# User Experience & User Interface

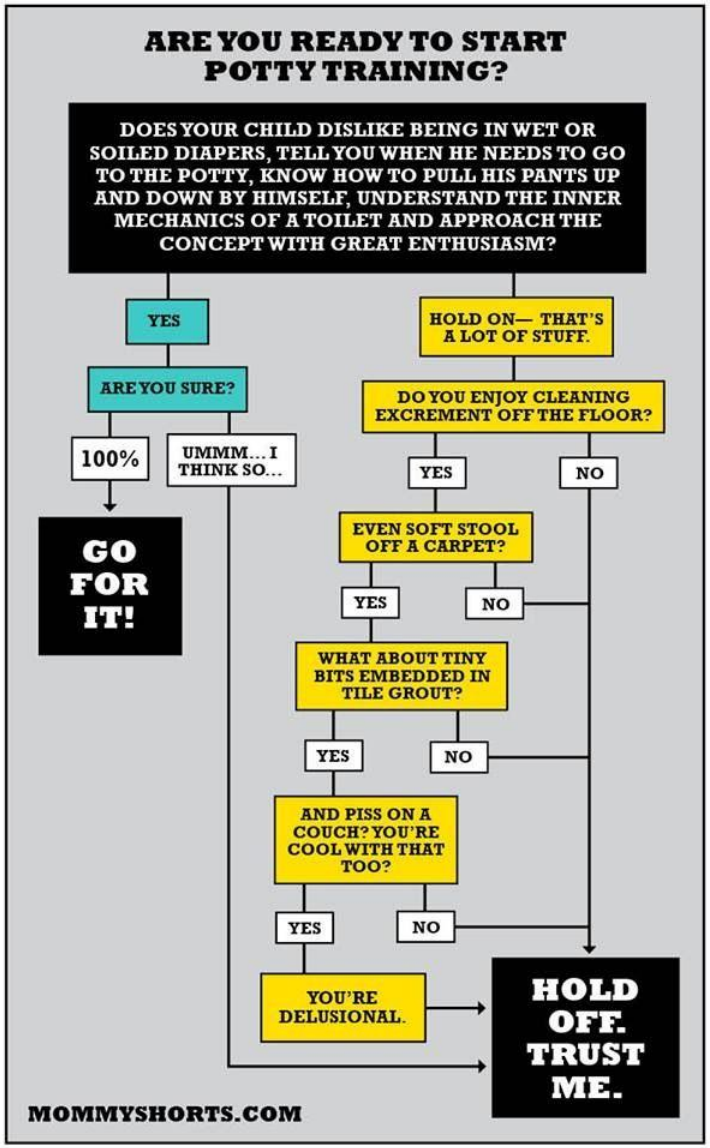
Sept 2017



# UI/UX - High-level Goals

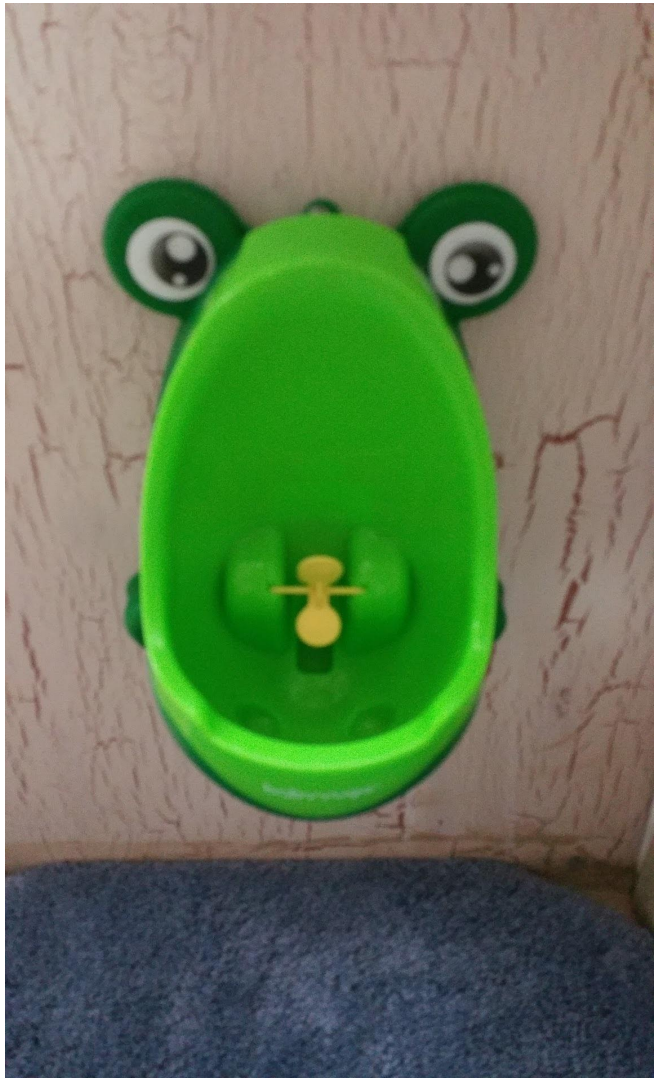
1. Give a great first impression and a positive lasting impression
2. Focus on the problem the user has to solve
3. Keep the UI simple
4. Be consistent
5. Enable collaboration
6. Provide feedback for user actions
7. Gather feedback from users and adapt as needed
8. Smooth integration with other tools
9. Localization based on expected languages of user

