

Writingis designing Words and the user experience



Michael is a Senior UX Architect at Allstate focused on Conversation Design. Andy is a UX Content Strategy Manager at Adobe.

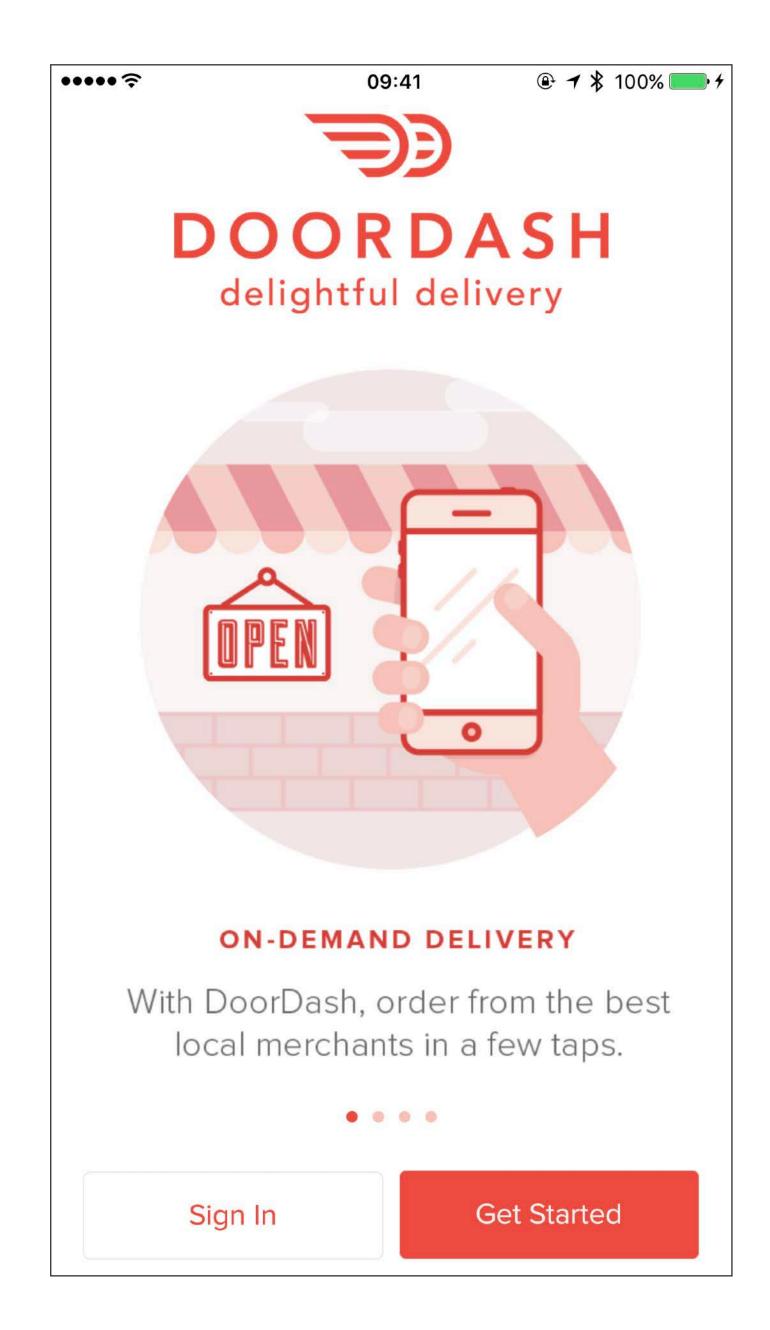
We use he/him pronouns.

