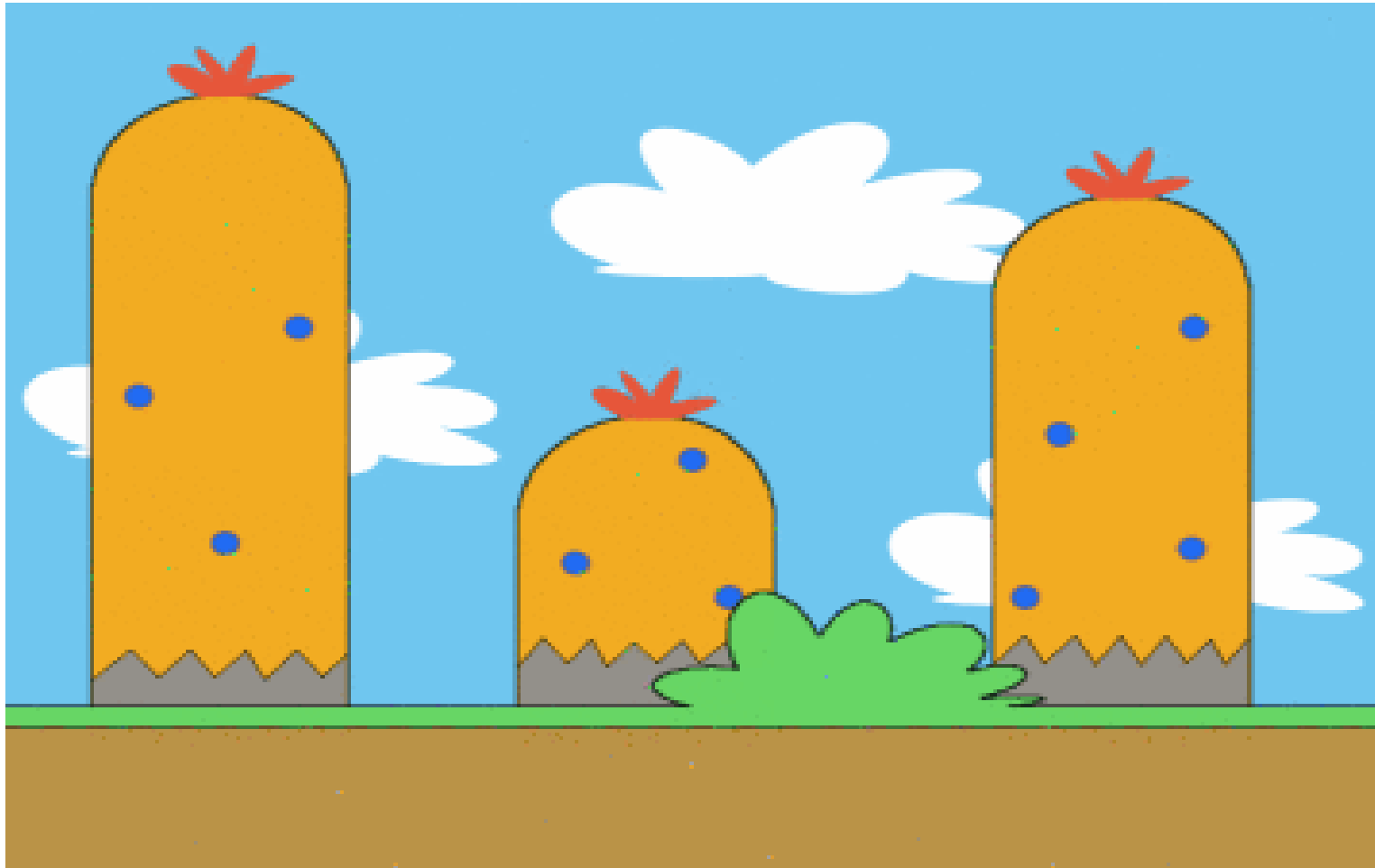
Parallax Scrolling

- Background images scroll slower than foreground images
- Illusion of depth
- Added immersion
- Origin in 2D video games



