



Software
Craftsmanship
Belarus

Никита Манько / Mikita
Manko

@ UX People

The "UX" logo is composed of a yellow "U" and a blue "X", both of which have a geometric, mesh-like pattern. The "U" is yellow and the "X" is blue.



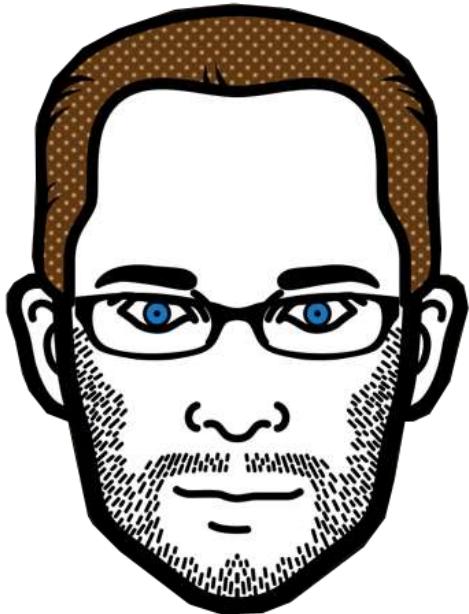
Software
Craftsmanship
Belarus

UX tips & tricks in Media and Entertainment. UX by feedback

Никита Манько / Mikita
Manko

@ UX People

The UX People logo features the letters "UX" in a stylized, yellow and blue geometric font, with "People" in a simple black sans-serif font to its right.



Никита Манько,
sr. software engineer @ EPAM



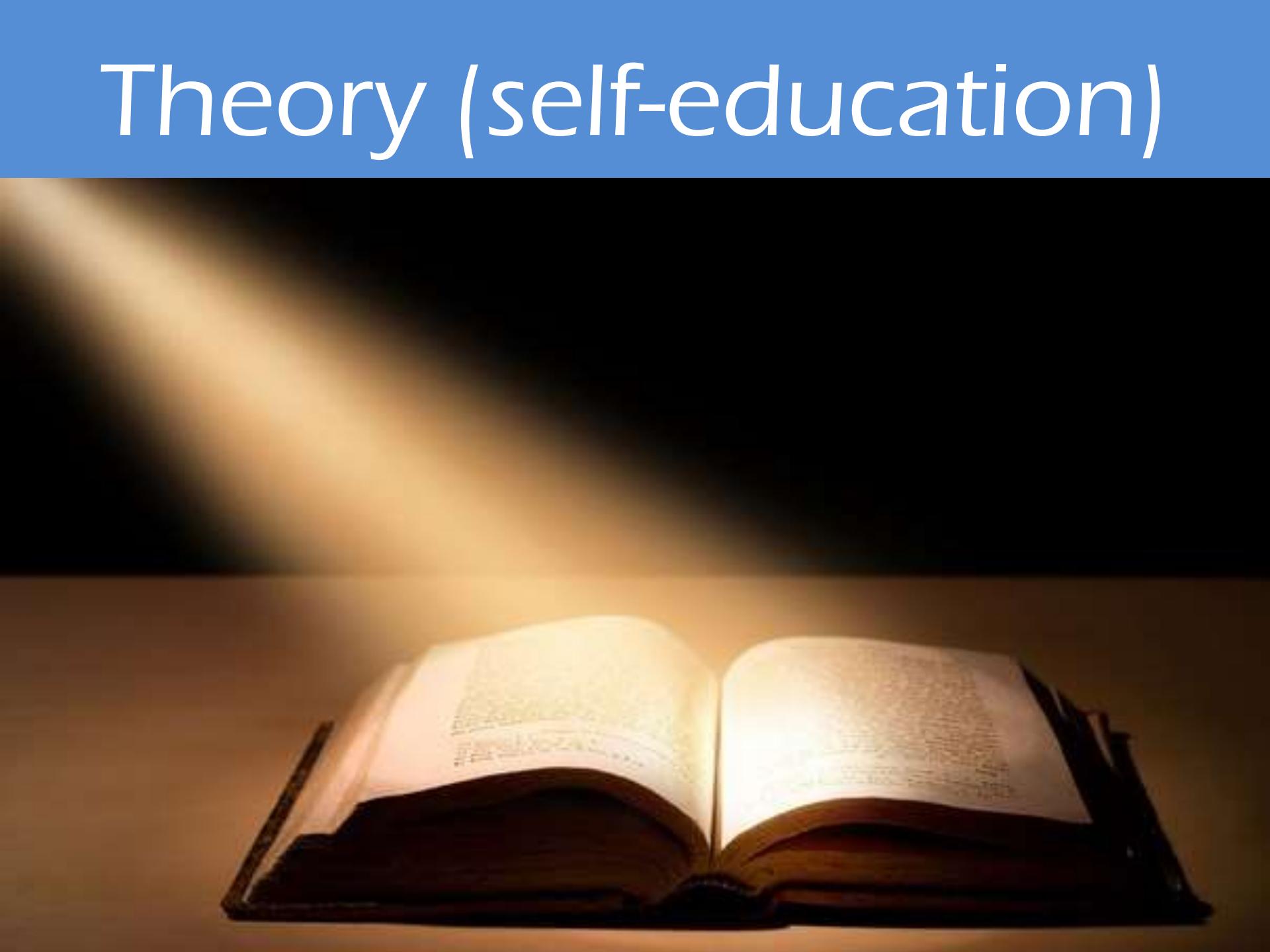
[@MikitaManko](https://twitter.com/MikitaManko)

Levels of UX

- 1.
- 2.
- 3.
- 4.



Theory (self-education)

A photograph of an open book resting on a dark surface. The book is illuminated from below, creating a bright glow around its edges and illuminating the white pages. The text on the left page is visible but illegible. The right page shows some horizontal lines, possibly from a grid or a diagram. The overall atmosphere is mysterious and focused on the concept of knowledge.



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Search  Favorites



68

Links

Menu:

Menu.
Home

[Home](#) [About me](#)

About me

Contact
Loram

Lorem
ipsum

ipsum
dolor



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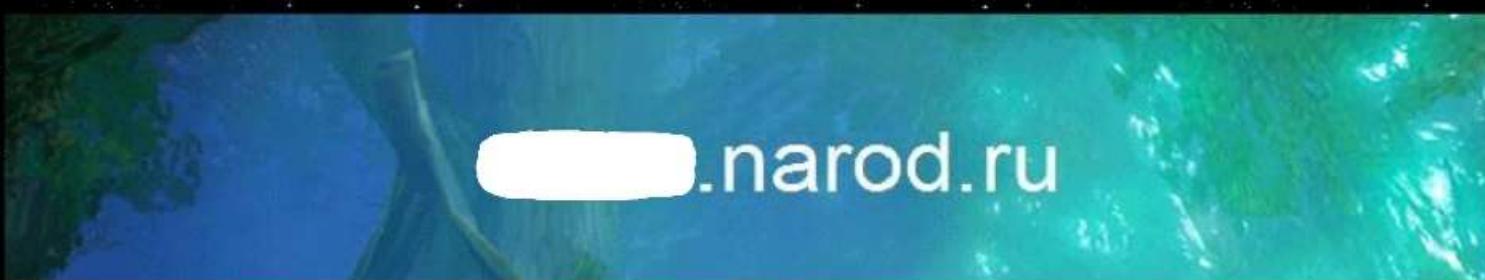


Address



Go

Links



Меню

- [Главная страница](#)
- [Обои](#)
- [Проги для игр](#)
- [Анкета](#)
- [Гостевуха](#)
- [Чат](#)
- [Фентези и фантастика](#)
- [Приколы](#)
- [Обо мне](#)
- [Flash'ки](#)
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- [Настройка](#)
- [MU](#)

Главная



Это мое первое обновление сайта и если оно вам понравилось/не понравилось просьба все пожелания пишите в гостевухе. Сайт делал сам, идею подал Darkman(rus).