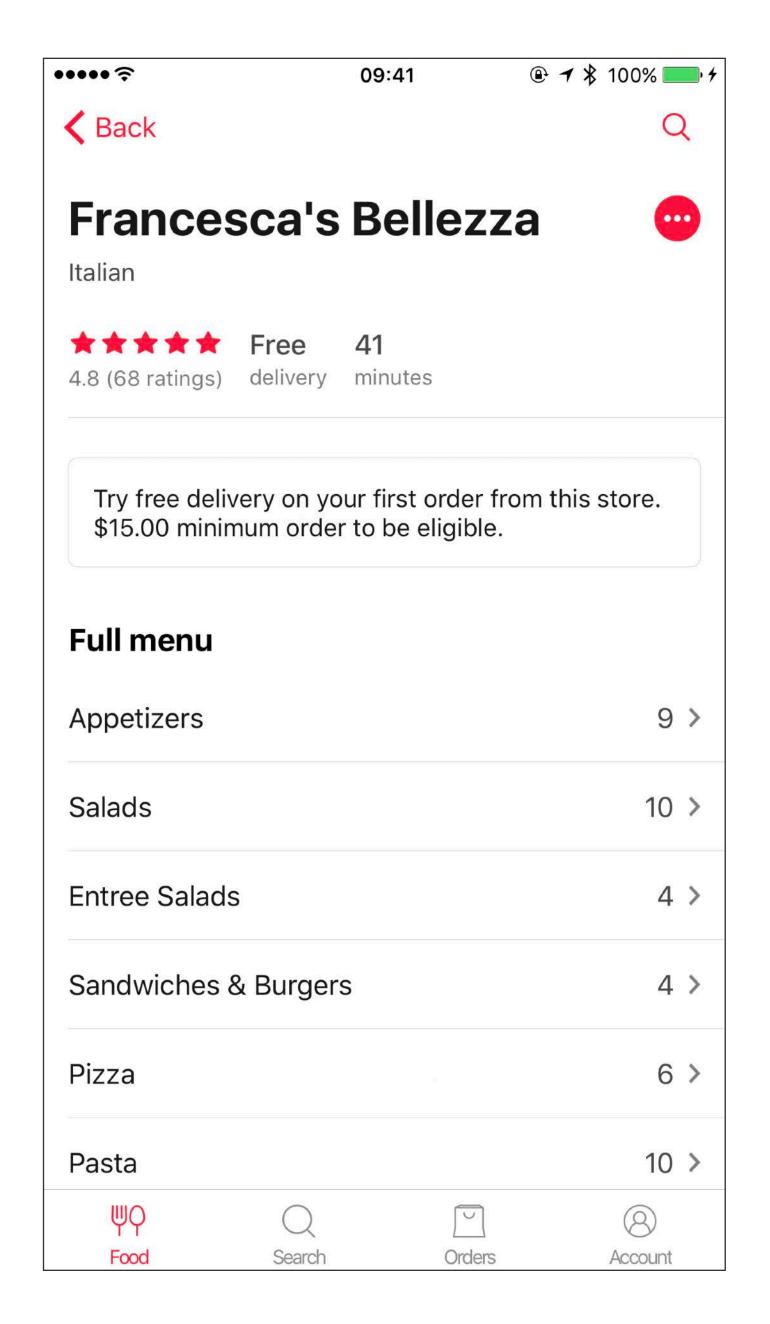
Writing is designing

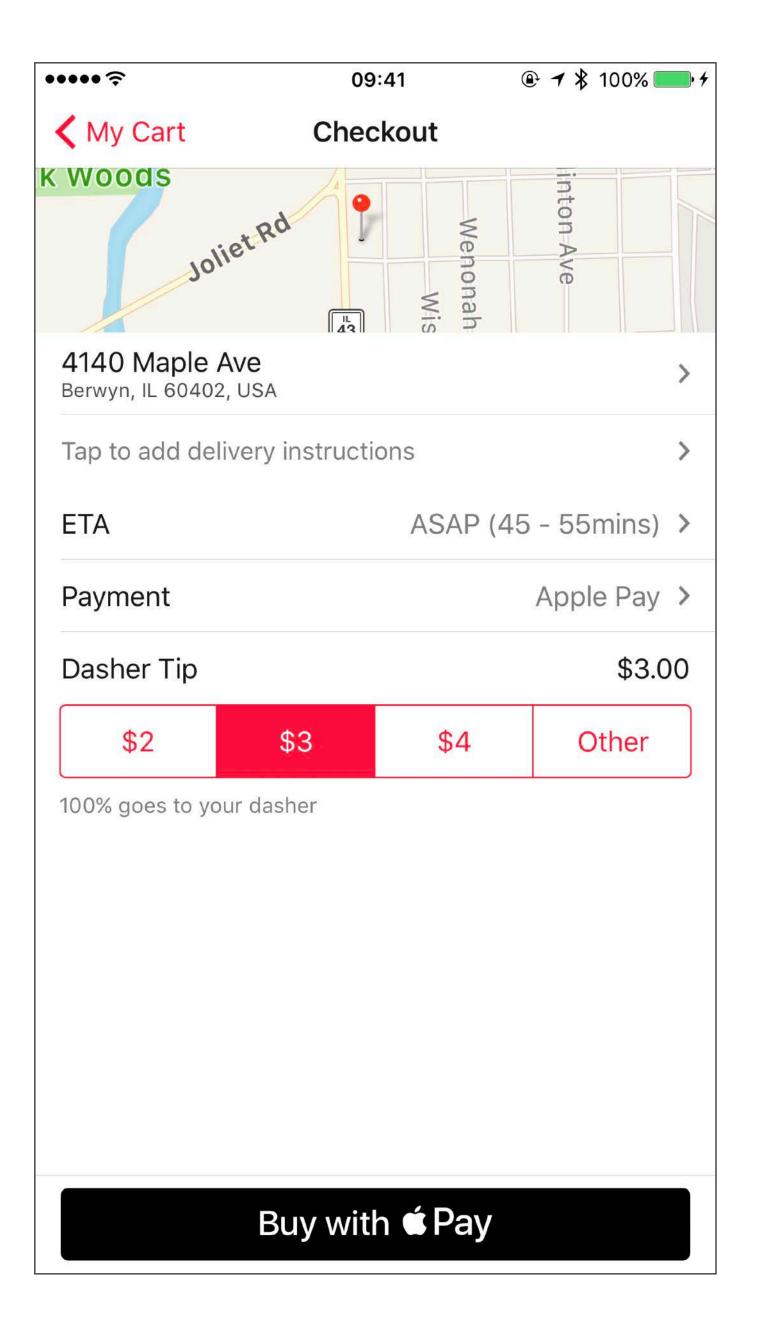
Errors are opportunities

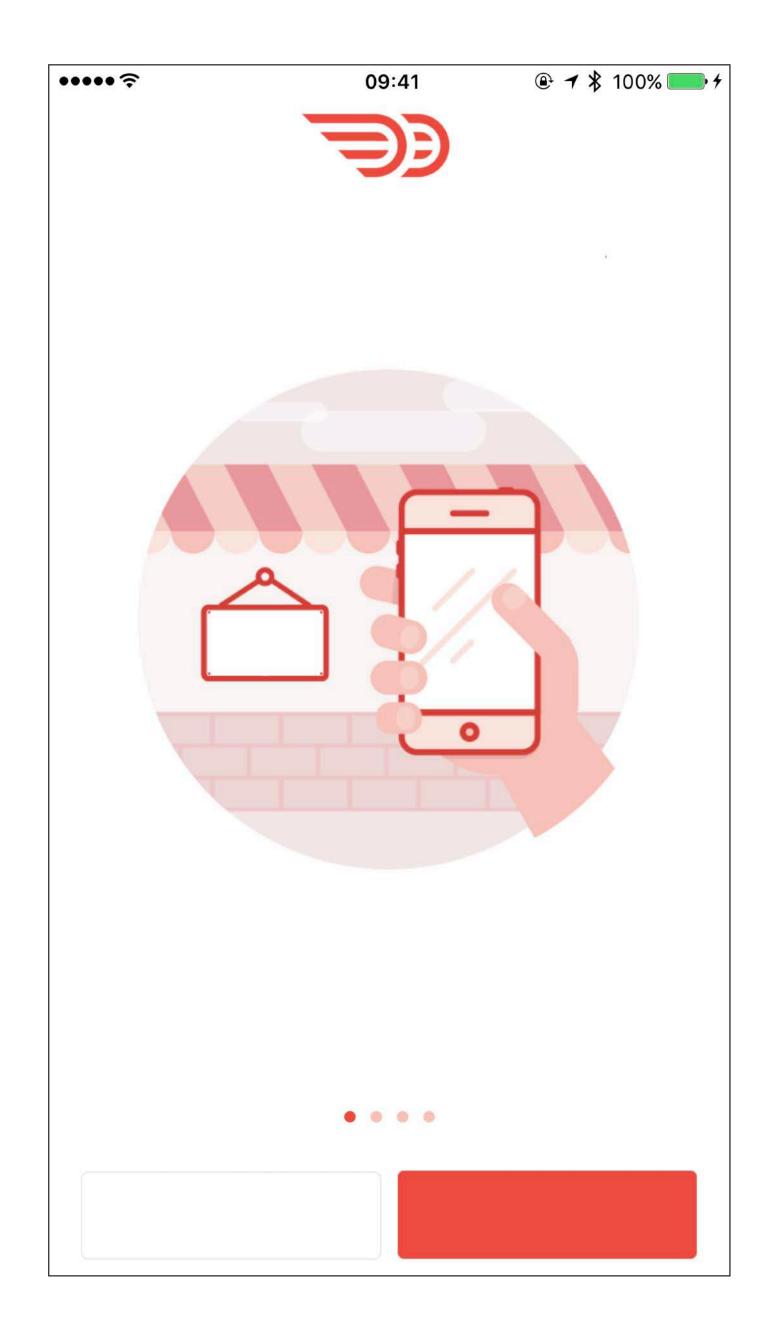
Writing is designing Find the words for the people you serve

