

NIAGARA SUMMIT

CONNECTING THE WORLD

Understanding User Experience

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What is user experience?





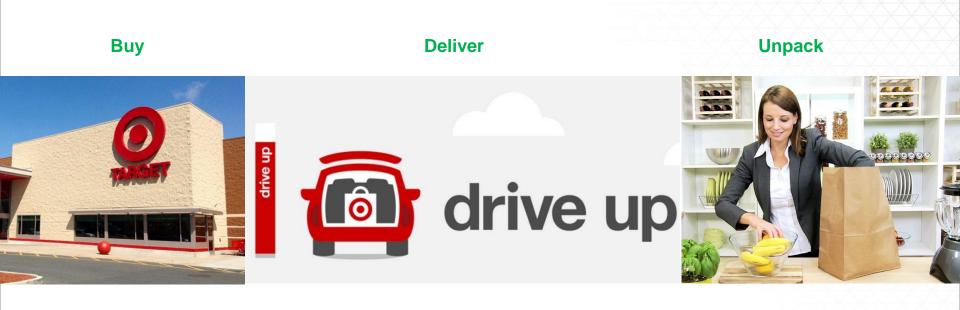
End-to-End User Experience







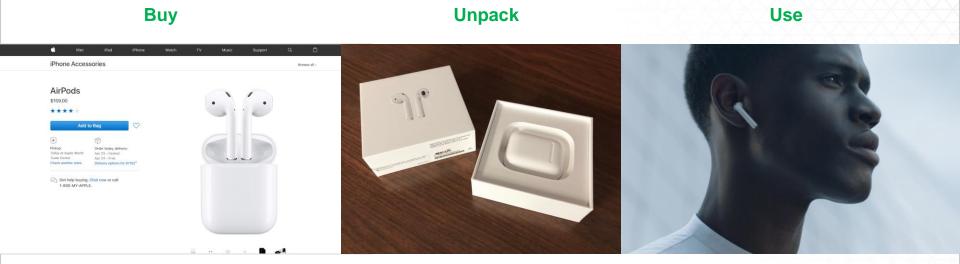
End-to-End User Experience







End-to-End User Experience







User Experience Options Slice Slice Slice Slice

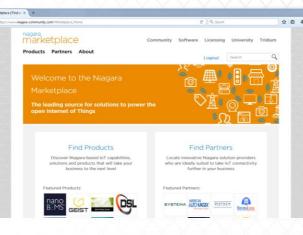




Niagara End-to-End User Experience







Engage

- tridium.com
- Tridium Talks
- Email
- Social Media
- Niagara Forum
- Niagara Summit
- AHR Expo

Specify & Buy

- JACE 8000
- JACE I/O
- Edge 10
- Niagara AX
- Niagara 4

Community (licensing)

Train

- Tridium University
 - Classroom
 - Online
- Forum and Summit

Install

- Hardware
 - packaging
- Hardware guide
- Commissioning workflows
- Wiresheets

Use

- Dashboards
- Graphics
 - HX / PX pages
 - Analytics

Maintain

- Cloud backup
- Community
- License renewal
- Tridium University



- Marketplace
- Customer service
- Sales
 - OEM and SI channels

TRIDIUÂ

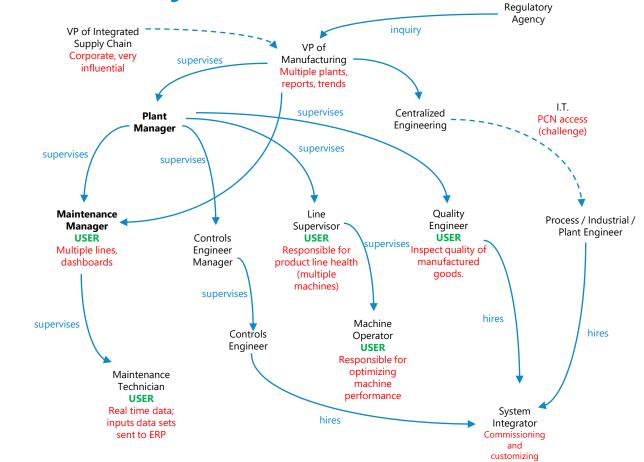


Understanding users (that is, people)





Stakeholder Analysis



The **Plant Manager** is the main decision maker, followed by the **Maintenance Manager**.