Source: http://zenit.senecac.on.ca/~dma502_141a32/wordpress/?p=23

Parallax Scrolling





MAKE YOUR
**MONEY
MATTER**

SEE THE
DIFFERENCE JOINING
A CREDIT UNION
CAN MAKE

SCALE TO START



Web Example: <http://janploch.de>



Takeaways: Parallax Scrolling

- Provides sense of depth and three-dimensionality to flat UI
- Highlights key functionality
- Emotional response to wow effect
- Directed user experience
- Increased user engagement
- Higher user retention



Data Visualizations



Edit

Open

7.65

8.624
8.447
8.270
8.093
7.916
7.739
7.562
7.385
7.208
7.031
6.854
6.677

1 day

1 month

6 months

1 year

5 years

16/08/2011

16/11/2011

16/02/2012

4:01

> A₃ <

FREQ_{Hz}

224.7

CENT

36.7

TRANS

C



Concert A = 440.0Hz

12 TET

Chromatic Tuning

Tone Generator



insTuner



It's
Clear & 27°



Weather Dial

AT&T VPN 9:48 PM 21%

Today

Walk

4,661
steps



Place in Bay Area

6:49

Walk 6 min

6:55

Transport 18 min

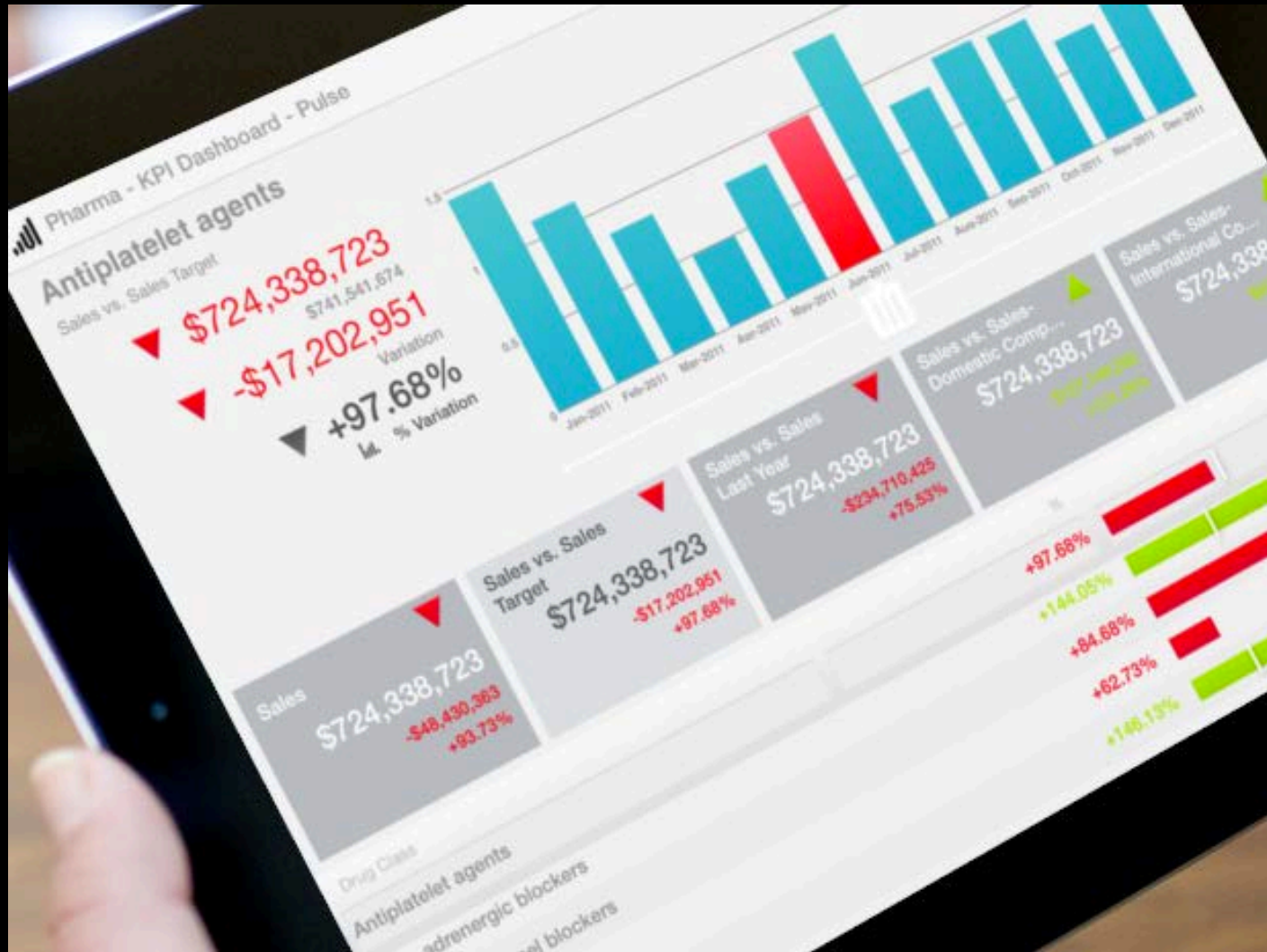
7:12

Walk 2 min

Moves

7:14





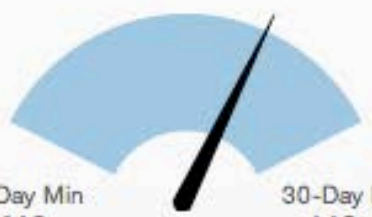
Site **dailybugle.com**

Section **All sections**

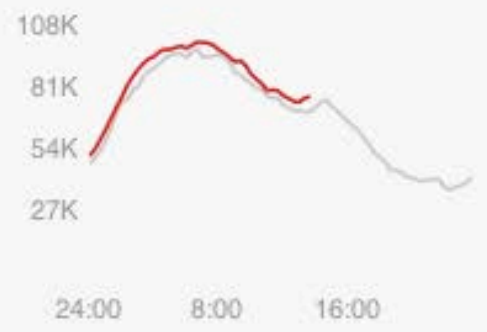
Author **All authors**

Active Visits

84,177



30-Day Min **39,410** 30-Day Max **119,144**



Charts

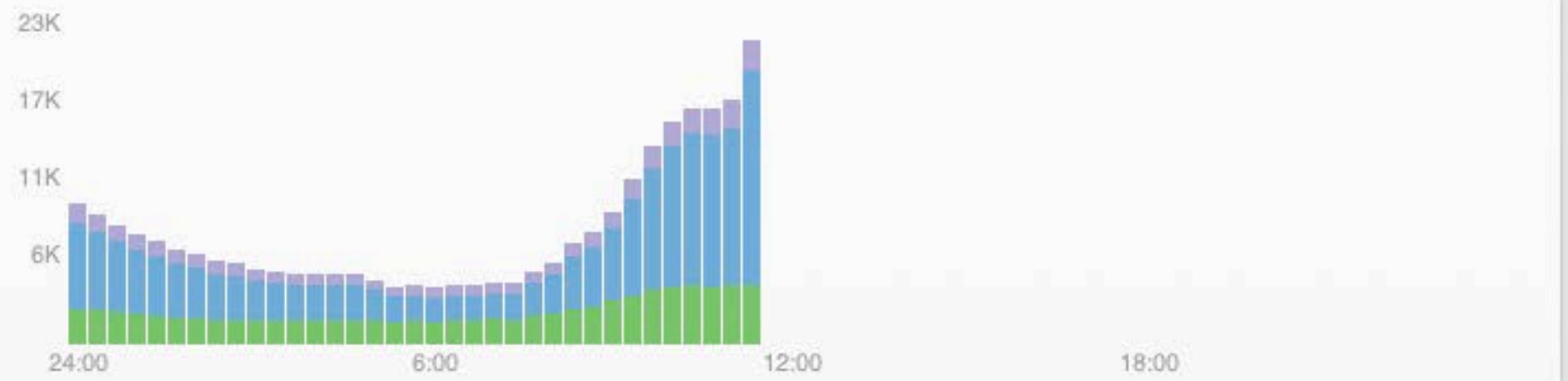
Today 7 Days 30 Days

TRAFFIC SOURCES

PERFORMANCE

VISITS

ENGAGEMENT



Links

fark.com	987
news.yahoo.com	757
news.google.com	248
drudgereport.com	233
huffingtonpost.com	130