# Application and user






# Choices





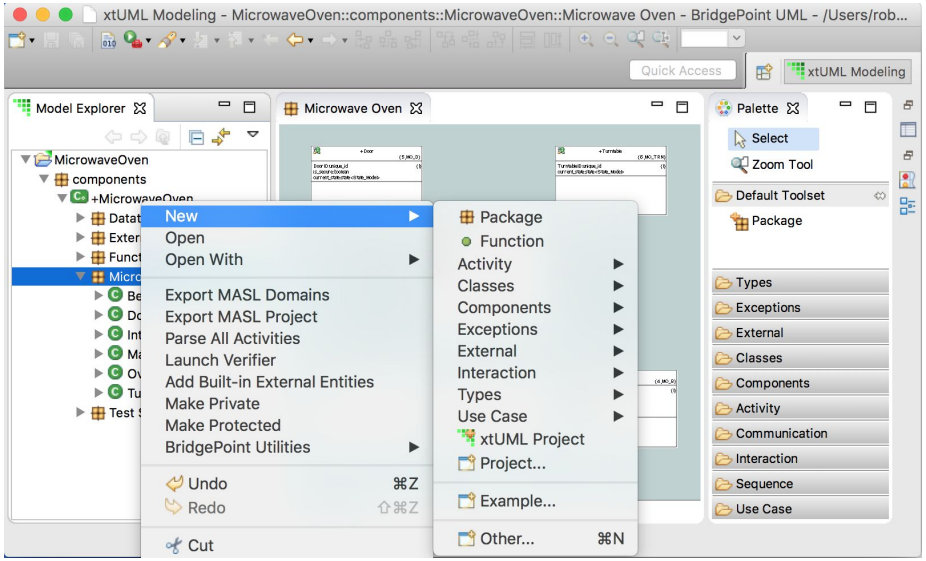


# Get Feedback From Experts ( and Users ;) )

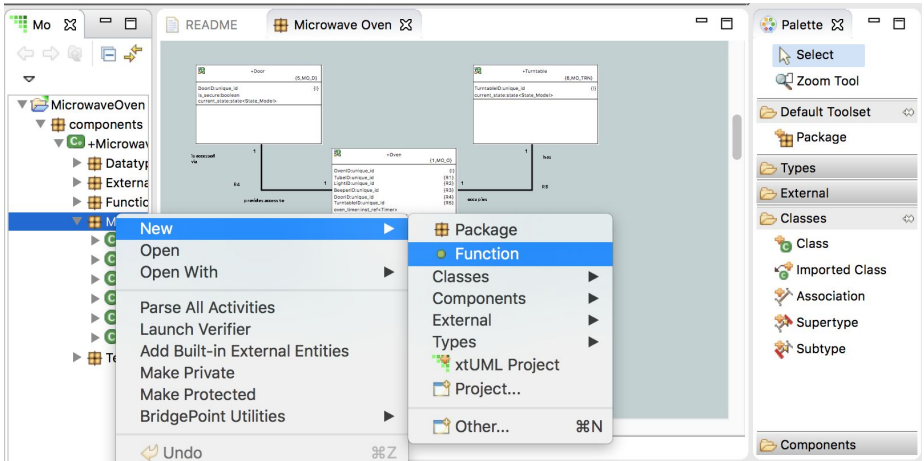


# Incremental Progress (progress since Cheltenham meeting)

Before:



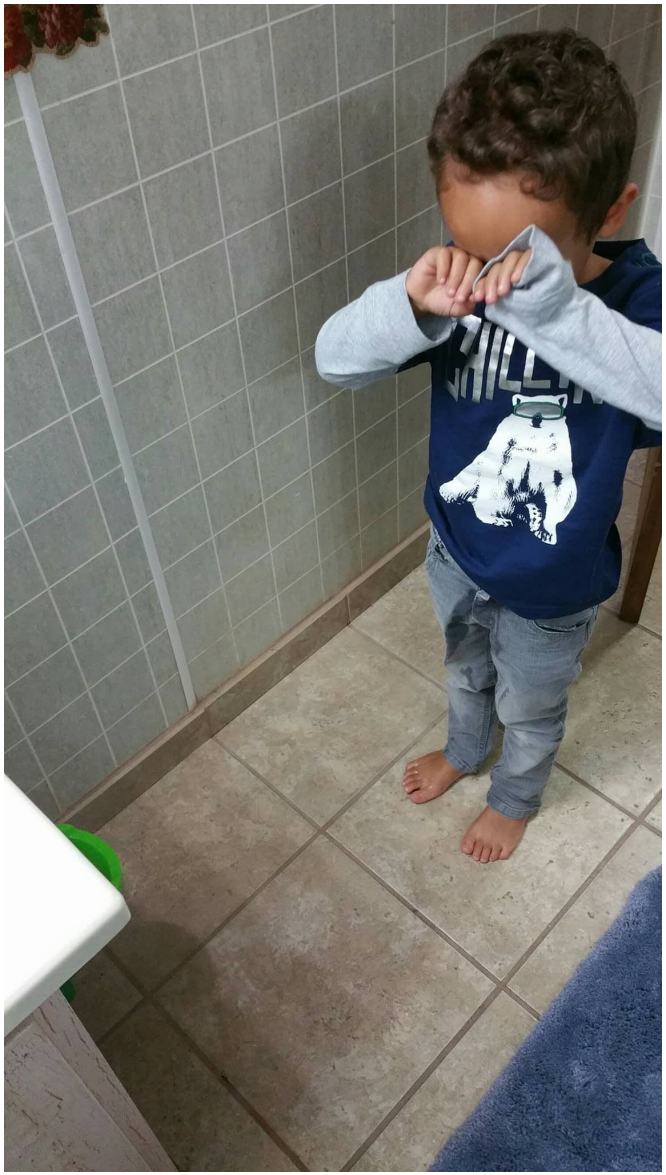

After:




- Modeler and Developer versions
- Filter the number of options down
- Assure features are "complete" before they are introduced

— LTS

# Incremental Progress

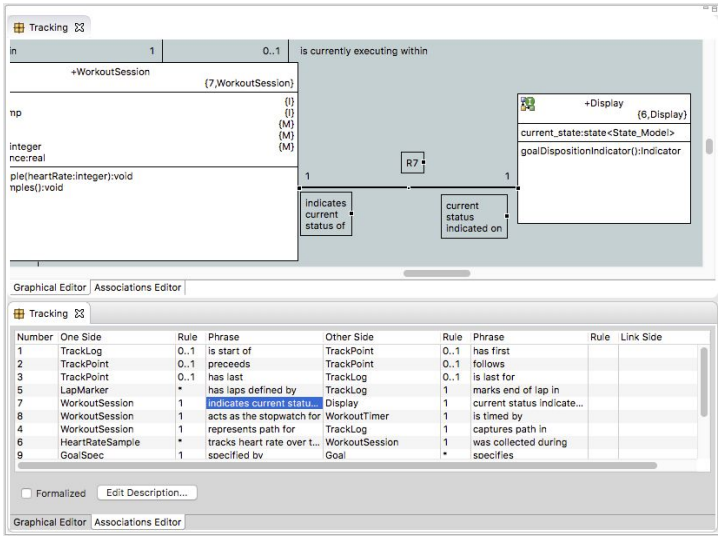


- Keep moving forward: “incremental, always improving”