Persona

Larry, Line Supervisor



"Everyone relies on me to keep production capacity at 100%, all of the time. So I'm interested in finding problems immediately and solving them quickly."

Description

Responsible for production line effectiveness. Various KPIs: velocity of production, bottleneck identification, production line health.

Heavy user of Tridium offering.

Use cases

I need to know if there is a problem in the production line. If there is a problem, where is it?

If there are multiple problems, which one should I address first?

I would like to see the severity of problems, and then drill into the details of the problem.

Environment

Plant floor of a manufacturing facility. Mobile part of time, also may be supervising from an office. Noisy, distracting, can be hard to focus and concentrate.

Most accessed content + features tbd

Pain points

If production line is not performing well, goals are not met and I am answerable for not meeting those expectations.

No scheduled downtime to inspect the system and address concerns – it's real-time and ongoing.

When I am not aware of something immediately, there is a cost to that inefficiency during that period of being unaware.

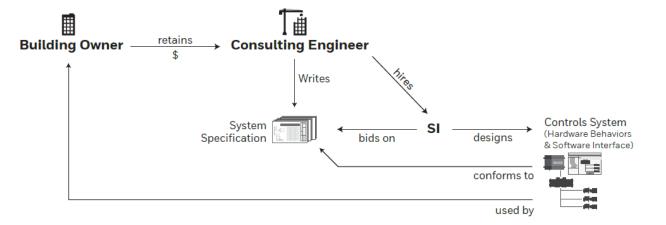
Experience outcomes & evidence of success

- · Velocity of production stays consistent or improves.
- Downtime duration is minimized when the problem is not an anomaly.
- · Time to assign is reduced.
- Evidence of the most critical problems being addressed first and most quickly.
- OEE: Overall Equipment Efficiency



TRIDIUÂ 11

Journey Map



Building owners (whether new constructions or retrofits), generally work through Consulting Engineers to design and document new systems of building hardware (HVAC, Lighting, Electrical, etc.). The specification developed in this way is bid on by Systems Integrators, who submit a design/cost estimate in order to get the job.

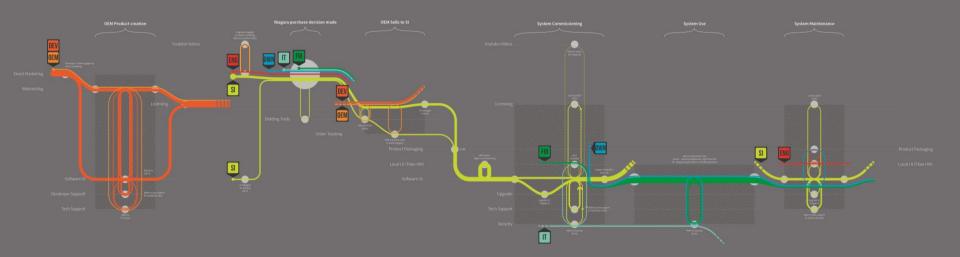
Once awarded a bid, the SI uses the Engineer's specification to design the building automation system (controls). These controls are typically managed through a Niagara-derived UI and work with one or more Niagara stations/supervisors commissioned by the SI for that job.

Once the controls system and interface are built, the SI then trains the building owner in its use and provides ongoing support for the life of the system.