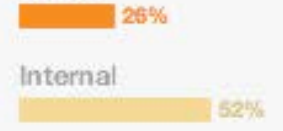
Social

Email, Apps, IM	21,873
facebook.com	4,949
twitter.com	1,187
reddit.com	792
plus.google.com	160

Search

airplane crash	123
iphone update	40

Direct

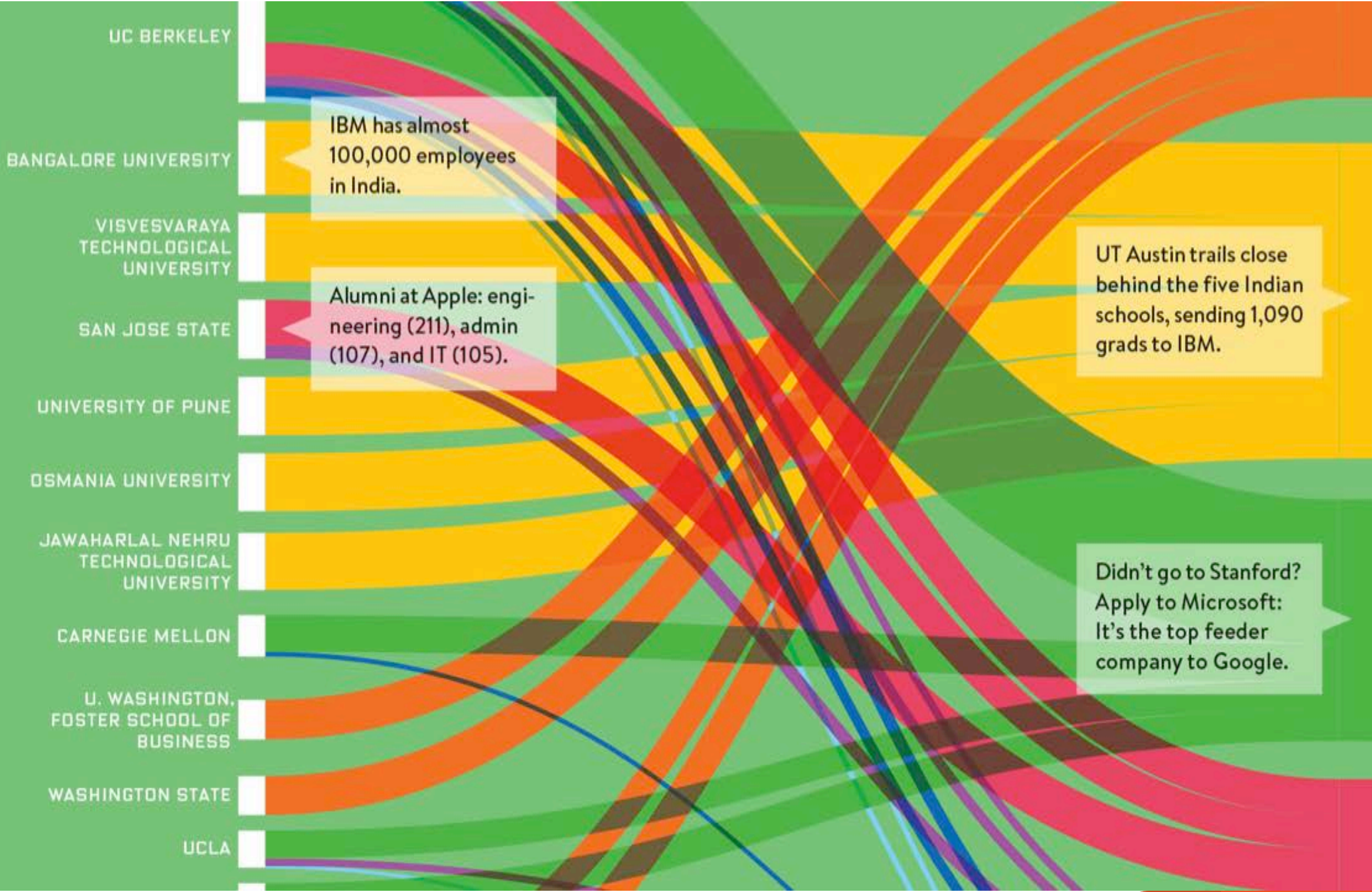


Engagement

Reading Writing

Top Pages

Number of employees from the top 5 "donating" universities



IBM has almost 100,000 employees in India.

