

The messed up story of U and my X

Monday 13 February 2017 15:00 (15 minutes)

User experience (UX) is hard. Hard to comprehend, implement and plan efficiently but very easy to underestimate or worse, ignore.

The talk will focus mainly on the importance of the user-centered interface development and the logic behind it. We will discuss the reasons why UX is not a simple concept for developers but also ways to accomplish a pleasant user experience with no nitty-gritty details about the implementation. We will also look into some common mistakes and things to remember before implementing a new app or feature or refactoring existing ones.

Lastly, I will talk about my experience in developing web applications targeted to CERN users and the lessons I acquired regarding the design of user interfaces in the last 4 years.

Level

Beginner

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