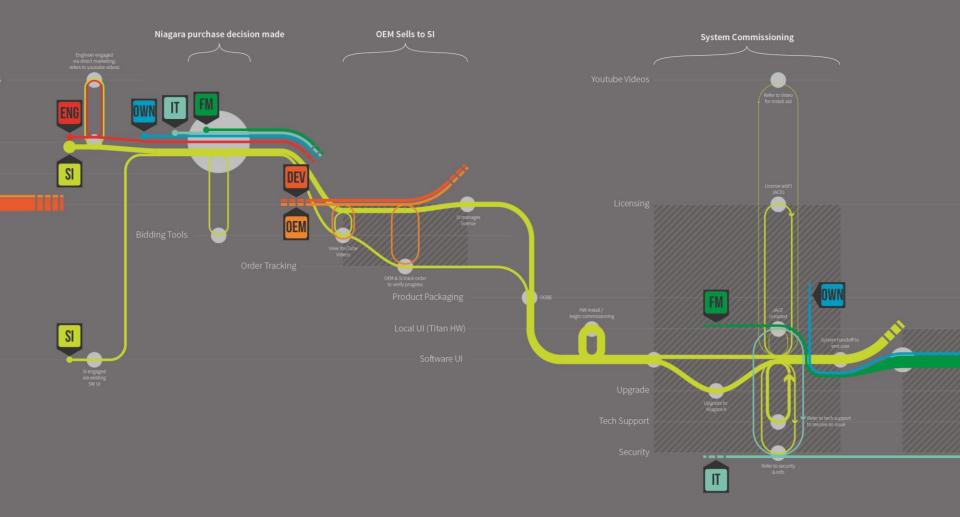


Journey Map













"As Larry the Line Supervisor, I want to see all schedules that are tied to a device so I can understand how changes to one schedule might impact others, helping me reduce support calls."





User Stories

- 1. As an S.I., I have just one version of Scheduler to manage in Work Bench, Mobile, and HX so I can save time and avoid confusion.
- 2. As an S.I., I can use Scheduler on my smartphone and tablet so I can work in the field and not need a laptop.
- 3. As an S.I., I can use Scheduler offline so I do not need an internet connection to use it.
- 4. As an S.I., I can view schedules in both list or calendar views so I can switch to one format or the other depending on context and viewing preferences.
- 5. As an S.I., I can quickly view details of an event so that I can save time.
- 6. As an S.I., I can visually identify holidays so that I can quickly differentiate them from regular events.
- 7. As an S.I., I can easily create and interact with (select, move, etc.) short duration events so that they are more accessible and quick to use.
- 8. As an S.I., I can export a schedule to PDF so that I can print it.
- 9. As an S.I., I can see all schedules that are tied to a device, or see all devices that are tied to a schedule, so that I can understand how changes to a schedule will impact devices.
- 10. As an S.I., I have a view of the Scheduler that is easy to see and read so that it is pleasant and efficient to use.
- 11. As an S.I., I can set the beginning of the week to be on a Sunday or a Monday for localization purposes.
- 12. As an S.I., I can set view and edit permissions for my schedules so I can control access to them.
- 13. As an S.I., I can import and export schedules so add other events to Niagara, and use my schedule outside of Niagara.

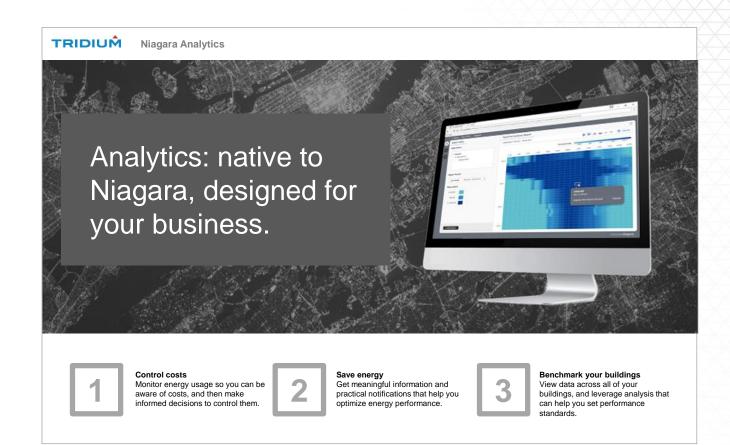




Human Centered Design











Smart Phones

They're really cool! The latest technology! They look fantastic!

But do we actually like them for other reasons?









They're really cool! The latest technology! They look fantastic!

We used to say this things about these phones, too.









They're really cool! The latest technology! They look fantastic!

And PDAs.



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10 Usability Heuristics for User Interface Design Jacob Nielsen – Principal, Nielsen Norman Group Source: tfa.stanford.edu/download/TenUsabilityHeuristics.pdf

1. Visibility of system status

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

2. Match between system and the real world

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than systemoriented terms. Follow real-world conventions, making information appear in a natural and logical order.

3. User control and freedom

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.