Alumni at Apple: engineering (211), admin (107), and IT (105).

UT Austin trails close behind the five Indian schools, sending 1,090 grads to IBM.

Didn't go to Stanford? Apply to Microsoft: It's the top feeder company to Google.

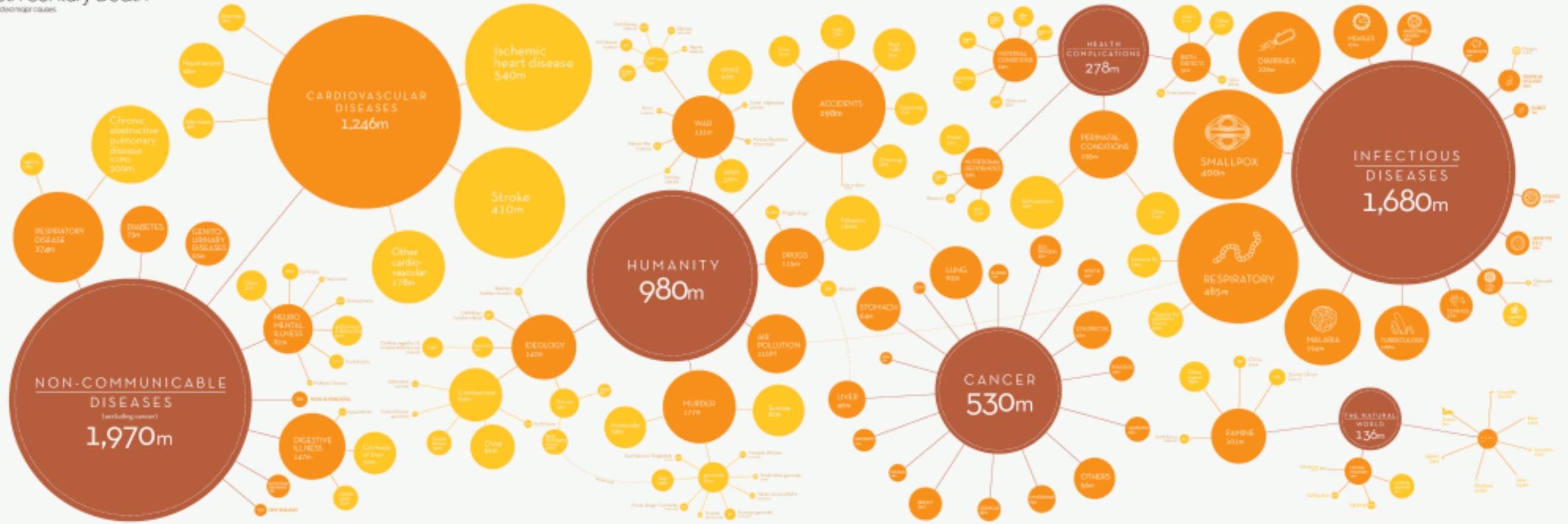
IBM
6,954

Google
5,318



20th Century Death

selected major causes

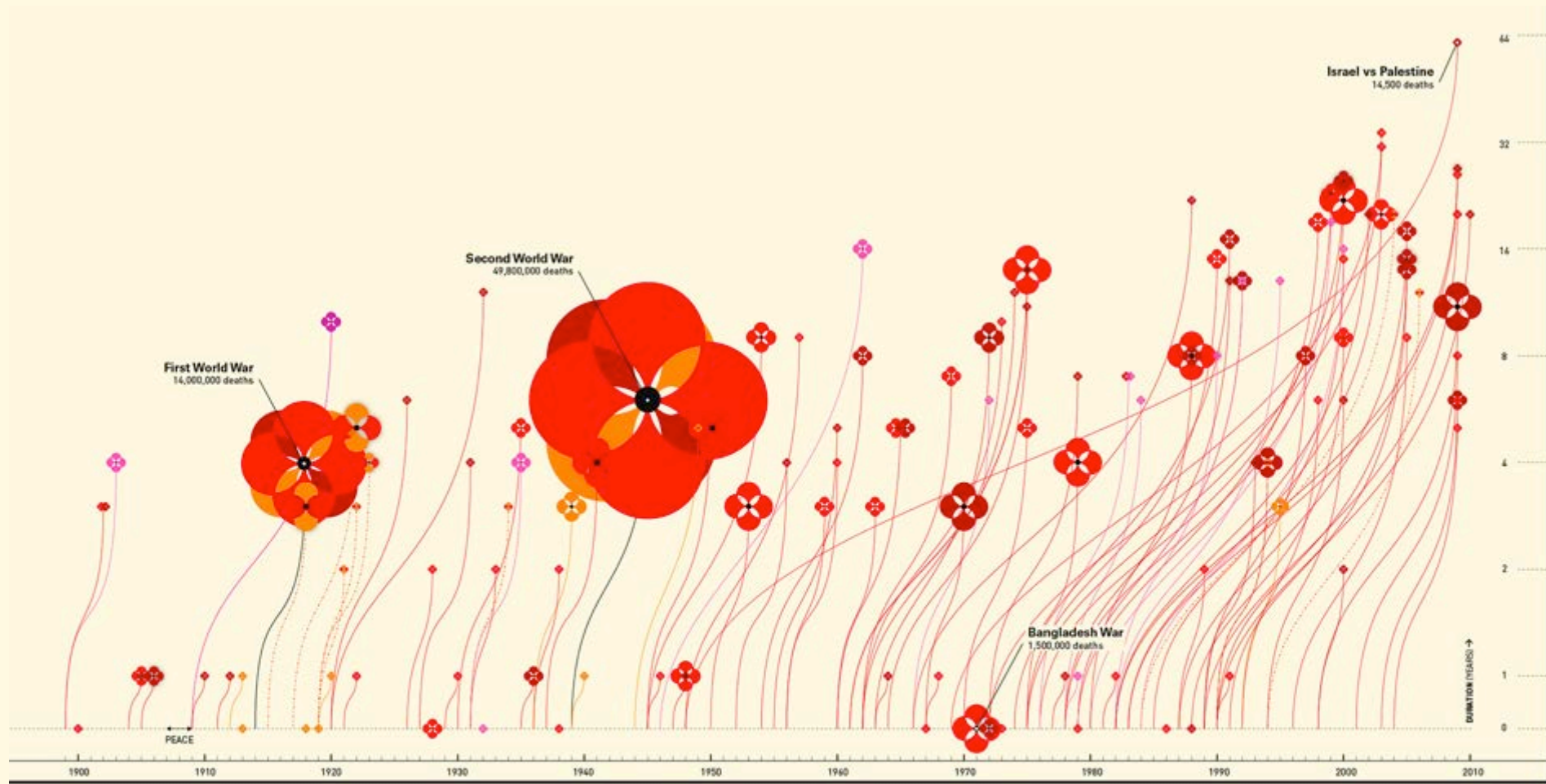


This information was generated by the Bubble Chart Generator
 An online tool for creating bubble charts
 Visit our website: www.bubblechartgenerator.com
 Email: info@bubblechartgenerator.com

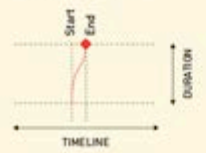
Source: WHO World Health Report, 2002
 Data available from: www.who.int
 More statistics: www.who.int
 © 2002 WHO

Created, design, research, Deviant Garden
 Information: www.deviant.com
 Register: www.deviant.com

© 2002 WHO World Health Report, 2002
 Data available from: www.who.int
 More statistics: www.who.int
 Email: info@bubblechartgenerator.com



POPPY DIAGRAM



The remembrance poppy commemorates soldiers who have died in war. Each poppy in the diagram depicts a war of the last century (with more than 10,000 deaths). The stem grows from the year when the war started. The poppy flowers in the year the war ended. Its size shows the number of deaths.