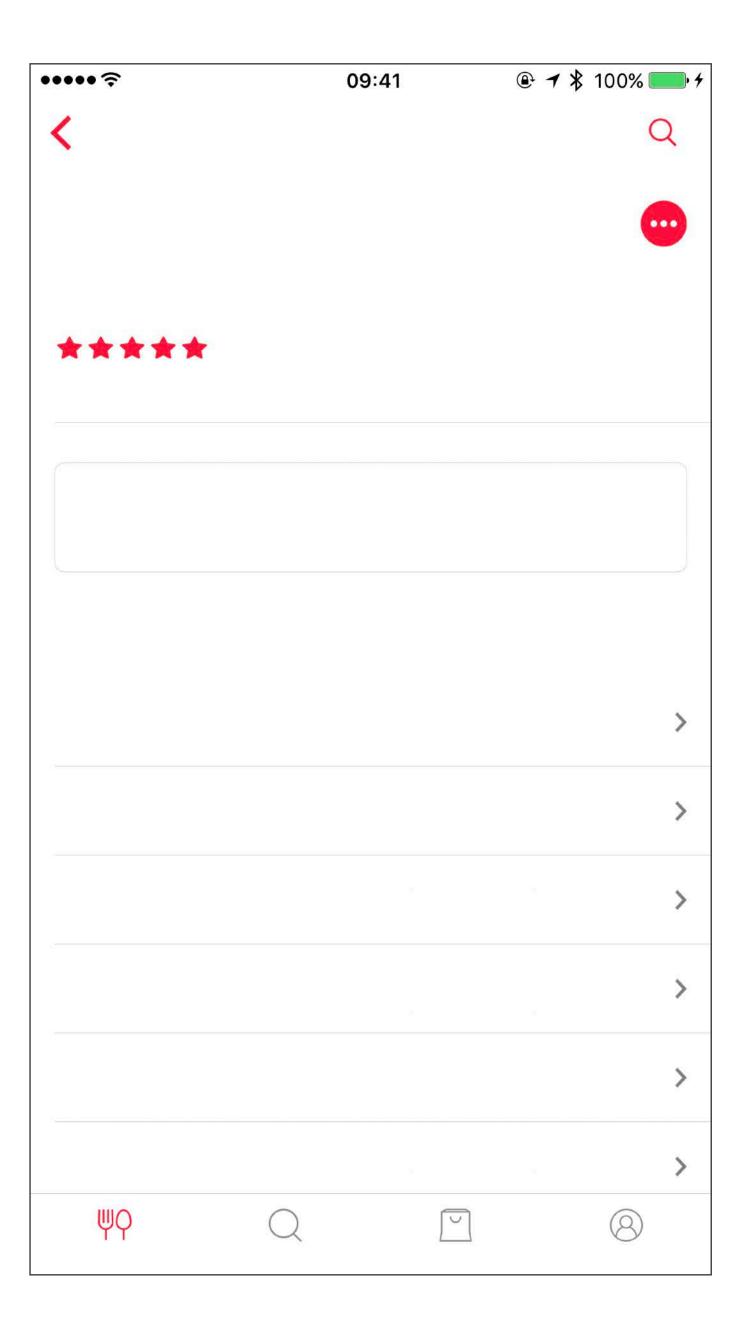


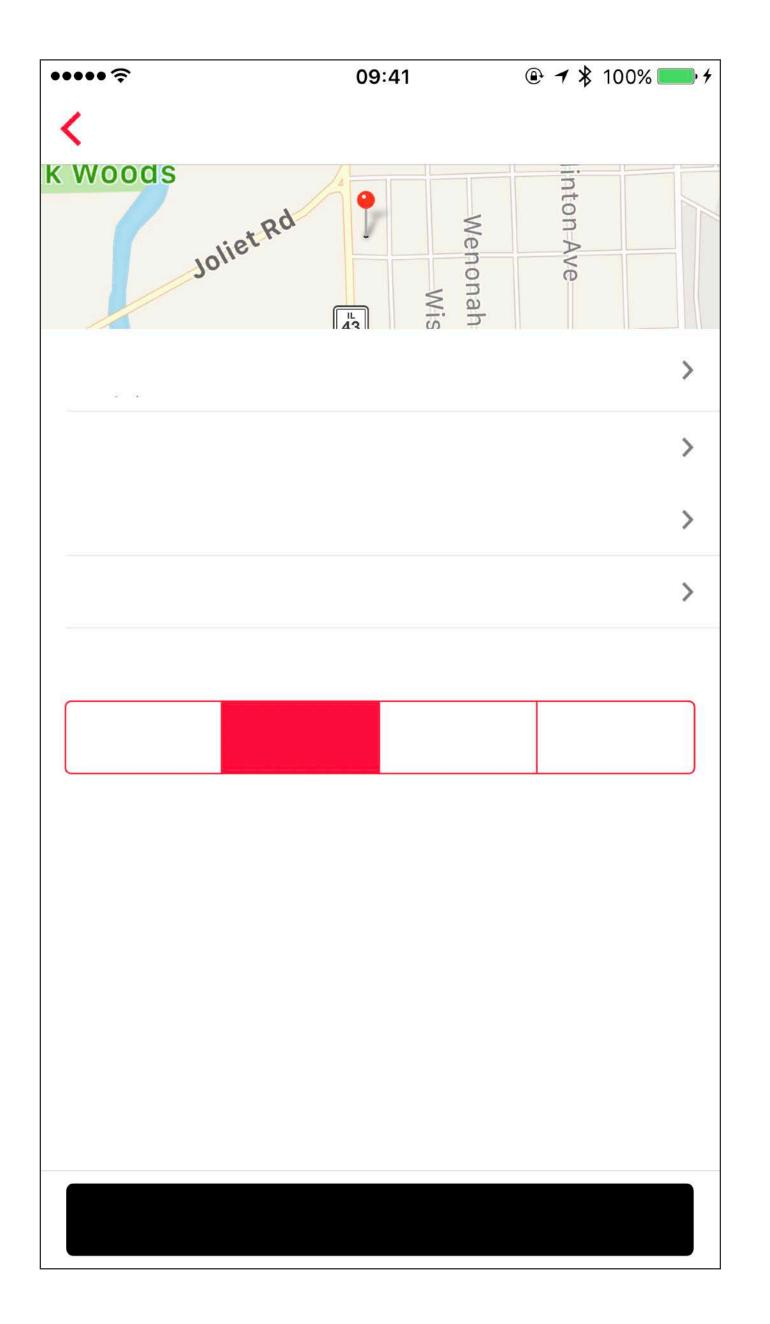












To find the right words, writing and design need to team up in your brain and work together.



I work on digital products and physical goods, so I'm deeply involved in the design process. But I also want to call out early that my process is the design process. I don't write fiction or short stories; I use language to solve problems—whether that's behind the scenes or in the product itself. I use words as material.

> Nicole Fenton Co-Author, Nicely Said

Button

A writer might ask:

- What are the right words for this button?

Button

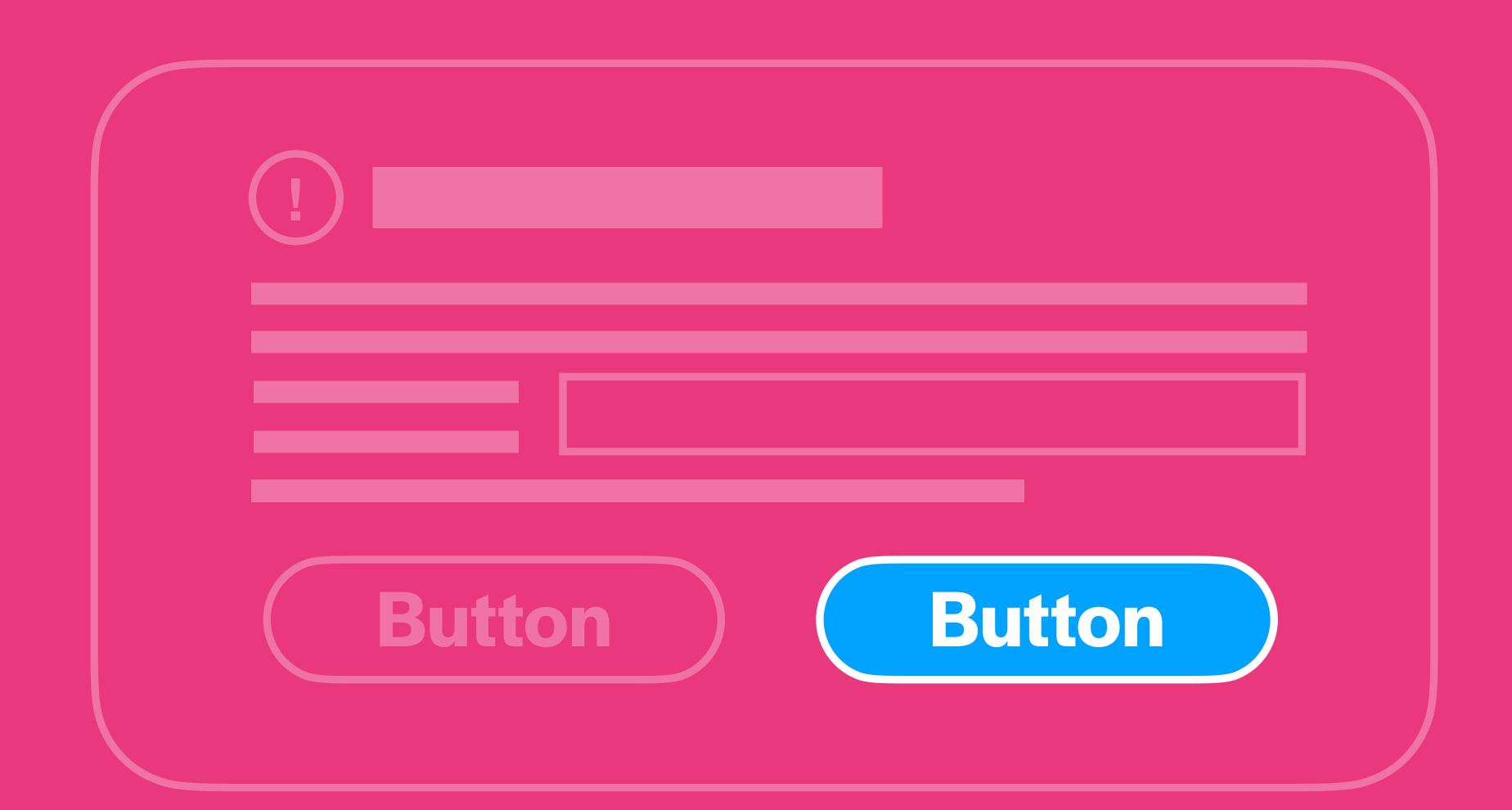
Done? Continue? Finish? Complete?

A UX writer or a designer might ask:

- What are the entry and exit points?
- What action immediately follows pressing this button?
- Are we using the right messaging component here?