4. Consistency and standards

Users should not have to wonder whether different words, situations, or actions mean the same thing.

5. Error prevention

Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

6. Recognition rather than recall

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.





7. Flexibility and efficiency of use

Accelerators — unseen by the novice user — may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

8. Aesthetic and minimalist design

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

9. Help users recognize, diagnose, and recover from errors

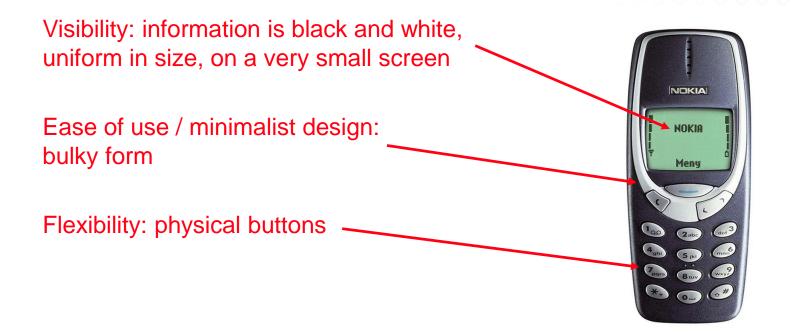
Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

10. Help and documentation

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

















Visibility: information is color and with different sizes that convey hierarchy

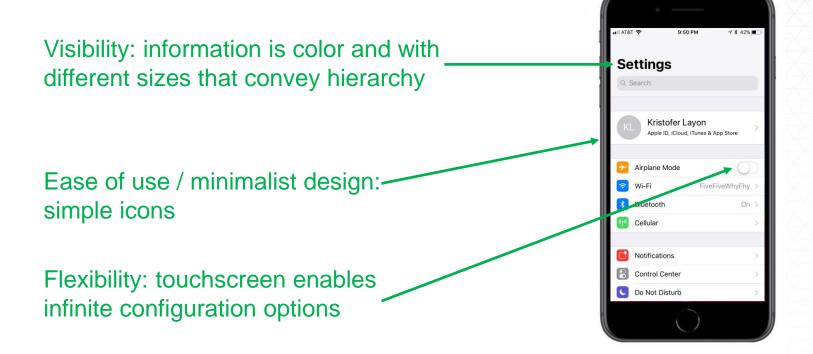
Ease of use / minimalist design: thin form

Flexibility: touchscreen enables infinite configuration options









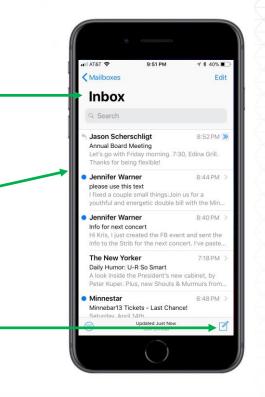




Visibility: information is color and with different sizes that convey hierarchy

Ease of use / minimalist design: _____ simple indicators, limited use of color

Flexibility: touchscreen enables infinite configuration options







What can we learn from the evolution of cellular phones?

- 1. Visibility of status
- 2. Information hierarchy
- 3. Aesthetic and minimalist design
- 4. Flexibility and ease of use





Visibility of Status

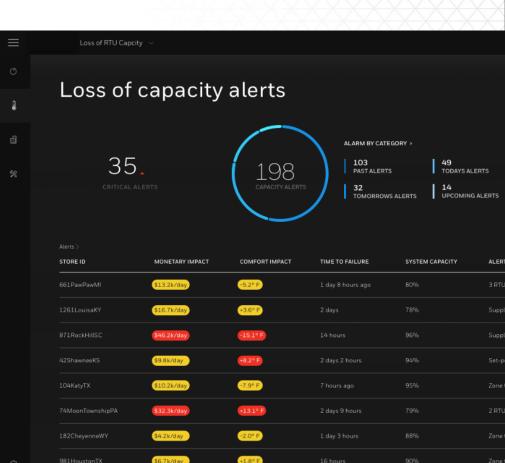
- Use color if it communicates meaning or adds clarity
- Make a symbol easy to see
 - Don't make it too small
 - Don't hide it in clutter
- Use only as much color as necessary