Здесь вы найдете тактики игры в Warcraft TFT, обои на рабочий стол, проги для взламывания игр. Для любителей почитать фентези специально сделал рубрику, которая так и называется, то бишь Фентези. Для тех кто любит играть с кодами предназначена рубрика: Для читеров. Там вы найдете свежайшее версии прог которые выдают коды к играм. Если вы любите Flash, то милости просим в рубрику Flash'ки.

Если вы пишите рассказы, повести, романы - можете писать мне на мыло (Crazy1X@rambler.ru) я прочитаю и ОБЯЗАТЕЛЬНО опубликую на сайте. Так что не теряйте свой шанс! Пишите и пускай другие завидуют!

Хотелось бы видеть вас по чаще на моем сайте, ведь всё это делается только ради вас. Вообщем смотрите и наслаждайтесь.

P.S. Если вдруг вам стало интересно узнать кто написал этот сайт зайдите в рубрику обо мне.

[UOOZ SERVICES](#)

Levels of UX

1. Theory (self-education)

2.

3.

4.



Battle.net

The screenshot shows the Warcraft III: Reign of Chaos Night Elves race page. At the top, there's a navigation bar with links like Overview, Heroes and Units, Unit Stats, Zeratul, Ancient of Knowledge, Building Stats, Basics, Advanced, Combos, and Battling Night Elves. Below the navigation is a large image of a Night Elf priestess. The main content area has a title "INTRODUCTION" and a paragraph about the Night Elves' history. It then transitions to a section titled "RACIAL IDENTITY" with a sub-section "Advantages". The "Advantages" section lists several abilities: Ancients, Shadowmeld, Enhanced Night Vision, Moon Walls, and Night Elves themselves. To the left of the text is a smaller image of a Night Elf unit.

INTRODUCTION

The reclusive Night Elves were the first race to awaken in the World of Warcraft. These shadowy, immortal beings were the first to study magic and let it loose throughout the world nearly ten thousand years before Warcraft I. The Night Elves' reckless use of magic drew the Burning Legion into the world and led to a catastrophic war between the two titanic races. The Night Elves barely managed to banish the Legion from the world, but their wondrous homeland was shattered and drowned by the sea. Ever since, the Night Elves refused to use magic for fear that the dreaded Legion would return. The Night Elves closed themselves off from the rest of the world and remained hidden atop their holy mountain of Hyjal for many thousands of years. As a race, Night Elves are typically honorable and just, but they are very distrustful of the 'lesser races' of the world. They are nocturnal by nature and their shadowy powers often elicit the same distrust that they have for their mortal neighbors.

RACIAL IDENTITY

The Night Elves of Kalimdor are a mighty race that emphasizes mobility, ranged firepower, and spellcraft. They do not have the brute strength of other races, but their skills with bow and magic more than compensate for this deficiency.

Advantages

- **Ancients**
Several buildings of the Night Elves are actually sentient trees that can move. They are the Tree of Life, Tree of Ages, Tree of Eternity, Ancient of War, Ancient of Wind, Ancient of Lore, Ancient Protector, and Ancient of Wonders. These buildings can be uprooted with the Uproot command, and moved around at will. When walking they can attack land units, but they cannot engage in their normal activities, such as receiving resources or creating units. To return to building form, they must root themselves. Ancients can benefit from the following abilities:
 - **Eat Tree**: If damaged, Ancients can consume trees to regain health.
 - **Nature's Blessing**: This ability is researched at the Tree of Ages, and once completed improves the movement speed and armor of Ancients.
- **Shadowmeld**
Night Elf females possess the Shadowmeld ability. This enables them to turn invisible when they are not moving or attacking. The Archer, Huntress, Warden, and Priestess of the Moon all possess this ability. To force these units to remain motionless, even after enemy units would otherwise provoke response, you may use the Hide button. Shadowmeld only operates during nighttime.
- **Hide**: Force your units to remain motionless; units will not attack when hidden.
- **Enhanced Night Vision**
Night Elves can upgrade to see as adeptly in darkness as they do in daylight. This ability is called Ultravision, and is researched at the Hunter's Hall. Ultravision does not increase the sight of buildings.
- **Moon Walls**
The Moon Walls of the Night Elves, in addition to providing food, have mana reserves that can be used to restore the hit points and mana of nearby Night Elf units. Mana spent in this way slowly regenerates, but only at nighttime.
- **Night Elves** do not use up trees as they harvest them allowing Wurfs to stay in place whenever you send them.
- Night Elves, with their archers, are very effective against air units.

My new site

Top 3

- 1-CherryAngel
- 2-KARAS[us]
- 3-Vlada1990
- 4-evert
- 5-DmitriyVorobev

Home | About | User login | Forum | Photo album | Admin Panel | New posts | Books | Donations | DotA | Music mp3

Новости

20.09.2006 Если вы хотите поиграть с другами в Warcraft ... или создать свой сервер для игры в Warcraft с помощью программы Natchi вы сможете это сделать за минуту ... Интерфейс там понятен и рабочий ... так что качайте Natchi!

10.03.06 Указанные выше торчаты нынче на просторах Battle.net! Помните те славные времена, когда хумы поклоняли? Всё, эти времена прошли, с выходом новой версии патча хумы могут рвать всех одними фермами! О указанных выше багах Баттнета читайте дальше! Для тех, кто пишет по этому поводу сайты рецензии: В очередной раз Blizzard доказывают, что текущий патч Warcraftа последние были совсем не собираются. Типико-тилько спата воина дислоков (когда игрока имеет значение матчи), матаков (одна мини-карта), как наступают щастия фармаика (от слова фарм"). Выглядит сие чудо антигрейн логично следующим образом: Вы - хуман. Барает рабочего, бежите к руднику врага. Накапливите BP, и, о чудо! На месте его рудника вспыхивает ваша ферма с могучей дымовой трубой на крыше! Противник пишет такой слэйвик: О_О Вы открыли наявуальным...! Это штамп! Всех к шаманам! Герой превращается в беспилотного призрака... Далее следуют большое количество непечатаемой игры матерных слов и выражений. Хотя данный вид, как я еще не один разил, никак с большой уверенностью сказать, что если близоруки не тиффасят его, то многим игрокам будет очень больно, и зрителей хайреф потупят еще несколько dozenов тысяч зрителей. К сожалению, видимо этот как пока лишь в игре 4 на 4, но что мешает перенести его в соло? Репетиция 2 игр с фармаиками. Смотреть за хумана Warcraft Update! Blizzard официально подтвердили применение данного бага в играх хот, 2на2 и ФФА. В данный момент ведутся работы по фиксу дыры. Предполагается, что с новым патчем возрастет количество исходящего трафика от игрока во время игры. Возможны перебои в работе службы battle.net. Вся текущая статистика будет сохранена. Пока это вся официальная информация, полученная непосредственно из поднадзором.