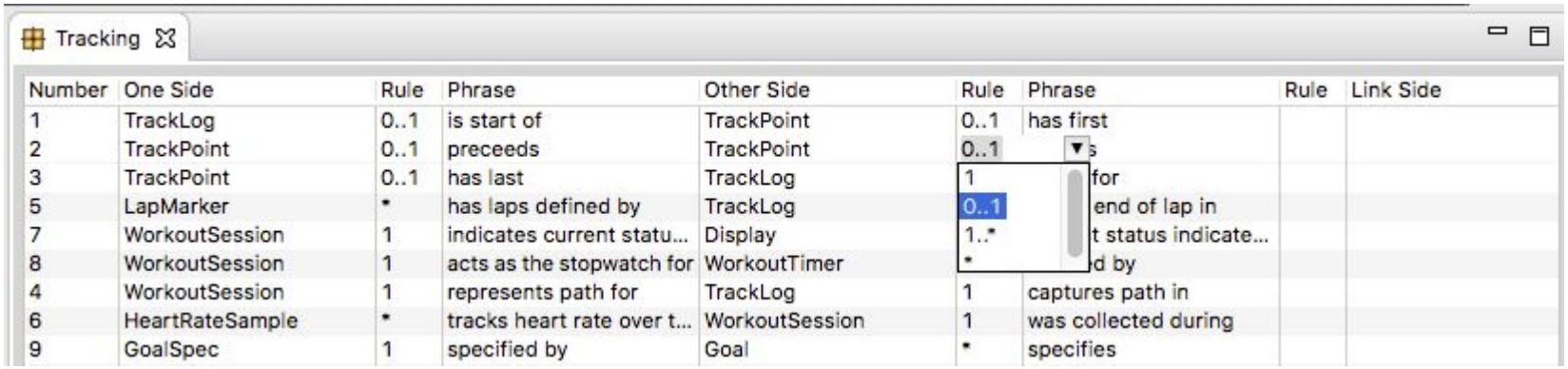
# Next Steps - User Experience should entice the user with pleasant surprises