NUMBER OF DEATHS IN THOUSANDS (POPPY'S SIZE)



REGIONS INVOLVED IN WARS (POPPY'S COLOUR)



Takeaways: Data Visualizations

- More data available for analysis than ever
- More visualization technologies than ever
- Time to expect more out of data visualization
- Data visualizations help users interpret and act on data faster
- Data visualizations can be interactive and responsive
- Data visualizations on handheld devices can say so much more with a single image



Multi-Channel Interactions

Touch Screens



Gesture Input



Voice Input



Audio Output



Source: *The Movie Her*.

Takeaways: Multi-Channel Inputs

- New interaction possibilities
- New user interfaces
- Improved user experience
- Increased efficiency
- Well spread in the consumer space
- Implications for the enterprise space



Gamification

Gamification

- Game mechanics not games
- Engage users in solving problems or achieving goals
- Intrinsic and extrinsic motivations
- Examples:
 - Education: Learning objectives
 - Entertainment: Fan loyalty
 - Enterprise: Employee performance
 - Health: Diet and fitness objectives



GAMIFICATION AND YOUR BUSINESS

Gamification allows businesses to succeed, both internally and externally. So, how do you gamify your business?

1.

Understand what your employees and customers want.

2.

Understand your product.

3.

Offer employees a reason to engage and customers a reason to return.

4.

Provide a clear goal to pursue.

5.

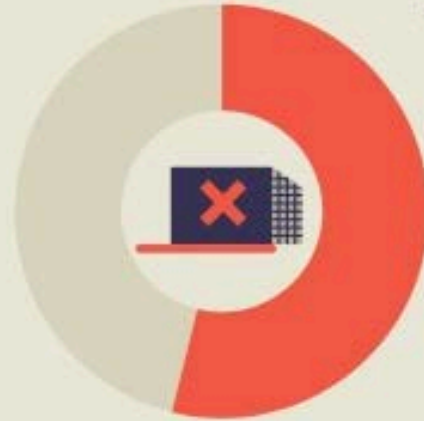
GIVE BACK.

SOURCES: Forbes | MakeTheirDay | Gallup | Giga | iGamiity



GAMIFICATION FOR YOUR CUSTOMERS

Customer engagement, retention, and loyalty are paramount to a successful business.



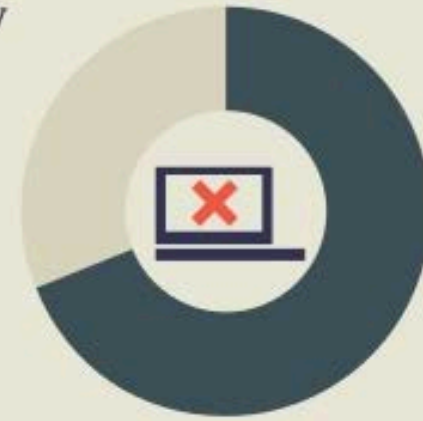
Currently, most consumers don't actively engage with brands.

54%

of customers are inactive in loyalty programs.

69%

don't use online communities.



HOW

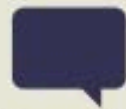
do you get these disengaged consumers involved in your brand?

GAMIFICATION.

According to Gigya, adding gamification to your site **boosts engagement by almost 1/3.**

IN FACT, WITH GAMIFICATION...

↑ **13%**



Commenting

↑ **22%**



Social Sharing

↑ **68%**



Content Discovery

↑ **140%**



Onsite Time

↑ **600%**



Shop Clicks

↑ **2,000%**



Social Sales

CONSUMER GAMIFICATION IN PRACTICE

Engaging your customers is one of the most important things a company can do. It can be as easy as giving consumers discounts for spending a certain amount with your company.



Leaderboards

The screenshot displays the Salesforce Nitro interface for user Robert Mullany. The main content area features four leaderboards for the current quarter:

- Point Leaders this Quarter:** Robert Mullany (1,350 Points), Russell Wilson (1,100 Points), Michael Scott (779 Points).
- Dollar Leaders this Quarter:** Robert Mullany (\$60,000), Michael Scott (\$23,000), Russell Wilson (\$12,000).
- Quota Leaders this Quarter:** Robert Mullany (4%), Russell Wilson (1%), Michael Scott (0%).
- Biggest Deals this Quarter:** Robert Mullany (\$60,000), Michael Scott (\$23,000), Russell Wilson (\$12,000).