Button

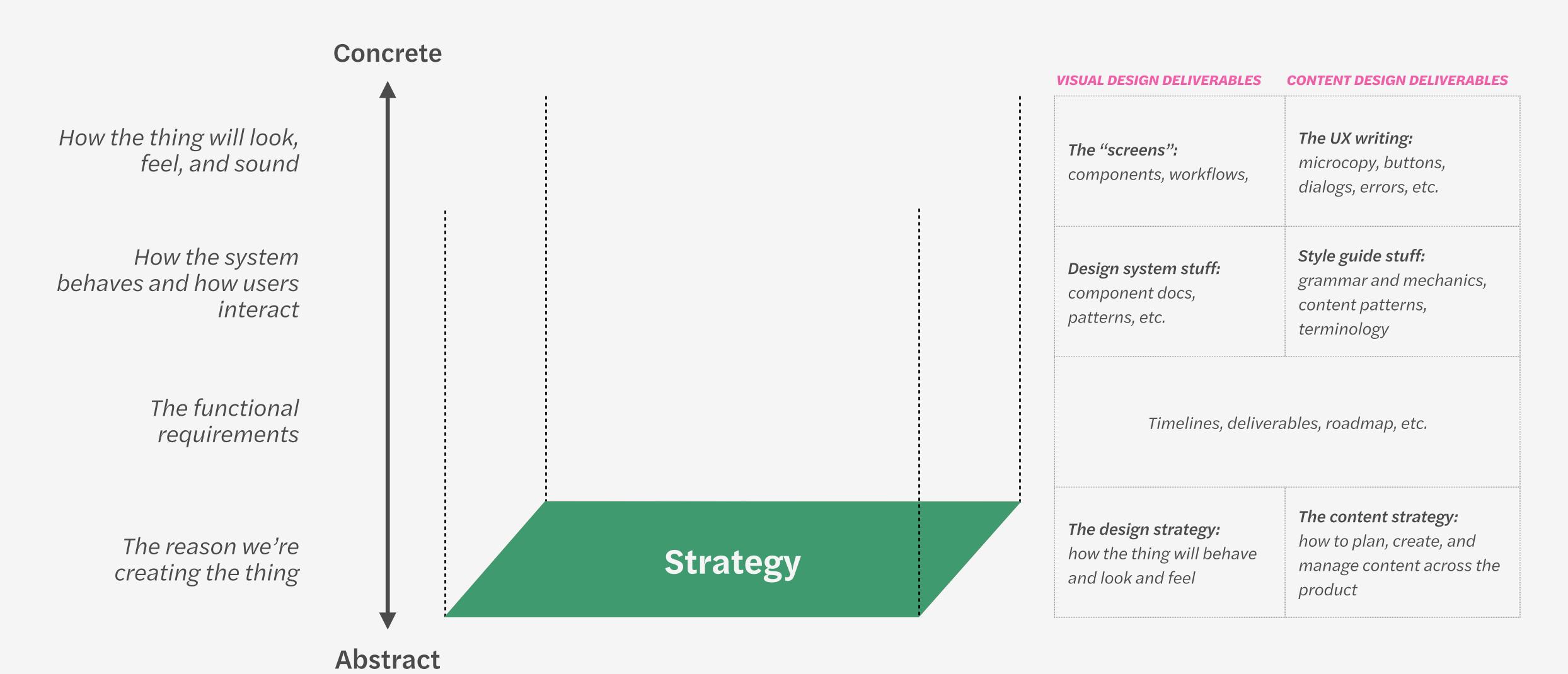
- What's the inverse action?
- How does it translate/localize?
- Does it fit within our voice and tone strategy?



Writing is about fitting words together. Designing is about solving problems for your users.

We design with words.

The Five Four Layers of UX



So if words are such an important part of design, why do we often think of design in terms of visual tools?



Don't mistake making a deliverable with making a difference.

Your writing should be.... 1. Usable 2. Useful 3. Responsible

Your writing should be.... 1. Usable

2. Useful3. Responsible

Help users do stuff

A link that takes you to the app's search feature is way more usable than trying to explain where the search icon is.

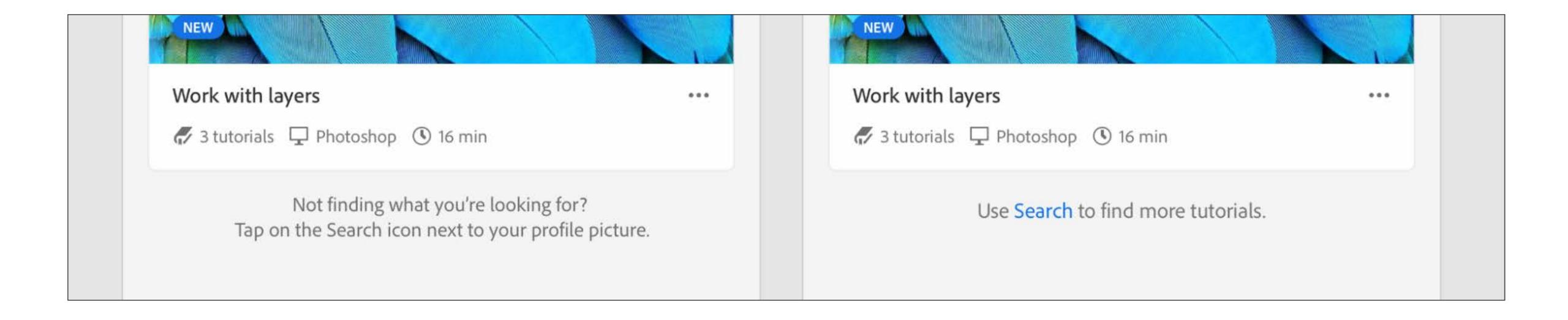


Figure out if people can use the words you've written.

Sarah Richards, author of Content Design, points out that if the words you write for something aren't accessible to everyone, you've made a design choice that prevents people from using that thing.

In a study with **821 participants**, customer service behavior was found to be one of the **four most important** usability factors out of **76 possibilities**.

"Customer Service Behavior included items that were related to the friendliness and politeness of the system, its speaking pace, and its use of familiar terms."

Melanie Polkosky, PhD

Toward a Social-Cognitive Psychology of Speech Technology: Affective Responses to Speech-Based e-Service

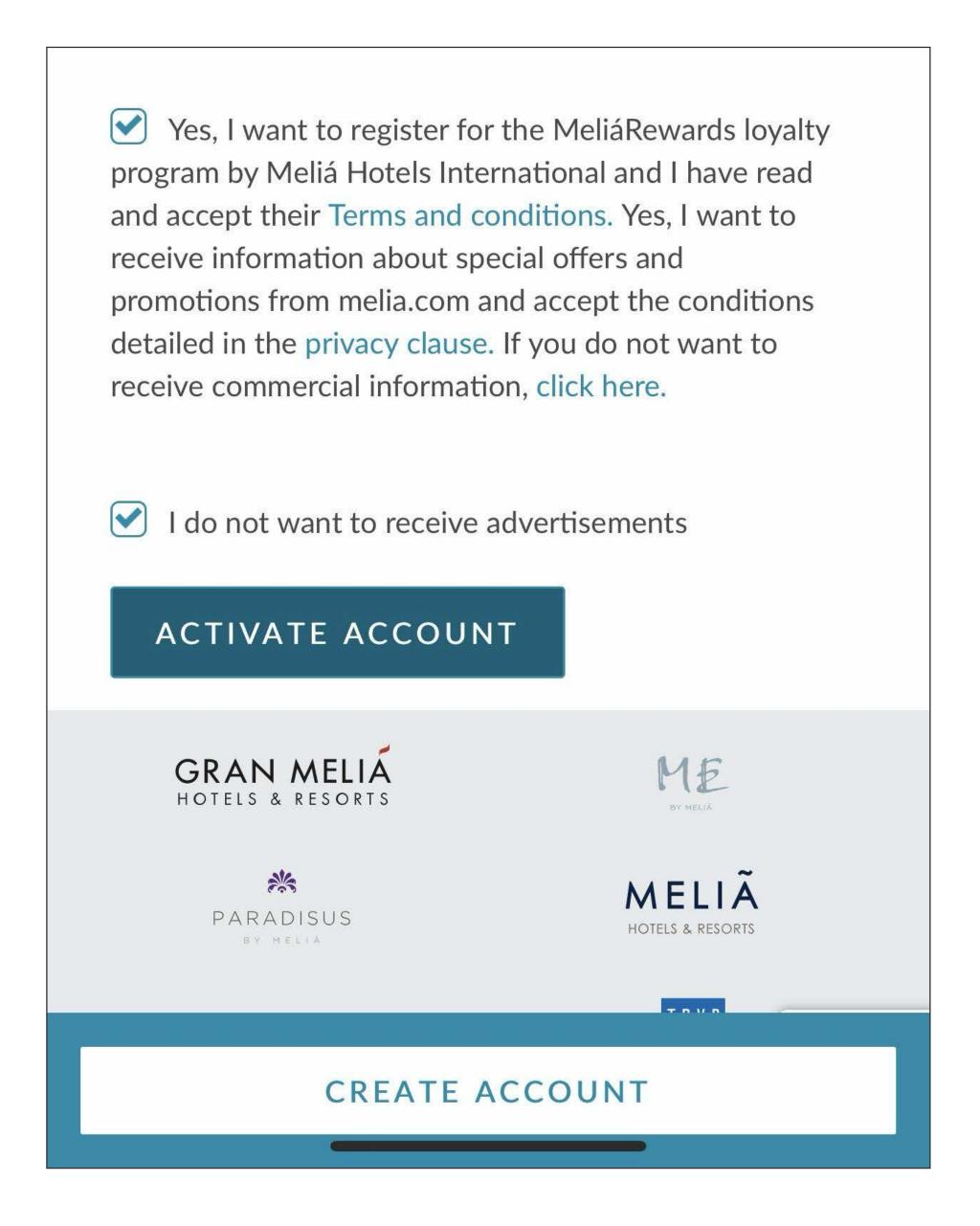


Human communication is the most important gift we have, whether it's through speech or writing. I really do think that human beings are worth fighting for, especially as technology overtakes more and more of what it means to be human.