10.03.06 Инженерами Intel создана система охлаждения компьютера, которая позволит разогнать современные процессоры Pentium Extreme Edition до частоты в 5 гигагерц без ущерба из-за перегрева. Сообщение о разработке новой системы может служить свидетельством того, что в компании Intel перестали считать разгон процессоров недопустимым.

10.03.06 На сайте появился новый модуль DjCommando. После его появления сугубо Warcraftская тематика разработчика Аханей от его лица. В большинстве своем это будут новости про hard, soft и все вроде этого Ну вот, вроде все. Эбы Я интуица! Сейчас обновлено форум.

09.09.06 Всех поздравляем с новым 2006 годом! Надеюсь, в 2006 году мы будем играть больше в тинные лучи! Придется нашему вниманию пересмотр новых утилит для Warcraft. Кстати для дотников есть таблица трофеев по доте. Заглядывайте и качайте Напоминания! Такие сдвигают топ 5 игроков. Из-за того что можно реальный скрипт каждого игрока, то расстановки игроков в соответствии с их уровнями в бете.

Blizzard's site

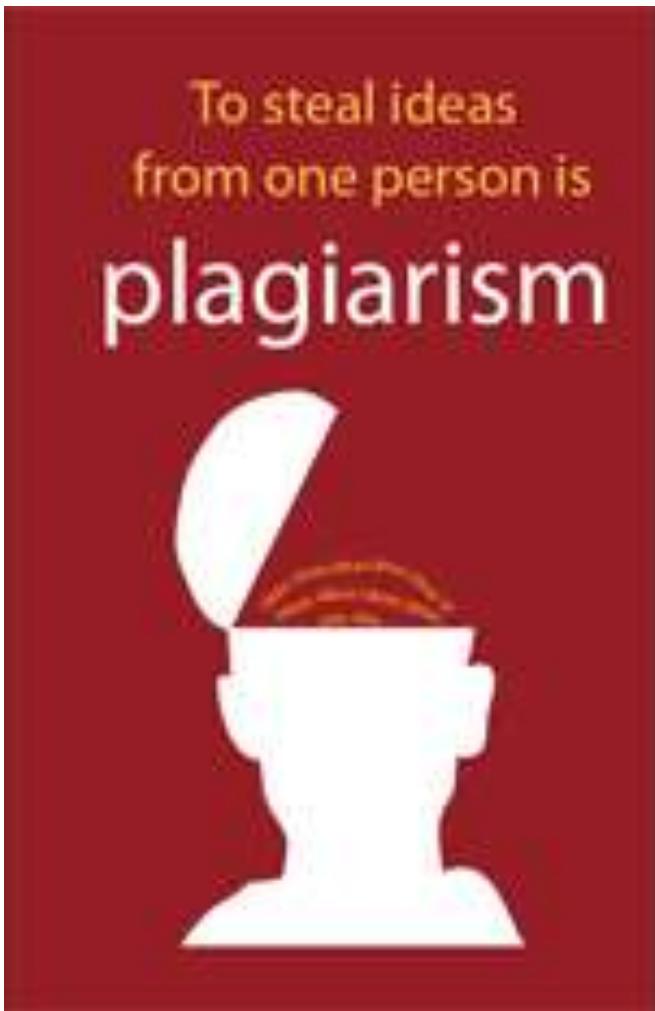


The page features a large banner image of a Night Elf character. Below it is a section titled "INTRODUCTION" with text about the Night Elves being the first race to awaken in the World of Warcraft. A "RACIAL IDENTITY" section follows, showing a smaller image of a Night Elf and listing their advantages, which include "Ancients", "Shadowmeld", "Hide", "Enhanced Night Vision", and "Moon Walls".

This version of the site has a different layout and design. It includes a sidebar with links like "Новости", "Статьи", "Стратегии", "Игры", "Команды", "Акции", "Премии", "Новые сервера", "Интервью", "Документы", "Дом", and "Информация". The main content area shows several news items with thumbnails and dates (e.g., 20.08.2009, 16.03.09). One prominent article discusses the introduction of the Shadowmeld ability. The footer contains legal disclaimers and copyright information.

My new one

External experience



To steal
from many is
research



Braun T3



by Dieter Rams 1958

iPod 1-st
generation



by Sir Jonathan Ive
2001

Levels of UX

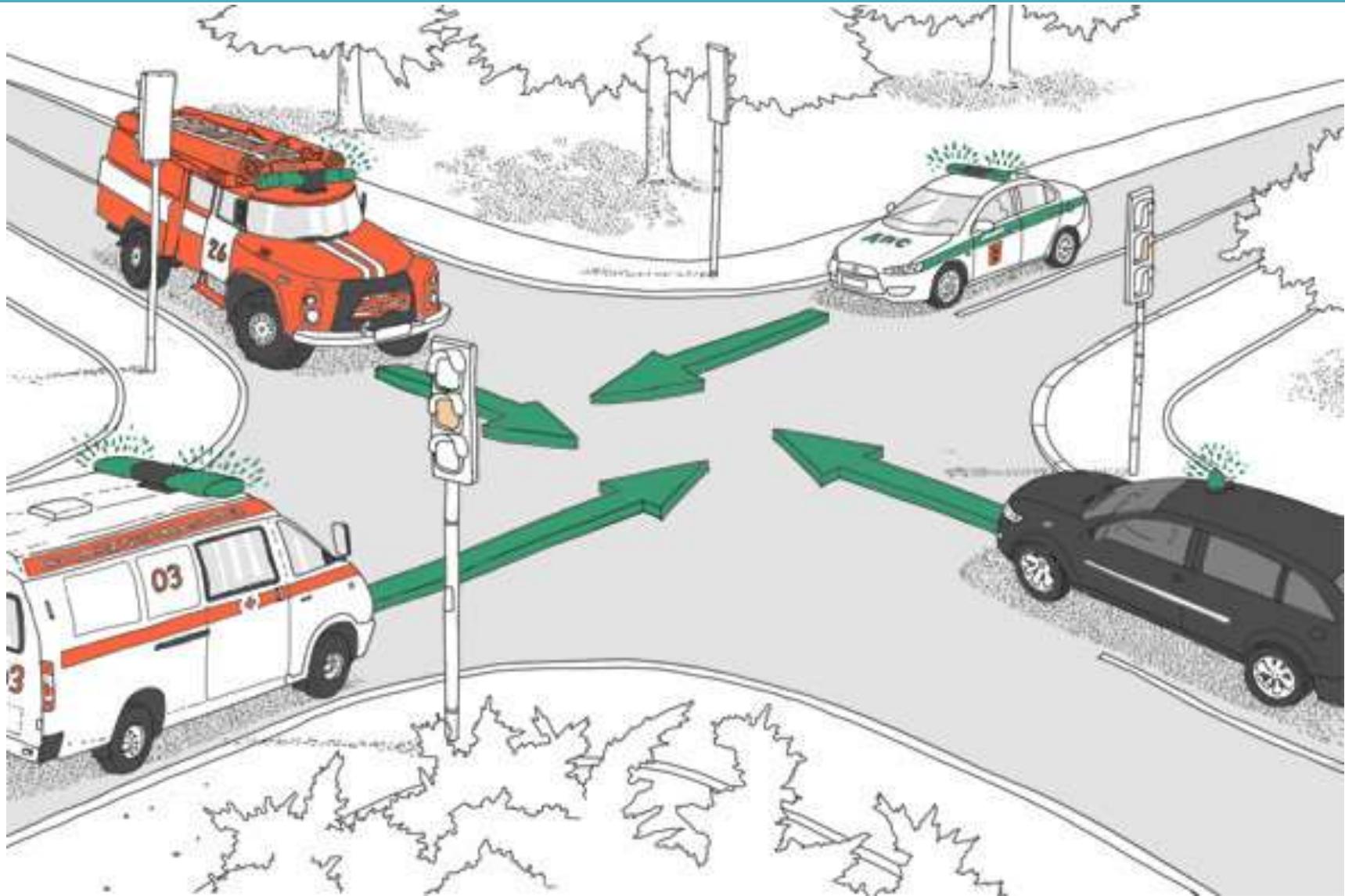
1. Theory (self-education)
2. External exp. (adoption)