The left sidebar includes a profile for Robert Mullany with 1,350 Points, a Quarterly Quota progress bar, a 'Fill the Funnel!' challenge, and a list of team members: Patrick Sharp and Jonathan Torres.

Source: <http://www.cmswire.com/cms/social-business/bunchball-launches-nitro-for-salesforce-expands-gamification-reach-to-customer-service-019173.php>

Leaderboards

Dollars
All Time

4:46 PM MARCH 21, 2013

Matt Franklin

1	Matt Franklin	\$1,750,000
2	Tina Howell	\$1,189,800
3	Vivian Logan	\$832,400
4	Caroline Jasper	\$580,000
5	Jim Sandberg	\$308,000
6	Joe Fallmount	\$293,550
7	Lucy Lynx	\$285,000
8	Ken Johnson	\$230,000
9	Alexis Borne	\$175,000
10	Kevin Smith	\$165,000

#1

\$1,750,000



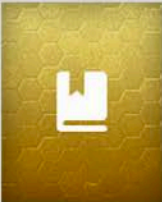

Source: <http://www.bunchball.com/products/nitro-salesforce>

Plantville by Siemens



Source: [http://www.plantengineering.com/media-library/plantville-presented-by-siemens-industry/8f4c19b15c775a55c863a31899d19120.html?tx_ttnews\[pointer\]=1](http://www.plantengineering.com/media-library/plantville-presented-by-siemens-industry/8f4c19b15c775a55c863a31899d19120.html?tx_ttnews[pointer]=1)

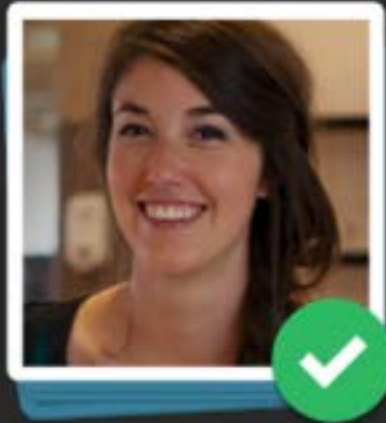
Quests and Missions

	<p>Tweet about us!</p> <p>Think you can tell us just how much you love our products in 140 characters or less?</p>	<p>Accept the challenge</p>	<p>50 Points</p>
	<p>Write a review of us</p> <p>We always aim for 5 stars, and we love feedback! Head on over to our website and review our services.</p>	<p>Accept the challenge</p>	<p>45 Points</p>
	<p>Make a case study</p> <p>Have our services helped your business soar? Write a case study about how you use our services and what value they've added to your company.</p>	<p>Accept the challenge</p>	<p>185 Points</p>
	<p>Link to us on your website</p> <p>Show your support and put a link to our website on your Partners page. Don't have a Partners page? Get in touch and we'll help find a good spot for a link.</p>	<p>Accept the challenge</p>	<p>250 Points</p>

Source customeradvocacy.com

Face Game

Remember coworkers names better



Suzy Thompson

Emma Smith

Kathleen Lee

Brittany Phillips

TIMER

16s

ACCURACY

5 out of 8

Be recognized & track your progress



SCORE: 1380 PTS

YOUR HIGH SCORE: 1420 pts

Challenge your colleagues

	Charles Patel	2,200 pts
	Janice Russell	2,100 pts
	Frances Jimenez	2,000 pts
	You	1,900 pts
	Jacob Ferguson	1,800 pts
	Kenneth Jackson	1,700 pts
	Kimberly Marshall	1,600 pts

Takeaways: Gamification

- Enormous gains
- Performance gains
- Cost reduction
- Improved employee learning and training
- Customer loyalty
- Must have the right game mechanics and user motivations
- Intrinsic motivations more effective than extrinsic ones

Takeaways



PROGRESS EXCHANGE²⁰¹⁴

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