Melanie Polkosky, PhD

Author, Uncovering Truffles: The Scarcity and Value of Women in STEM

Your writing should be.... 1. Usable 2. Useful 3. Responsible



Do what users want

The team responsible for this reservation system is using writing and design to force people into the loyalty program and email lists when they're just trying to book a room.

Sign up

Pinterest may contain links to third party websites, advertisers, services, special offers, or other events or activities that are not owned or controlled by Pinterest. We don't endorse or assume any responsibility for any such third party sites, information, materials, products, or services. If you access any third party website, service, or content from Pinterest, you do so at your own risk and you agree that Pinterest has no liability arising from your use of or access to any third party website, service, or content.

More simply put

Pinterest has links to content off of Pinterest. Most of that stuff is awesome, but we're not responsible when it's not.

Explain yourself

Creating legal agreements that use plain language so people can actually understand what they're agreeing to? Very useful.

Writers need to understand a **product's purpose** and their **users' needs** to
create useful experiences.

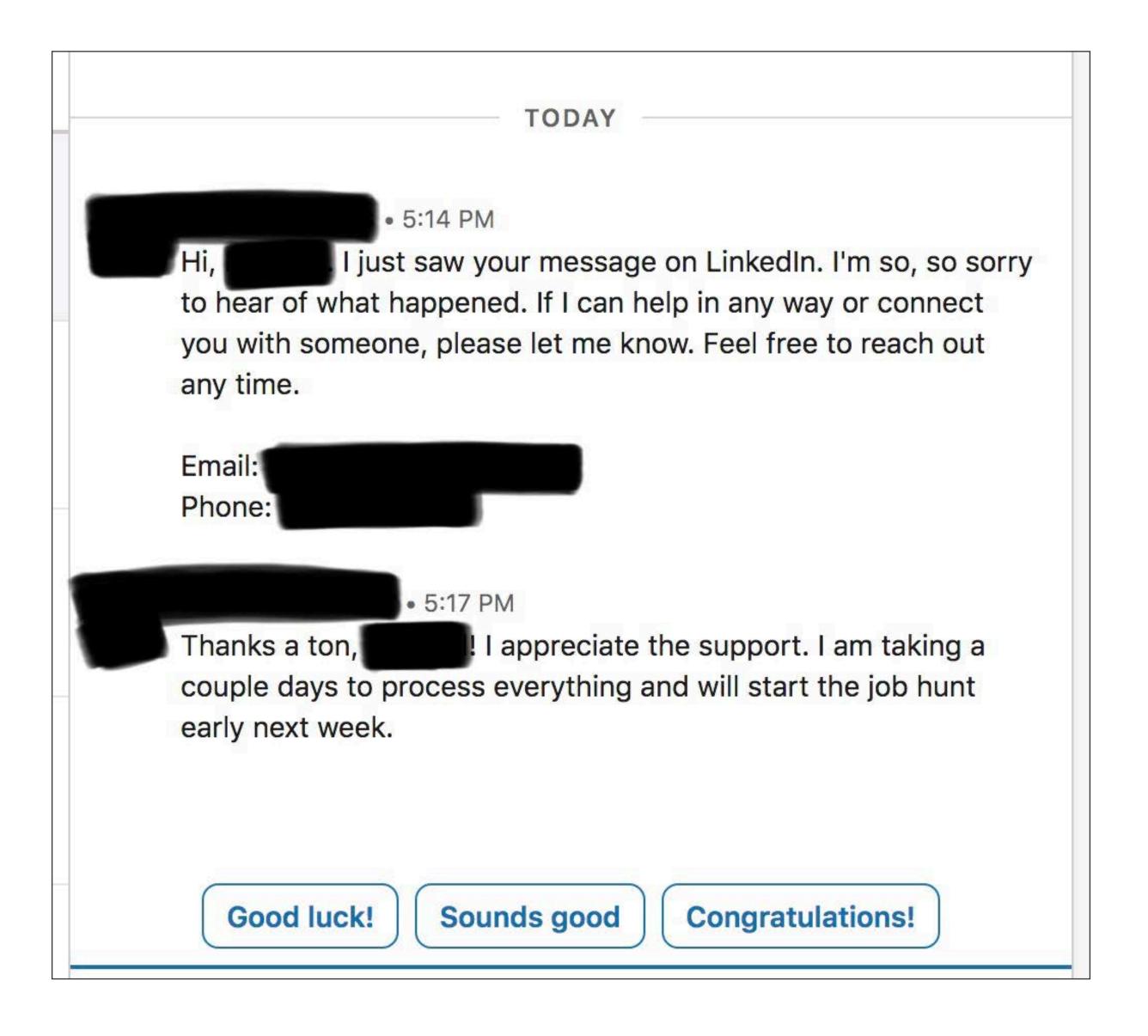


I feel like I always need the full context of what I'm solving for, so it's best for my work when I'm able to be in environments where I can get it. If you're joining a project at the very end and there's low tolerance for questions, it's a sign your role as writer hasn't been well positioned or isn't well understood.