3.

4.



Standards



Standards

- Web Content Accessibility Guidelines ([WCAG](#), [WCAG2.0](#))
- Web Accessibility Initiative ([WAI](#), [WAI-ARIA 1.0](#))
- User-centered design ([UCD](#)), Human-centered design ([ISO](#))

Standards



UNIQUE

JUST BECAUSE YOU ARE UNIQUE DOES NOT MEAN YOU ARE USEFUL.

Levels of UX

1. Theory (self-education)
 2. External exp. (adoption)
 3. Standards
 - 4.
-



Invention



*drugs may cause health problems

Invention



little bit LSD

Levels of UX

1. Theory (self-education)
2. External exp. (adoption)
3. Standards
4. Invention



Media & Entertainment

1. Watching videos
2. Likes/Ratings/Shares/Re-Shares/...
3. Commenting/Replying

First of all - Authentication

Auth

Вход в систему "Интернет-Банк"

Имя пользователя:

Пароль:

Защита от автоматических регистраций:

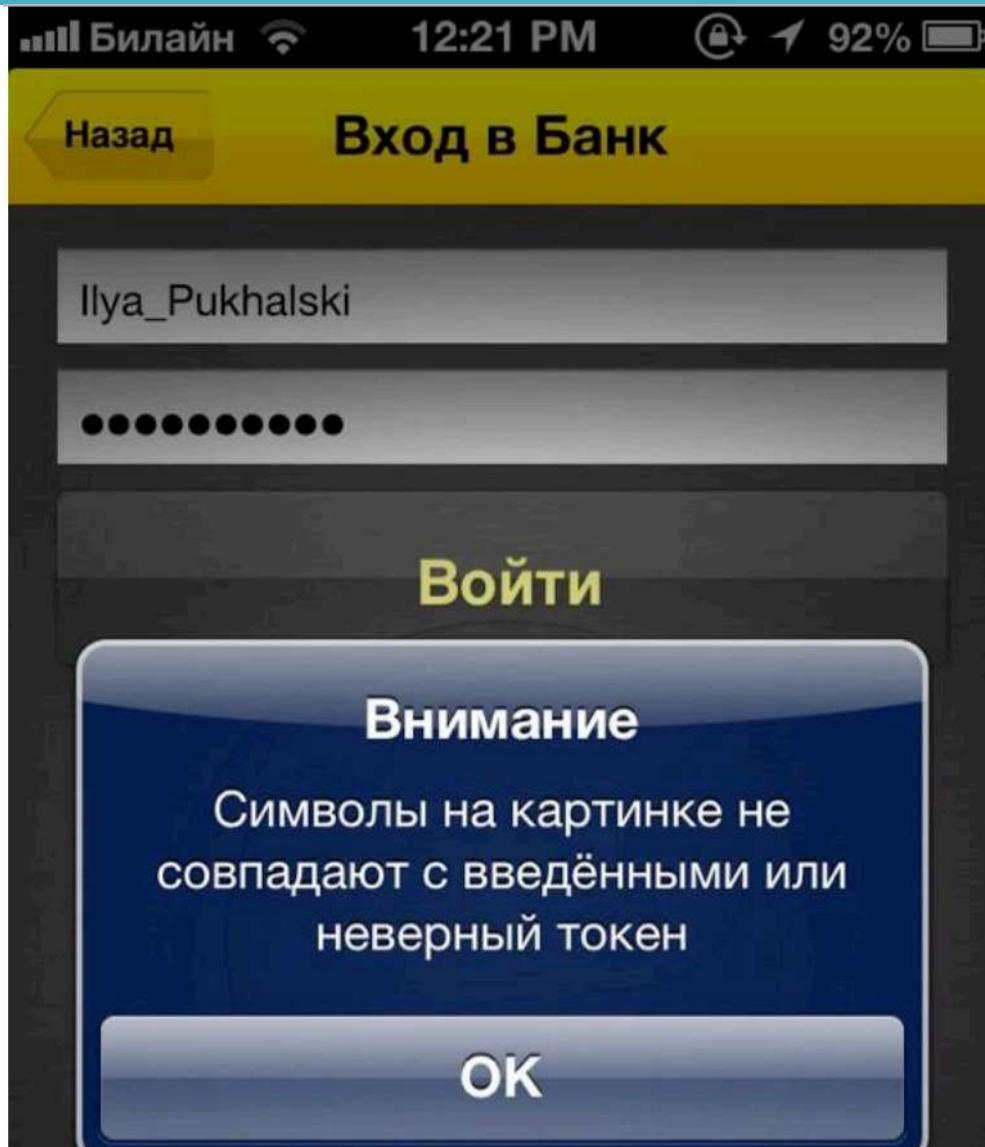


[Не вижу символы](#)

Введите символы:

▶ Вход

Auth



Auth overlay - SignIn

The image displays a user interface for signing in to a service. At the top left is a logo consisting of a blue square with a white 'T' and an orange square with a white 'n'. To its right are two buttons: 'Sign in' in a dark grey box and 'Create New Account' in a light blue box. In the top right corner is a small blue circular icon with a white 'X'.

The interface is divided into two main sections by a vertical line. The left section, titled 'Use a Social Network', contains four buttons: 'Facebook' (with a blue 'f' icon), 'twitter' (in blue lowercase letters), 'Google' (in its signature multi-colored logo), and 'YAHOO!' (in purple uppercase letters). The right section, titled 'Or, Your [Site Name] Account', contains fields for 'Email' (containing 'name@emailaddress.com') and 'Password' (containing a series of dots). Below these fields is a link 'Forgot Password?'. At the bottom right of this section is a large blue button labeled 'Log in'.