Information Hierarchy

- Use a common font and color to unify presentation
- Use type sizes to differentiate levels of importance
- Use color sparingly and in ways that communicate vs. decorate





Information **Hierarchy**



MUMMY WAS IN STOCK

A monkey never left Dayton's

Judge to be state's new U.S. attorney

Cainy, likely to turn to

Erica MacDonald chosen to fill vacant federal post. IN STREET, MONTHALLAND

Wild embrace role of playoff underdog

> President Donald Tramp on Tuesday nominated Dakona Country District Judge Brica H MacDonald to be the note U.S. amorney for Minnesers, elevating a former federal proscutor for the important law enforcement post. The Star Tribune first

sponedin February that Mac-Donald had emerged as the likely pick after a mostly percess saw multiple candidates rise and fall over the past year The White House announced MacDonaid's nomination as pure of its 12th "wave" of U.S. normey nomination

If confirmed by the U.S. Senass. MacDonald would return to an office at which she spere eight years as a listeral pros a sa hadene cala she worked as a federal prosecutor in filmois suffier in her careet MacDon ald spent the last three years of Sea ATTORNEY on Alle



Bills target officers who abuse Police depts, would be

required to establish rules. IN DESCRIPTION DECREPTION

Police have so procedures for responding to domestic olence, but when one





Last game to define

season for Wolves

Aesthetic and Minimalist Design

- Too much information at once is hard to process and leads to error, fatigue, frustration.
- Unnecessary ornamentation and styling adds visual clutter.
- The fewer the fonts, text sizes, and visual treatments used, the better.







Aesthetic and Minimalist Design



	niagara	
A	ctive alarms	
	Set point exceeded Honeywell HQ	
	Lights 5:00 AM - 5:00 PM	
	Heating 6:00 AM - 4:00 PM	
	All alarms	
	ctive schedules	
A		
A	Security 12:00 AM - 12:00 PM	!
A		!
A	12:00 AM - 12:00 PM Lights	!

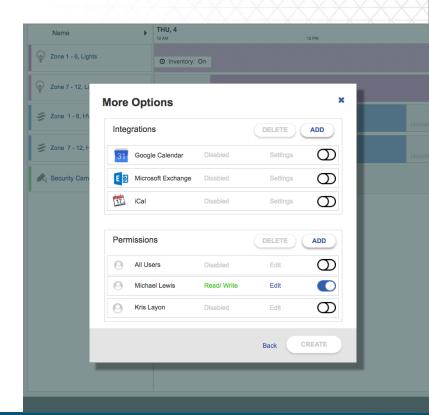






Flexibility and Ease of Use

- If customers manage tasks and information in more than one way, can we be flexible and accommodate that?
- Can we integrate with other tools to reduce labor?
- Can we make options easy?







Flexibility and Ease of Use

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	 Zone 1-0, HVAC Zone 7-12, HVAC Security Cameras 		Name:	Visual Identifier: nde	Events	Current Mode	
	 Hidden Schedules 		Zone 1 - 6, Lights	Custom •	O 2	On	
			Schedule Description: Default zone schedule for lights	Lightbulb.JPG BROWSE			
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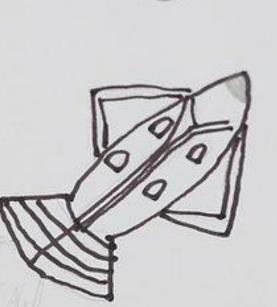


"What can I do to support good UX design?"









Nagara Alarms Buildings Schedules		Permissions Settings 😧 Anders Anderson	
Prototyp Active alarms	e	Today's weather: Raleigh, NC 💌	¢
Tridium Building 1 AC failure	Feb. 22, 2018 5:12 AM	Air Sensor 1 Air Sensor 2 44° F 45° F	
Walmart Refrigeration leak	Feb. 22, 2018 6:45 AM	Active schedules	
Chapel Hill - Chemistry Building Lighting failure	Feb. 22, 2018 1:08 PM	Security IBM Building 1	
All alarms > History		12:00 AM - 12:00 PM Occupied	
20		Security IBM Building 2 12:00 AM - 12:00 PM Occupied	
To the second se		Lighting Duke Student Union 12:00 AM - 12:00 PM Occupied	

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proto.io

Sign in

Blog

Prototypes that feel real.