Katie Lower

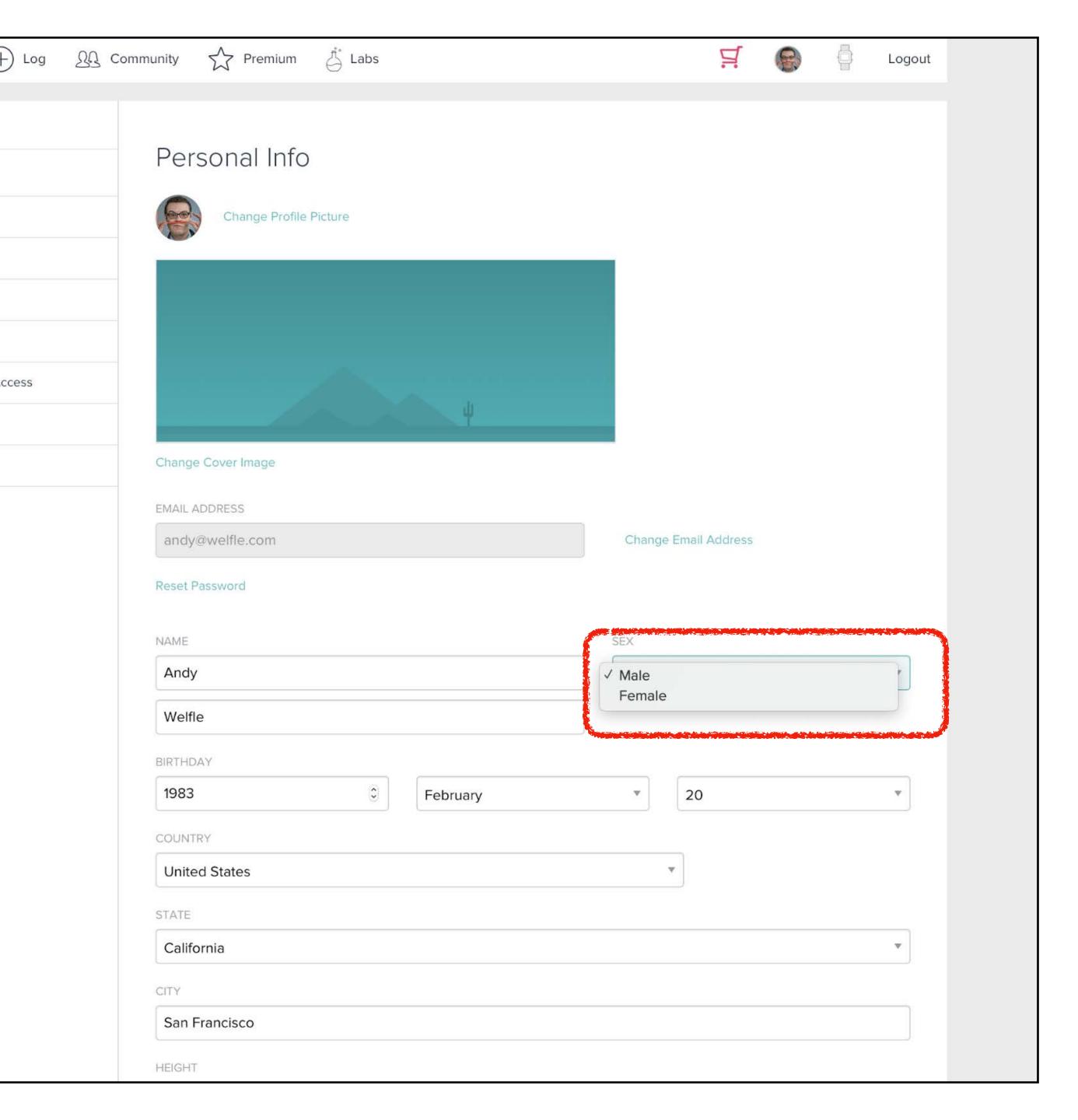
Designer and Writer

Your writing should be.... 1. Usable 2. Useful 3. Responsible



Harmless?

An accidental tap could make you seem like a complete jerk to someone who just lost their job.



Easy choice?

For someone like me, this is an easy, quick choice.

But think about the experience a trans woman might have.



If they were thinking about inclusivity, they'd understand that some questions don't have easy answers. By explaining what they want to know and why, it not only helps people on the margins like me, but anyone who may not be easily categorized—and gets them even betterquality information to act on. It's a win-win for the user and for the company.

Ada Powers

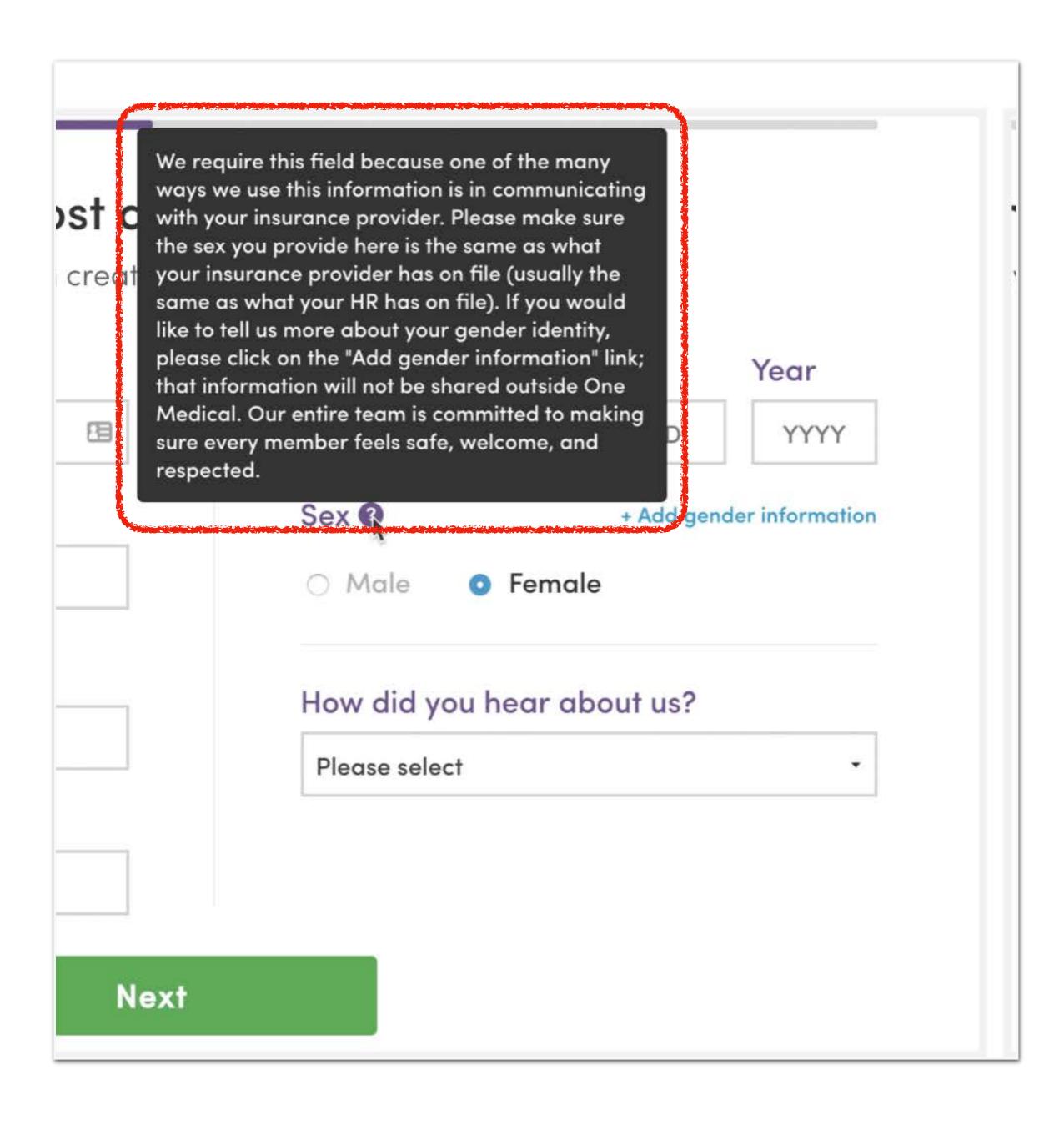
UX Designer,

Community Activist



We know that words can really hurt people or help them in their personal lives. We can say really reassuring words to people, and it has this huge impact, and we can say hurtful words, and it can have a years-long impact, but we don't really treat the words we write in interfaces that way.

Natalie YeeUX Designer



Give context

If you're asking for this kind of information, tell users why you're asking.

Think about a "News Feed".



News is the feedback mechanism of our society; we vote based on the things we learn in the news. When we take a concept like that and we subvert it for commercial use, that's something that should give you pause.

Jorge Arango Author, Living in Information

Discussion Any questions so far?



Errors & Stress Cases What to do when things go wrong

What's an error?

BIRTHDATE

9/14/1915

Please check the birthdate and try again.

Think in terms of stress cases, not edge cases.

What are your users doing?

- A highly stressed parent trying to find the right medicine for their sick child.
- A newly engaged couple trying to figure out how to request a marriage license.
- A student try to look up their recent test scores.
- A driver who was just involved in a car accident trying to schedule and pay for repairs.

Each error represents a moment where the needs of your users conflict with the needs of your system. Error are opportunities.



Where you find sustained success driven by recommendations, you find badass users. Smarter, more skillful, more powerful users. Users who know more and can do more in a way that's personally meaningful.