Auth overlay - SignUp

 [Sign in](#) [Create New Account](#) ✖

*** Email** ✓
Email Address will not be used for spam.

*** Display Name** ✓
You can change it any time.

*** Password**
Passwords are case sensitive and should have 6-16 characters.

*** Retype Password**

*** Birthday**

Country ▼

Zip Code

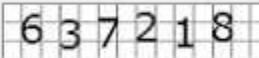
*** Required**

Gender Male Female Other

Profile Photo No Preview Available Select an image to upload Choose

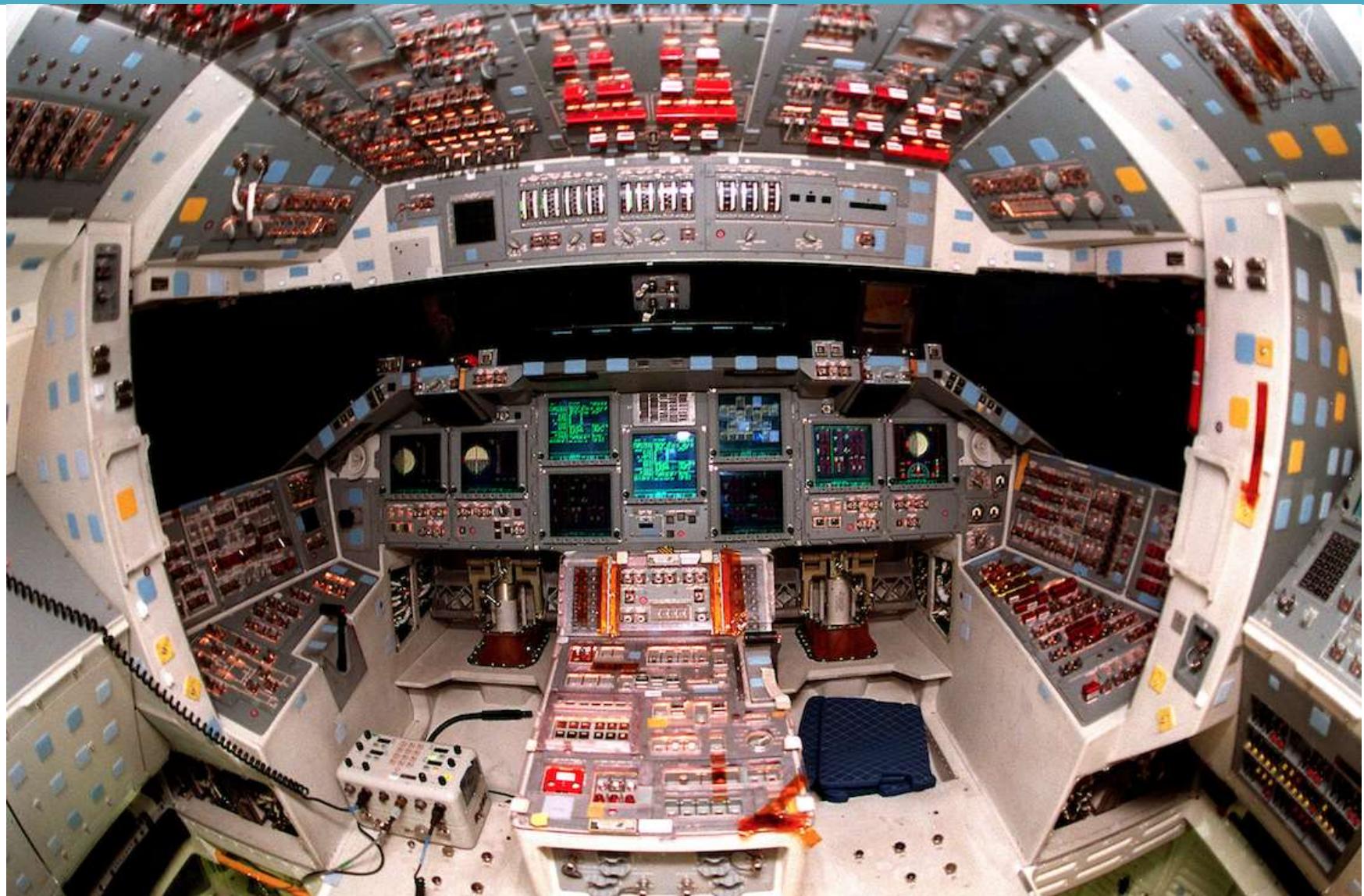
*** Agreements** I have read, understood and agree to the following: [Social Project Terms of Use](#), [Social Project Privacy Policy](#) and [Social Project Copyright Compliance Policy](#).

Opt-in Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh

Verification 

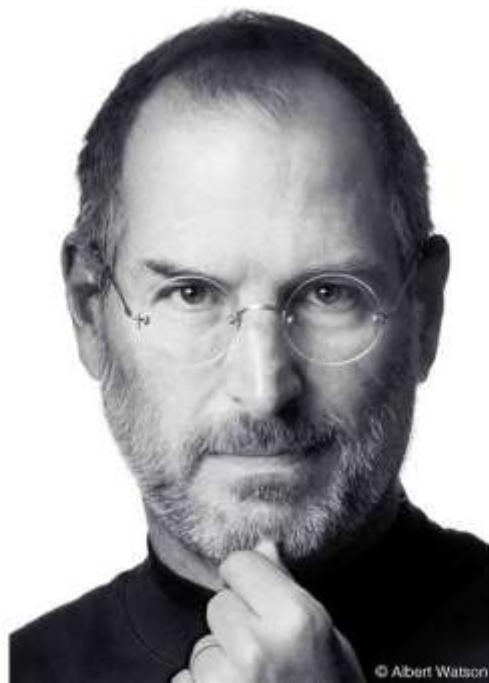
Create Account

Too Complex



Focus

“Focus is about saying No.”