# Incremental Progress

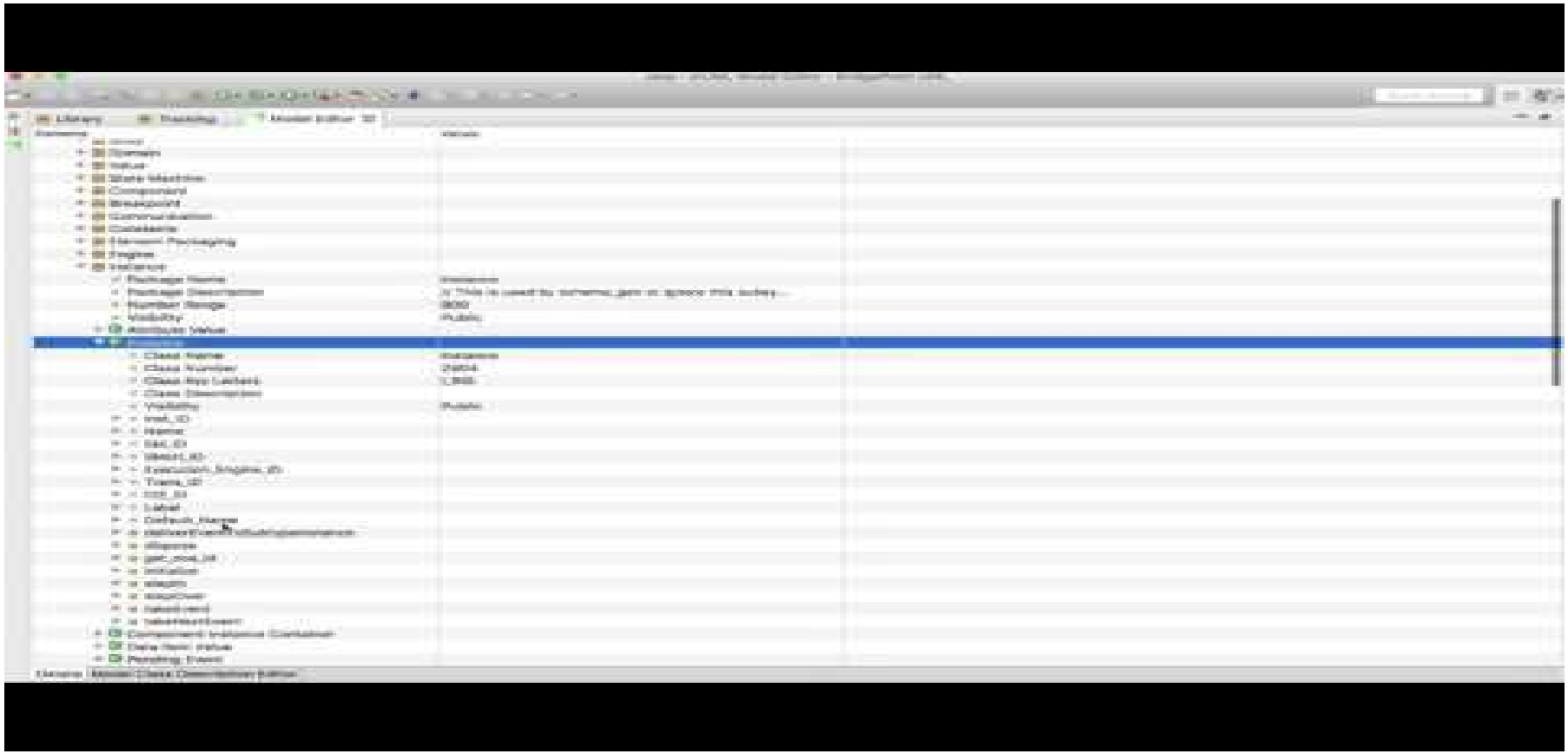



- Experiment
  - Edit entire relationship



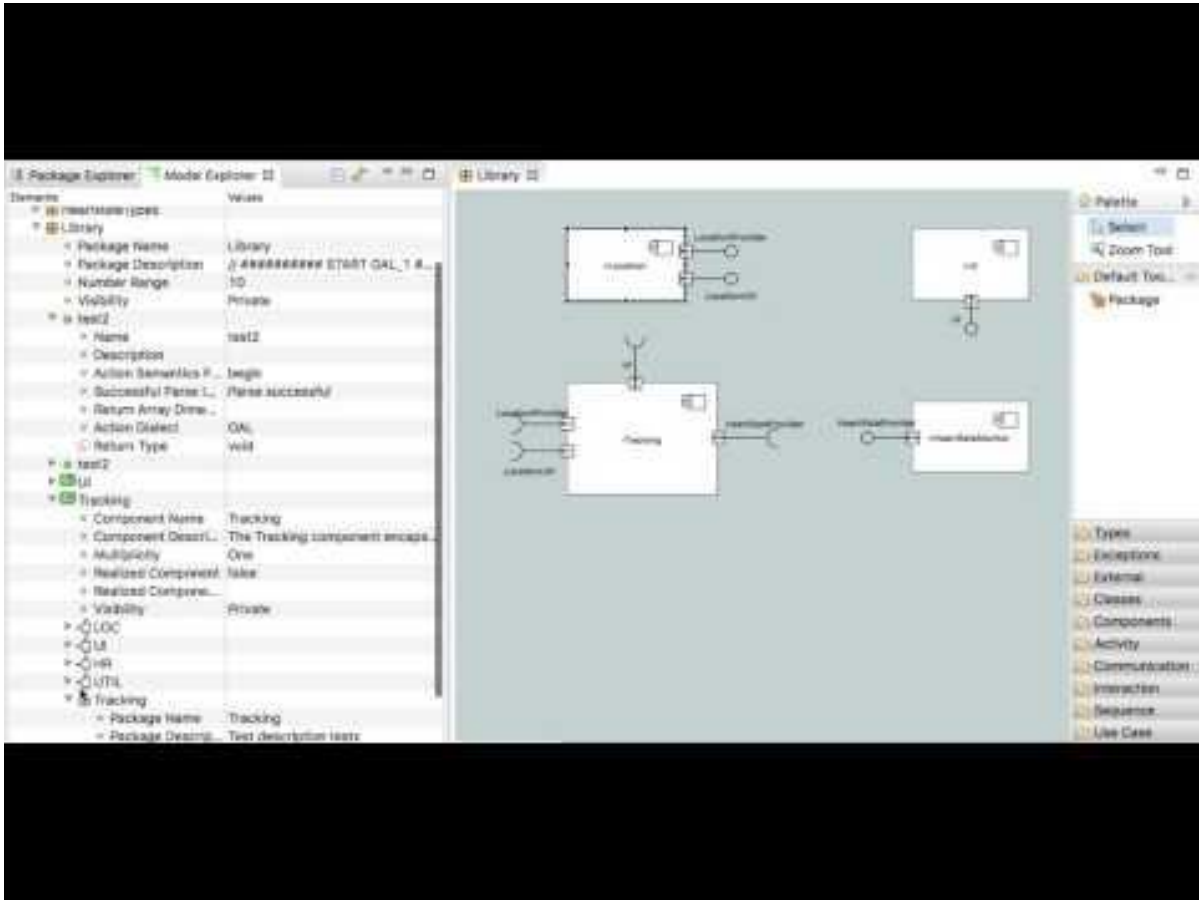
# Incremental Progress

- Experiment
  - tabbed view

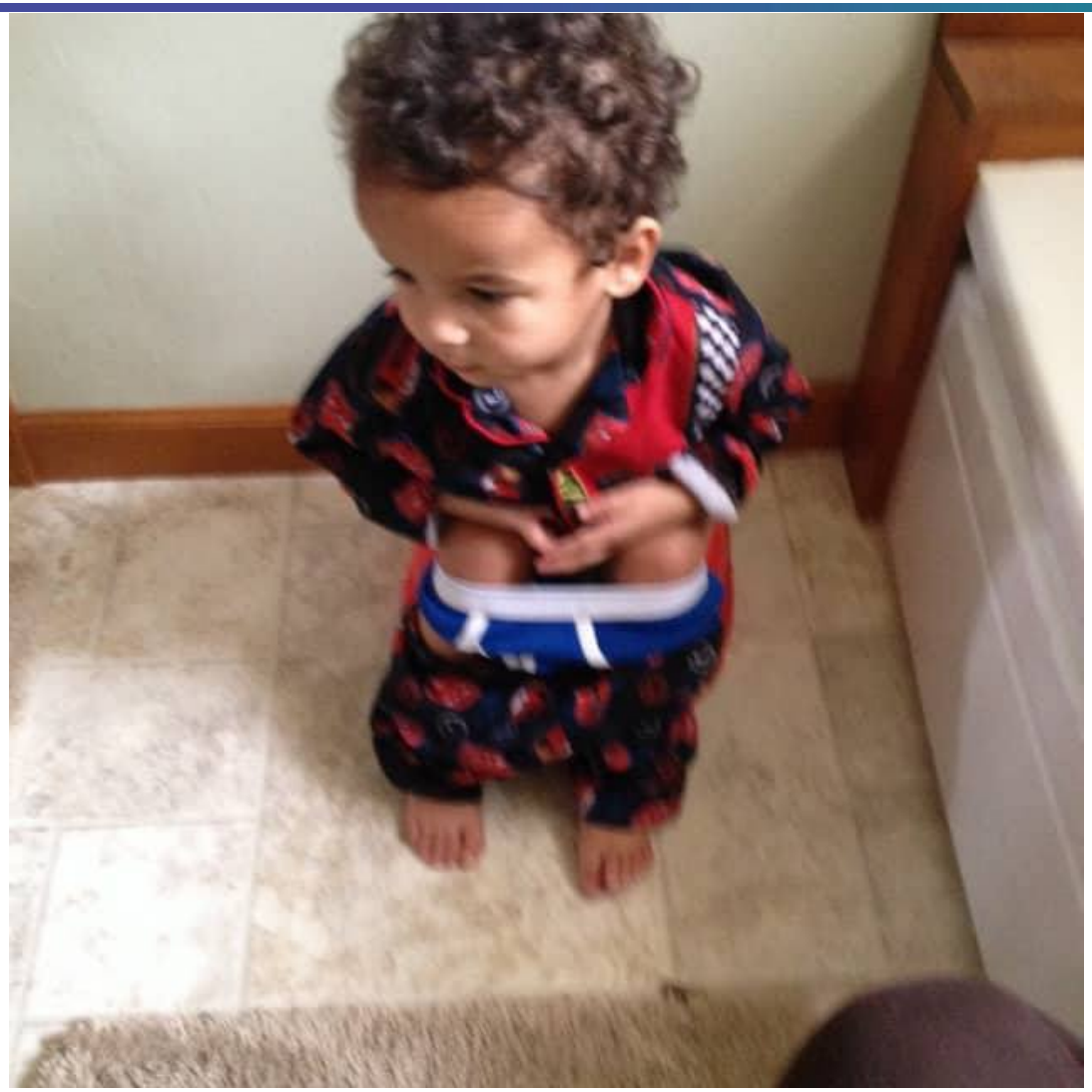


# Incremental Progress

- Experiment
  - Enhanced ME



# Incremental Progress



# Next Steps - suggestions

- More filtering
  - "Properties View is painful!" (Tower)
  - Palette
- Task-specific workflows
  - Less clicks, less options for entry
- In-place editing
  - Ability to edit in the canvas
- Consistency across available views
- Analyze what others do well (iUML, etc...)
- Enhanced Model Explorer
  - Tabbed View
- Measured Improvement
  - Scorecard?

# Summary / Your ideas?

- Always keep high-level goals in mind
- Remember our mantra: **"Incremental, always improving"**

- What would you like to see?

# Andre’s Decision






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