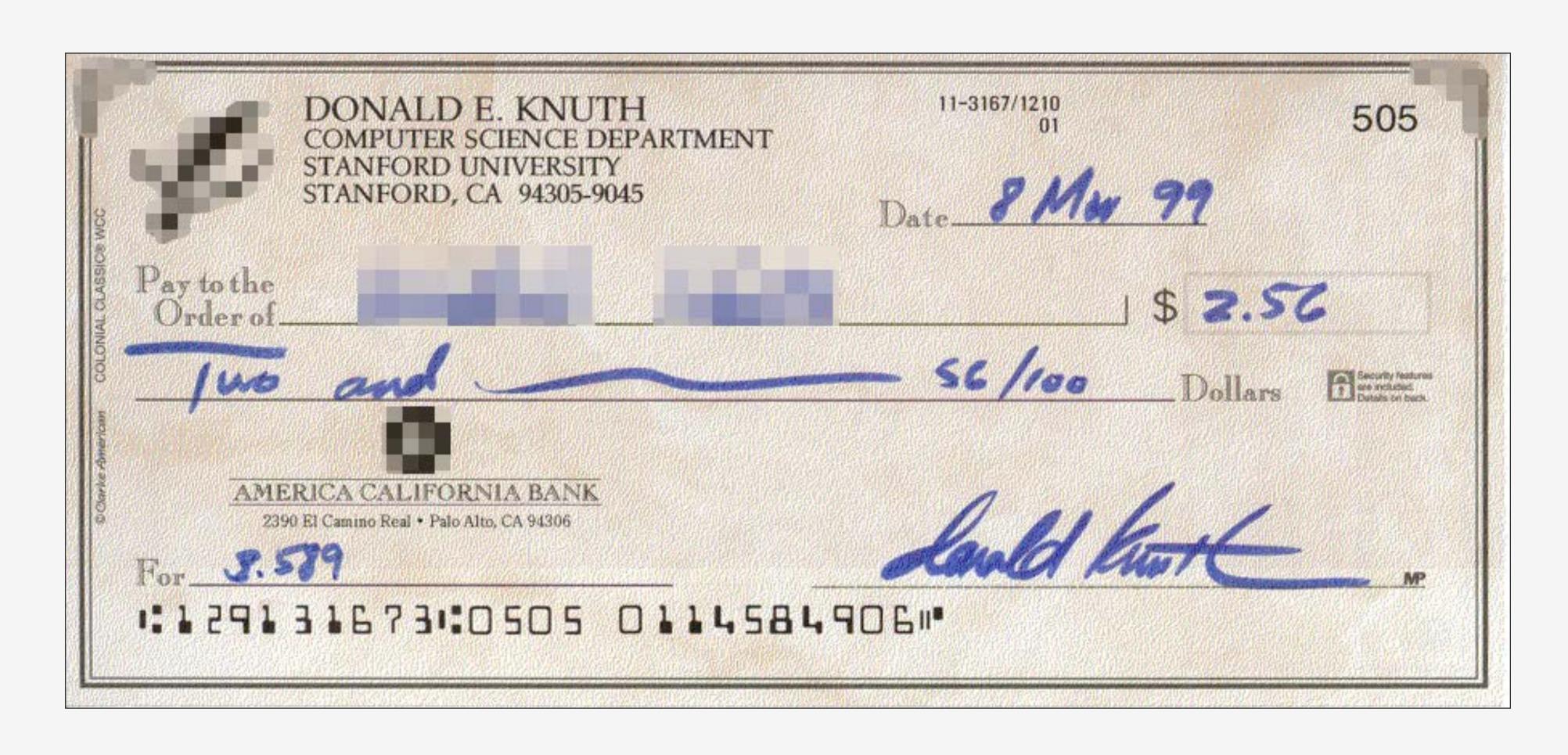
Kathy Sierra

Author, Badass: Making Users Awesome

Writing error messages:

- 1. AVOIC
- 2. Explain
- 3. Resolve

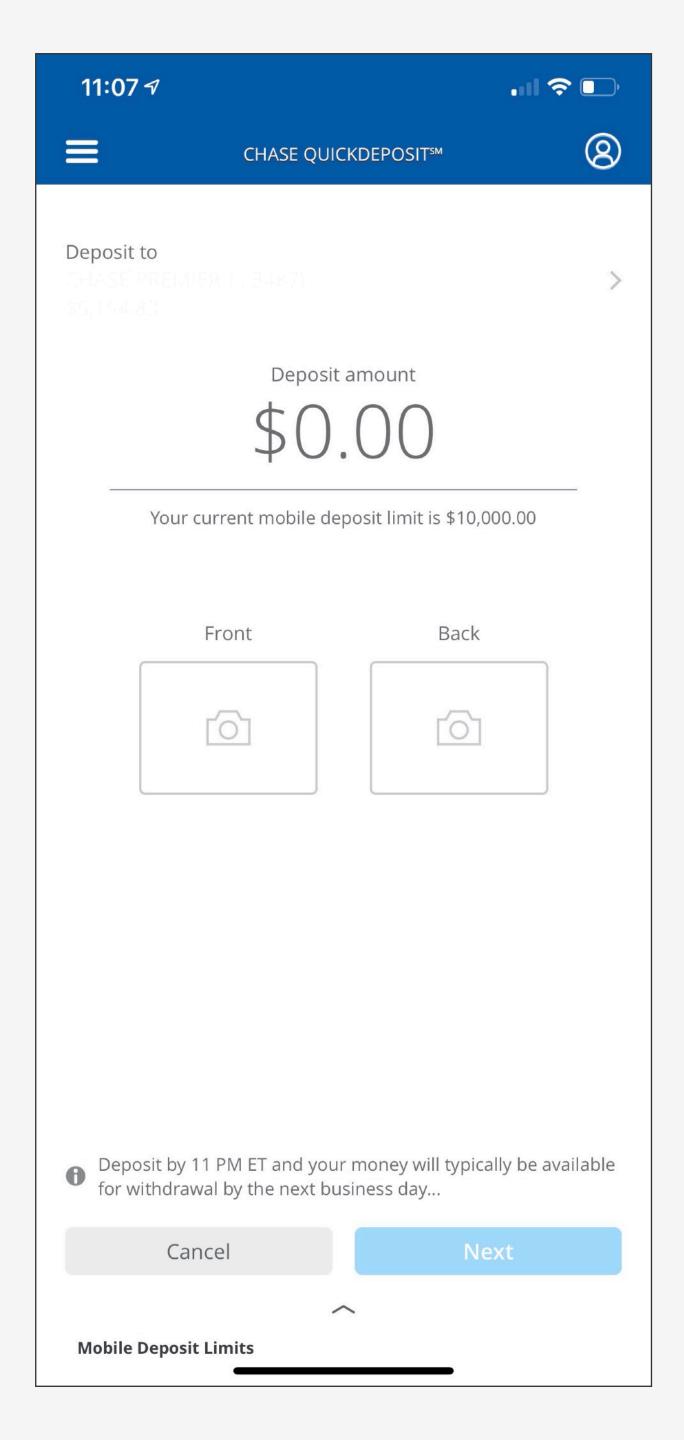
Scenario: Check deposits through an app



Avoid

The "Next" button isn't active until the user enters the amount and takes photos of the check.

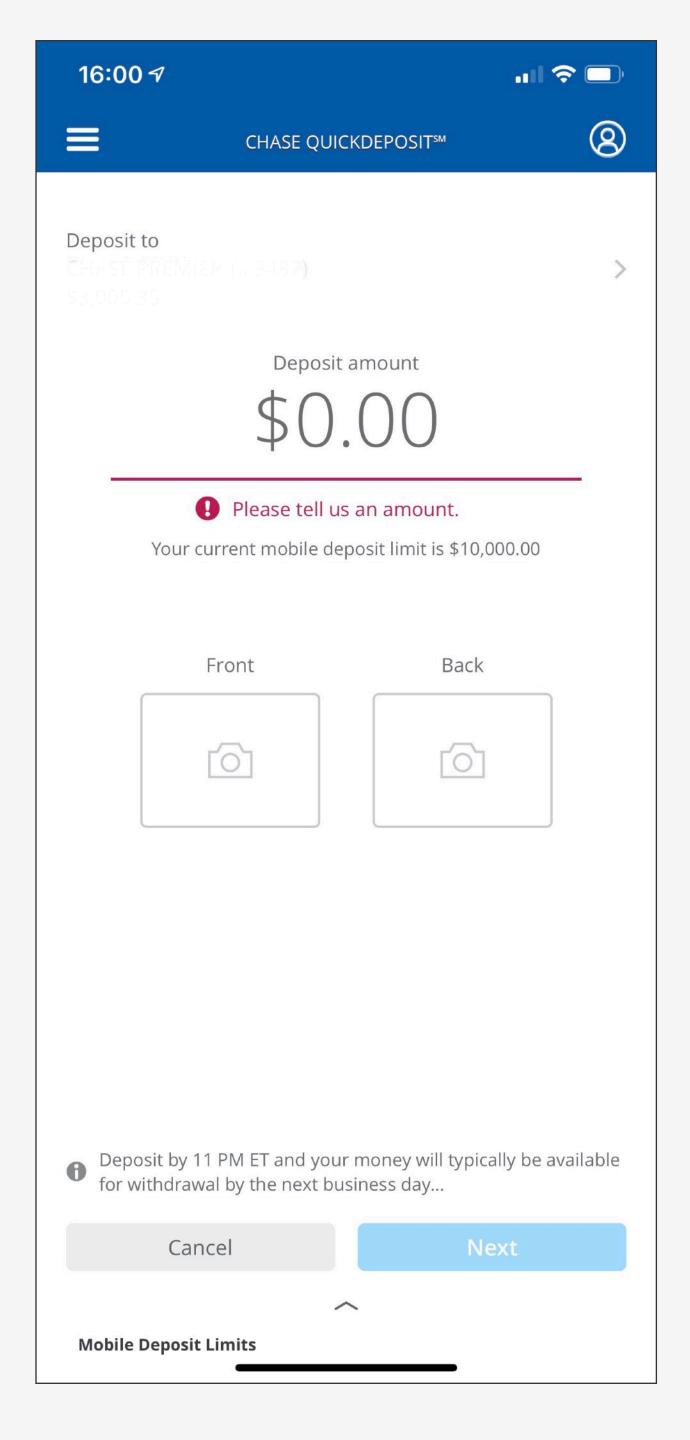
- The "Deposit amount" field is visually prominent
- The app teaches its users what to do by progressively activating Ul



Avoid

However, something like this can only take you so far.