- Steve Jobs

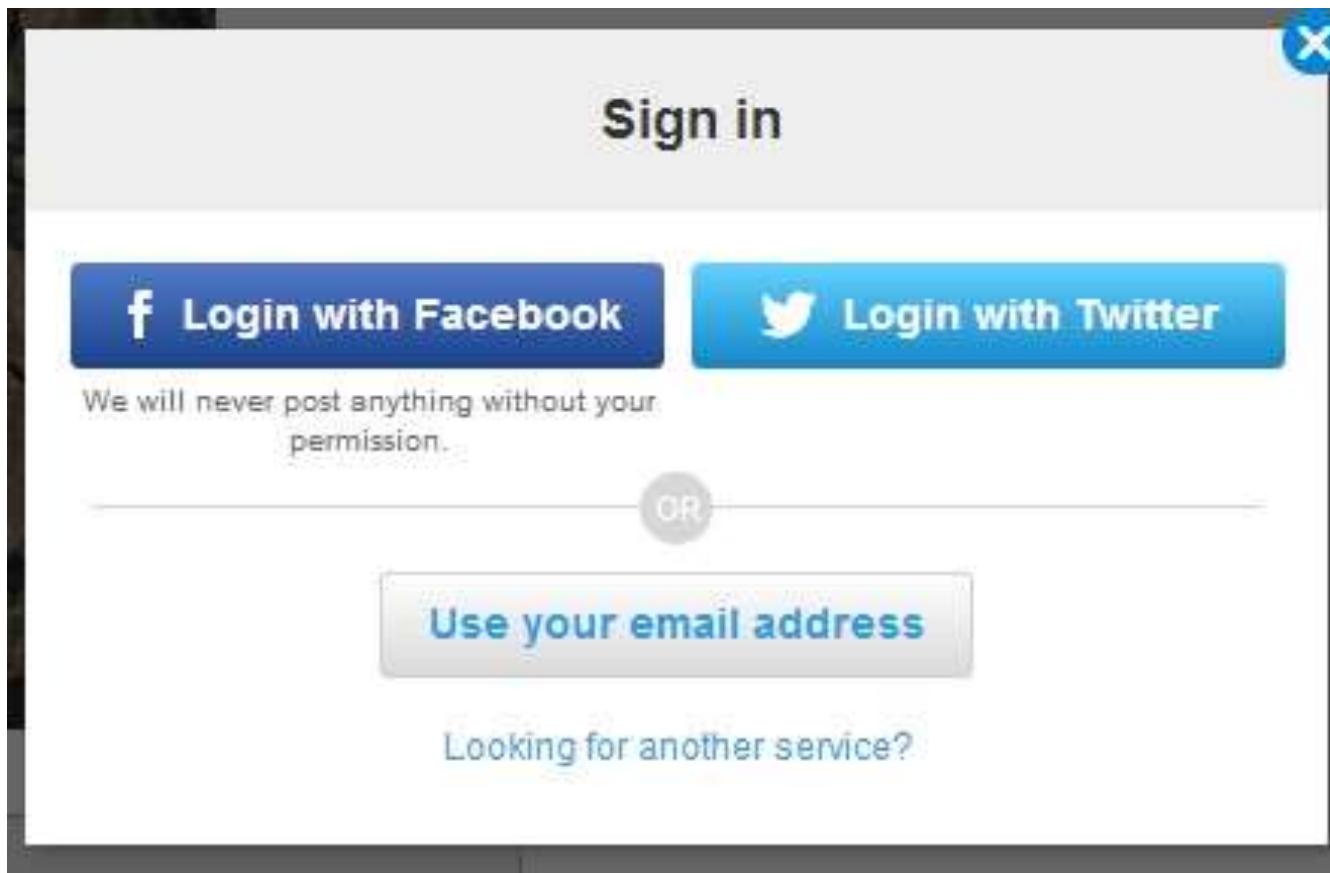
Simplicity

“Simplicity is the ultimate sophistication.”

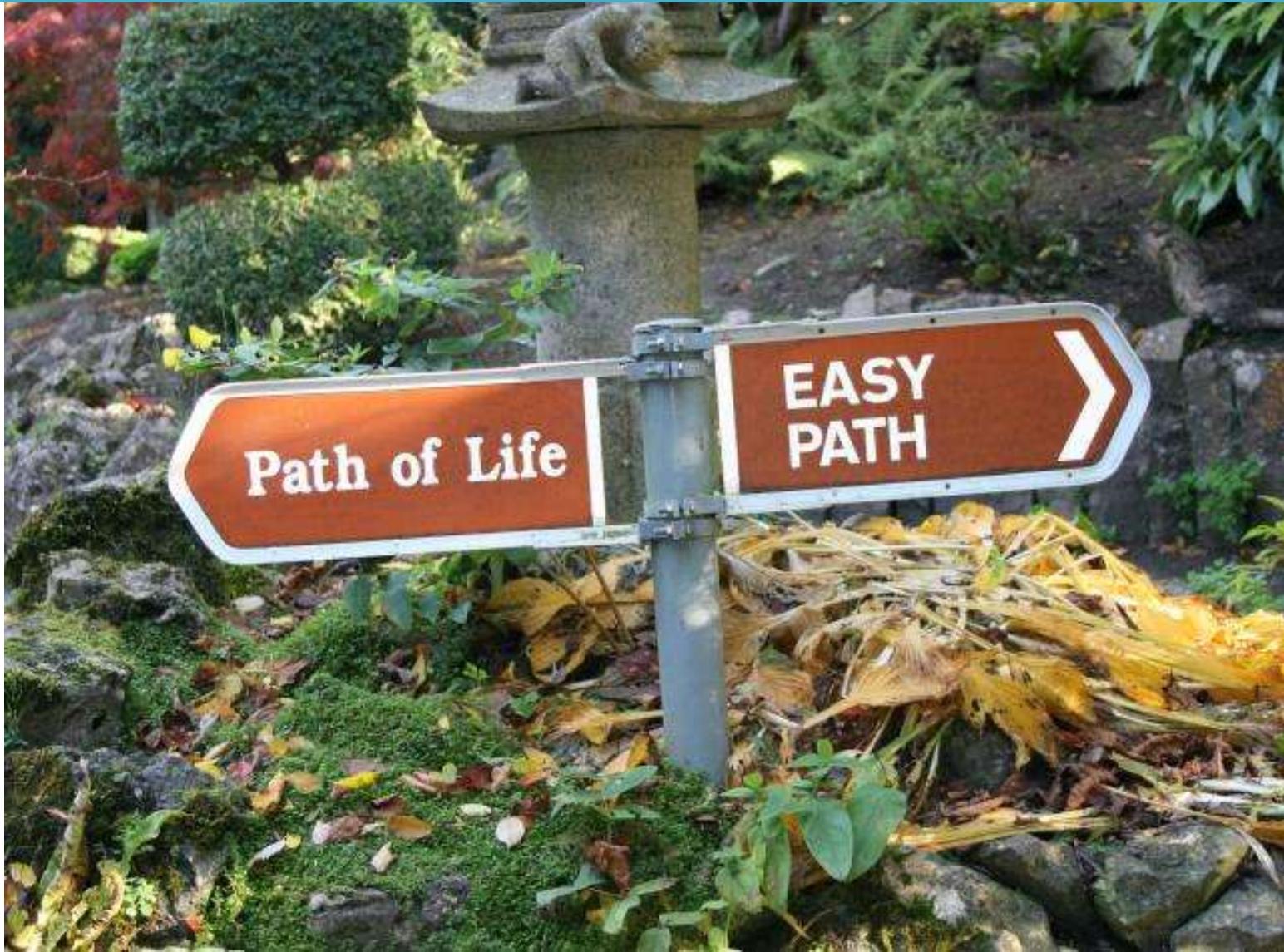


- Leonardo da Vinci

Simplified SignIn 1



Choice



Simplified SignIn 2

The image shows a mobile-style sign-in form titled "Sign in" at the top. It features two prominent social login buttons: "Login with Facebook" (blue button with white "f" icon) and "Login with Twitter" (blue button with white bird icon). Below these buttons is a statement: "We will never post anything without your permission." A horizontal line with the word "OR" in the center separates this from the email login section. The next section is titled "Use your email address" in a dark box. It contains a text input field labeled "Email Address" and a note below it stating "Email Addresses will not be used for spam." There are two radio button options: one selected ("I have an account") and one unselected ("I am new here"). Below these is a "Password" label with a corresponding text input field. A "Forgot Password?" link is located just below the password field. At the bottom of the form is a large blue "Continue" button.