Create fully-interactive high-fidelity prototypes that look and work exactly like your app should.

No coding required.

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Learn Design Basics

- General principles
 - Composition / page layout / screen layout
 - Information hierarchy
 - "White space" / reducing clutter and confinement
 - Legibility and readability
- Typography (fonts)
- Color





ABOUT

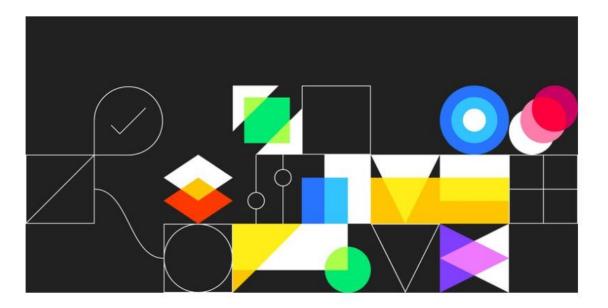
A directory of essential design tools and resources to keep your projects moving forward

Material Design



Find the latest Material Design tools, resources, and theory all in one place.

- Guidelines
- Components
- Color Tool
- Icons
- Gallery



Principles



Material is the metaphor

A material metaphor is the unifying theory of a rationalized space and a system of motion. The material is grounded in tactile reality, inspired by the study of paper and ink, yet technologically advanced and open to imagination and magic.

Bold, graphic, intentional

The foundational elements of print-based design – typography, grids, space, scale, color, and use of imagery – guide visual treatments. These elements do far more than please the eye. They create hierarchy, meaning, and focus. Deliberate color choices, edge-to-edge imagery, large-scale

Motion provides meaning

Motion respects and reinforces the user as the prime mover. Primary user actions are inflection points that initiate motion, transforming the whole design.

All action takes place in a single environment. Objects are

Type & Typography

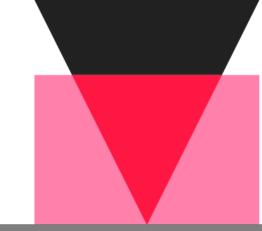
Explore typographic culture and discover fonts for your next project, with this collection of case studies, technical updates, and editorial features curated by the Google Fonts team



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	Google Fonts		DIRECTORY	FEATURED ARTICLES ABOUT 📐 >	Q Search	
	Open Sans 🛨 Steve Matteson (10 styles)	Lato Łukasz Dziedzic (10 styles)	•	Montserrat Julieta Ulanovsky, Sol Matas, Juan Pablo del Peral, Jacques Le Bailly (18 styles)	Categories Serif Sans Serif 	
	Almost before we knew it, we had left the ground.	A shining crescent far beneath the flying vessel.		lt was going to be a lonely trip back.	 Display Handwriting Monospace Sorting Trending Languages All Languages Image: Image: Imag	
	Tajawal Boutros Fonts, Mourad Boutros, Soulaf Khalifeh (7 styles)	Roboto Condensed Christian Robertson (6 styles)	•	Oswald Vernon Adams, Kalapi Gajjar, Cyreal (6 styles)	Number of styles	
:	Mist enveloped the ship three hours out from port.	My two natures memory in common.	had	Silver mist suffused the deck of the ship.	Thickness Slant Width	
						-

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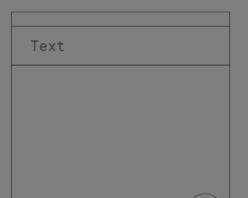
COLOR TOOL

Create, share, and apply color palettes to your UI, as well as measure the accessibility level of any color combination.

USER INTERFACES ACCESSIBILITY

MATERIAL DESIGN

< 1/6 >



MATERIAL PALETTE		CUSTOM														
	50	100	200	300	400	500	600	700	800	900	A 100	A 200	A 400	A 700	•	
Red																
Pink																
Purple																
Deep Purple																
Indigo																
Pluo															•	
CURRENT S	SCHE	ИE														
Primary	Secondary							Text on P								

Test







Build Relationships





TRIDIUÂ 49

Thank you!

Kristofer.layon@tridium.com 612.201.8267

And please visit our Niagara Design Lab!