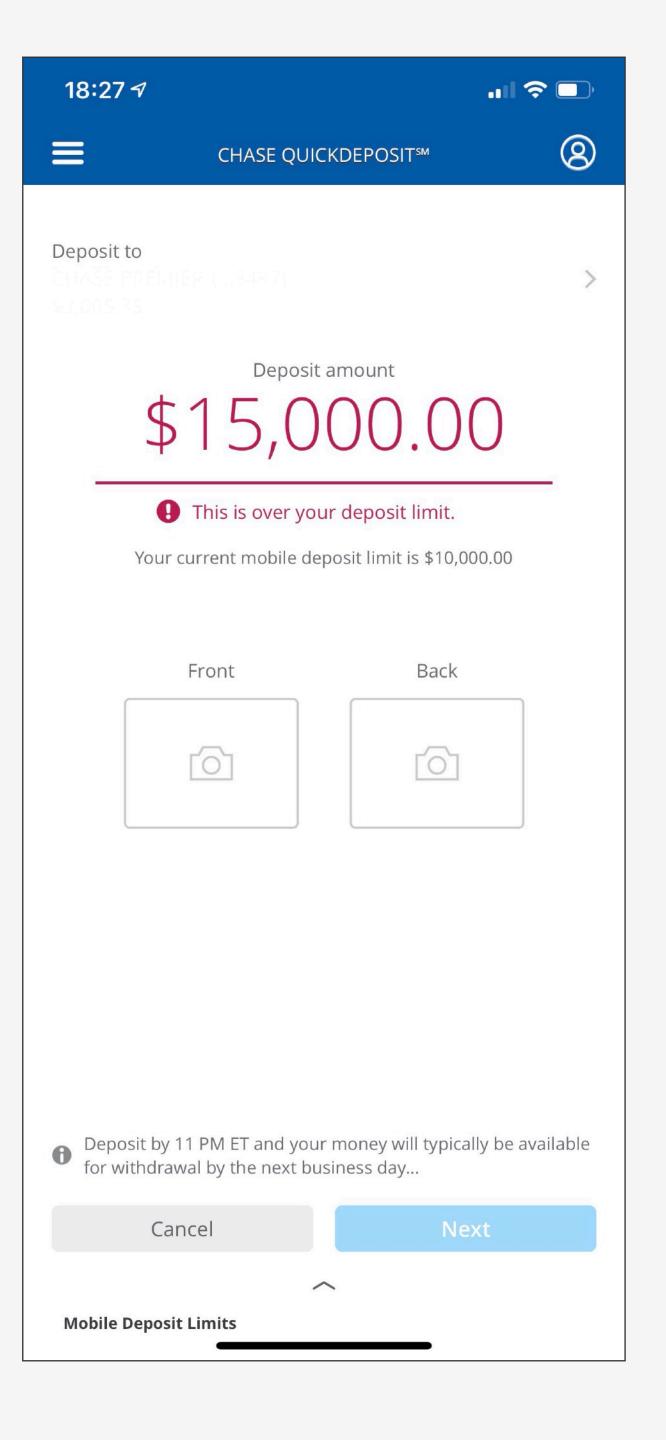
- If a user enters an amount then deletes it, you still need to show a message
- Be wary of accessibility concerns as well—disabling UI can cause issues for visually impaired users



Explain

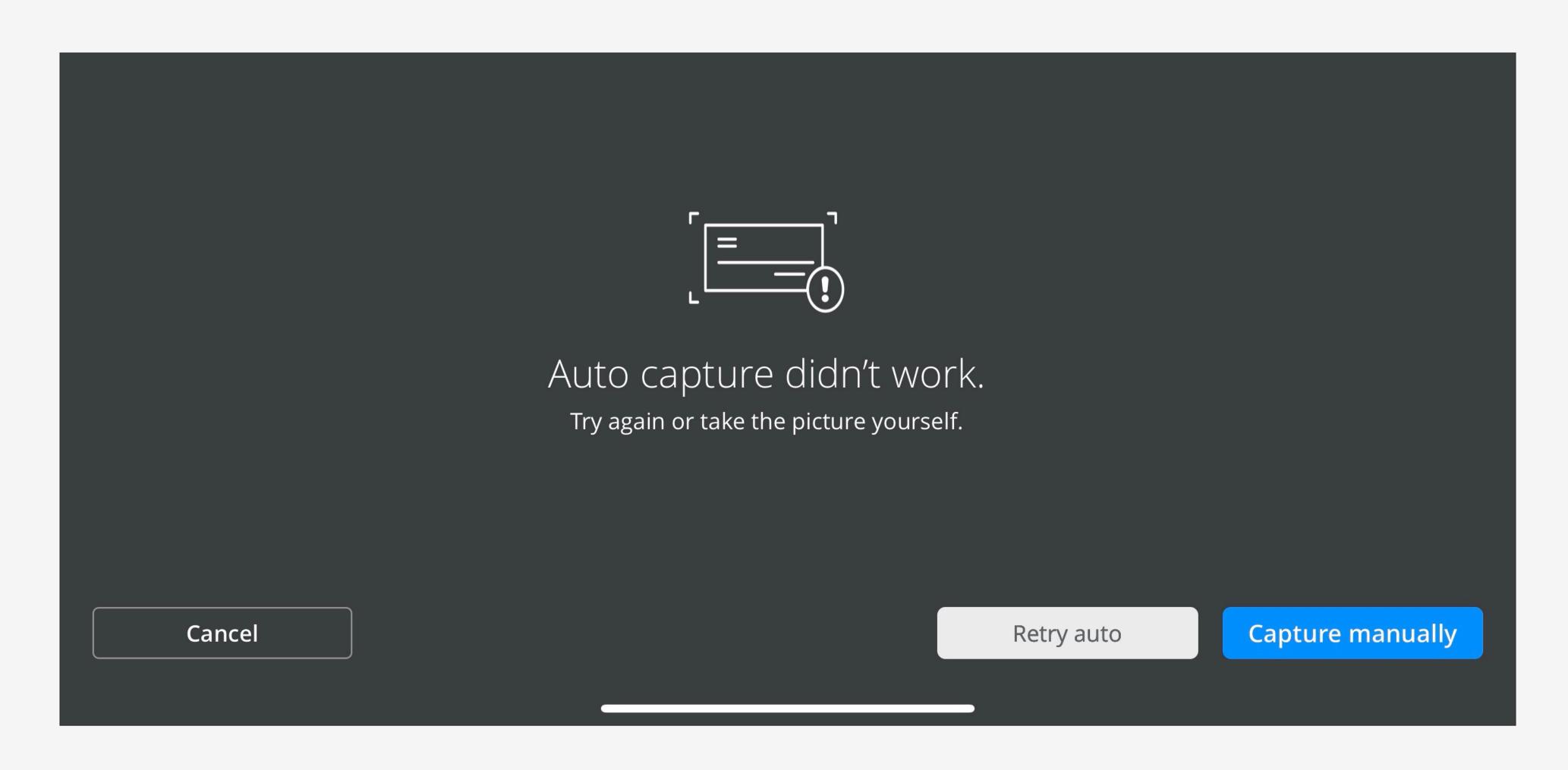
Tells the user quickly and clearly what went wrong.

- Doesn't tell users what do next, e.g.
 go to an ATM
- Doesn't serve users who want to know more about the deposit limit
- When unsure, test



Resolve

Tell the user what to do next. Help them finish their task.



Scenario

Your team is designing and building a sign-up flow for an online insurance company. The law says that account holders must be 18 years of age or older, and you've been asked to handle the error state for when users are younger than 18.

Activity

Write down ideas for avoiding, explaining, or resolving the error.

Discussion How did it go?

Writing is designing Usable, useful, and responsible

Errors are opportunitiesAvoid, explain, and resolve

Thanks

Time for some Q&A





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