Sign in

f Login with Facebook **Twitter** Login with Twitter

We will never post anything without your permission.

OR

Use your email address

Email Address

Email Addresses will not be used for spam.

I have an account

I am new here

Password

Forgot Password?

Continue

Simplified SignUp

Sign in

[f Login with Facebook](#) [Login with Twitter](#)

We will never post anything without your permission.

OR

Use your email address

Email Address

Country

Password

Zip Code

Re-enter Password

Gender
 Female Male

Birthday

Newsletters
 CMT.com weekly newsletter
 Zhenya
 Misha

Display Name

You can change it any time

Profile Picture

Agreements

Create Account

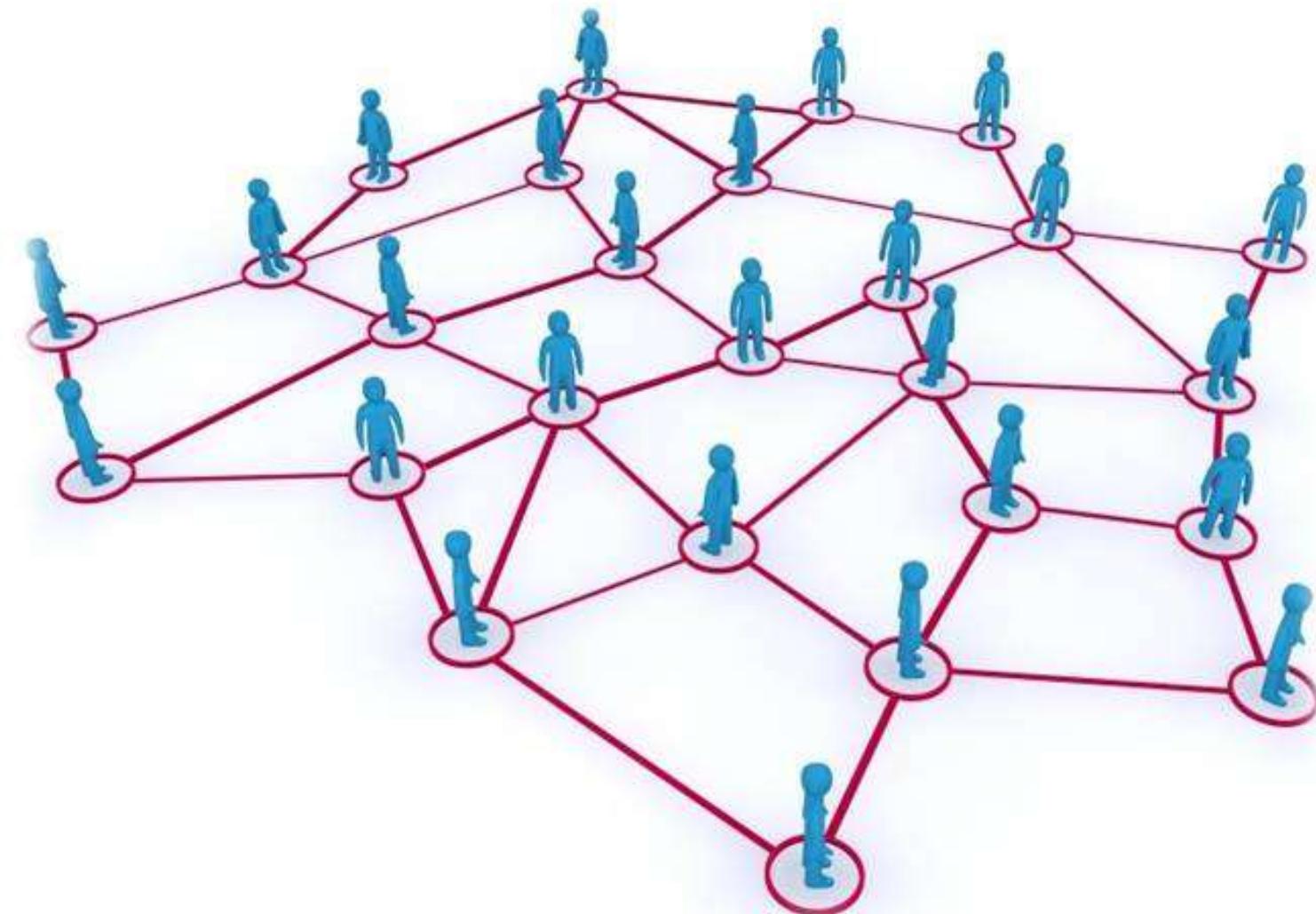
Quality

“Good is the enemy of great.”



- Jonathan Ivey

Social Publishing

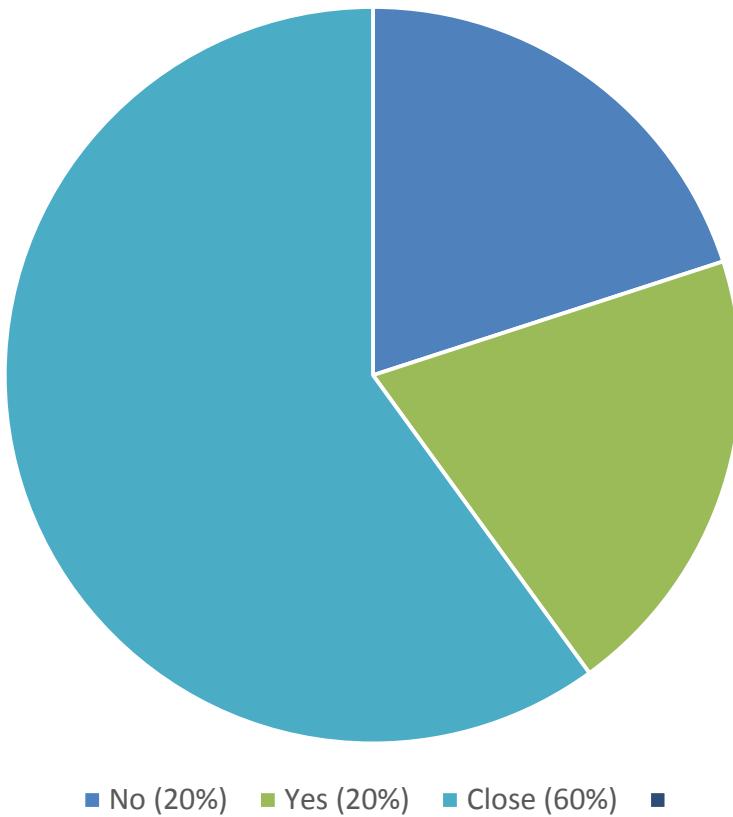


Social Publishing



Conversion

Report tracking Results

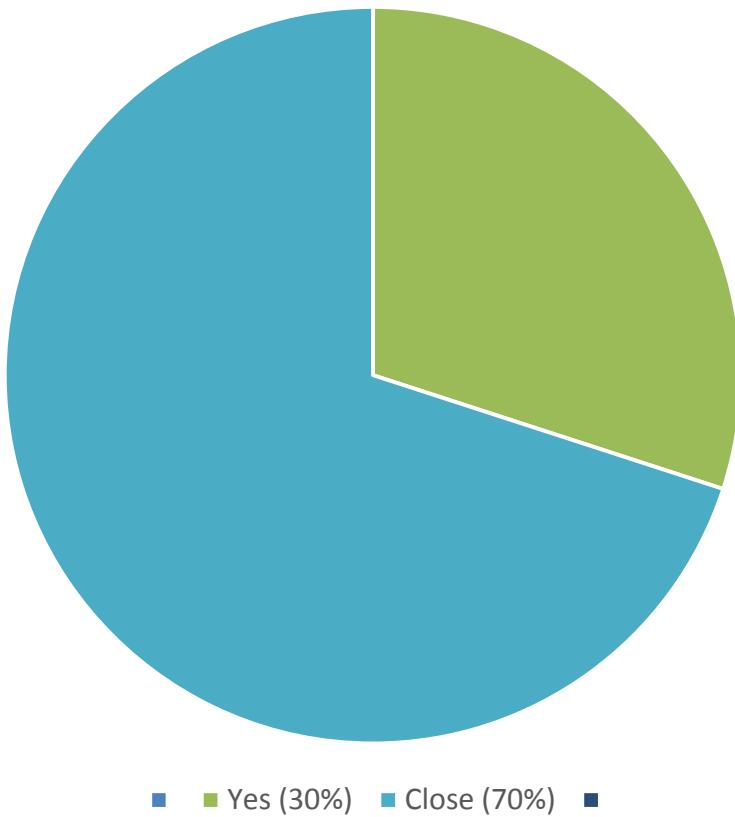


Social Publishing



Conversion

Report tracking Results



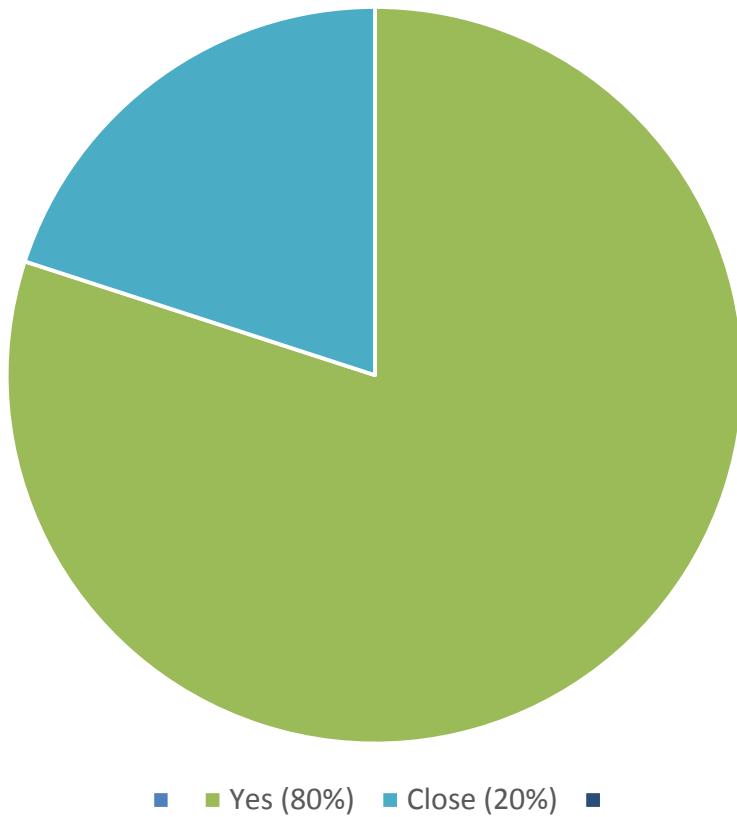
Social Publishing



TBD: Just add here something like
“Your friends Mike, Nik and Melissa
have already clicked ‘Yes’ ”

Conversion

Report tracking Results



Eye Tracking

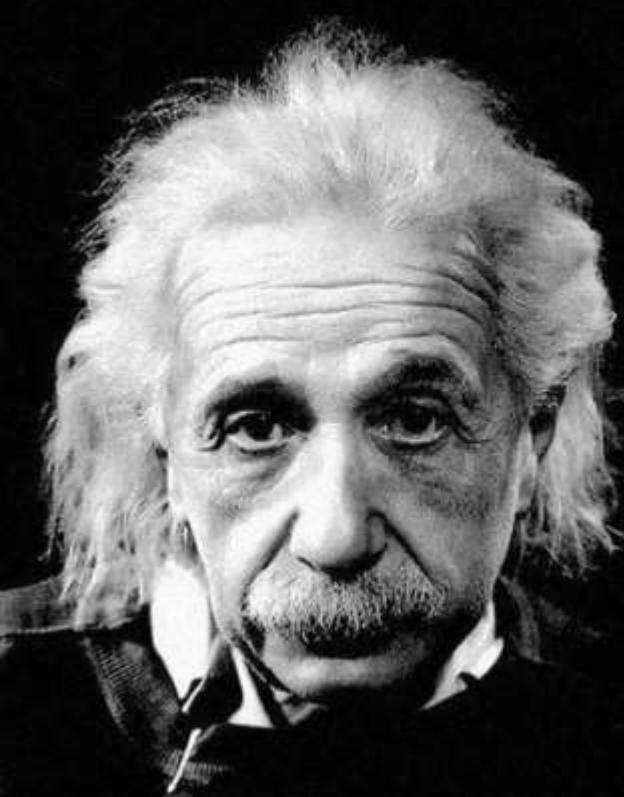
EyeTracking is almost mind-reading

Find out more:

- [imotions](#)
- [eyetracking-tools.com](#)
- [eye tracking glasses](#)

Simplify

“Everything Should Be Made as Simple as Possible, But Not Simpler”



- Albert Enstein

Simpler then Simple == Complex



iPhone – one button
(simple)



Samsung – no buttons
(simpler)

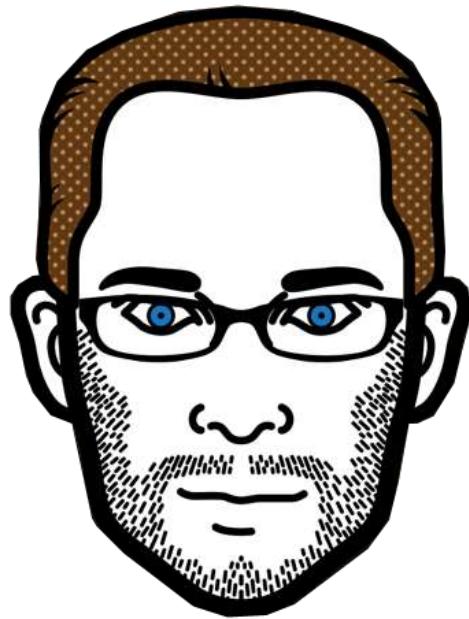


Resume

- Simplify
- Use Standards
- Be careful with LSD

Thanks!

Questions?



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