Using Psychology to Design Better Products & Services

JON YABLONSKI

JONYABLONSKI.COM @JONYABLONSKI JUNE 2023



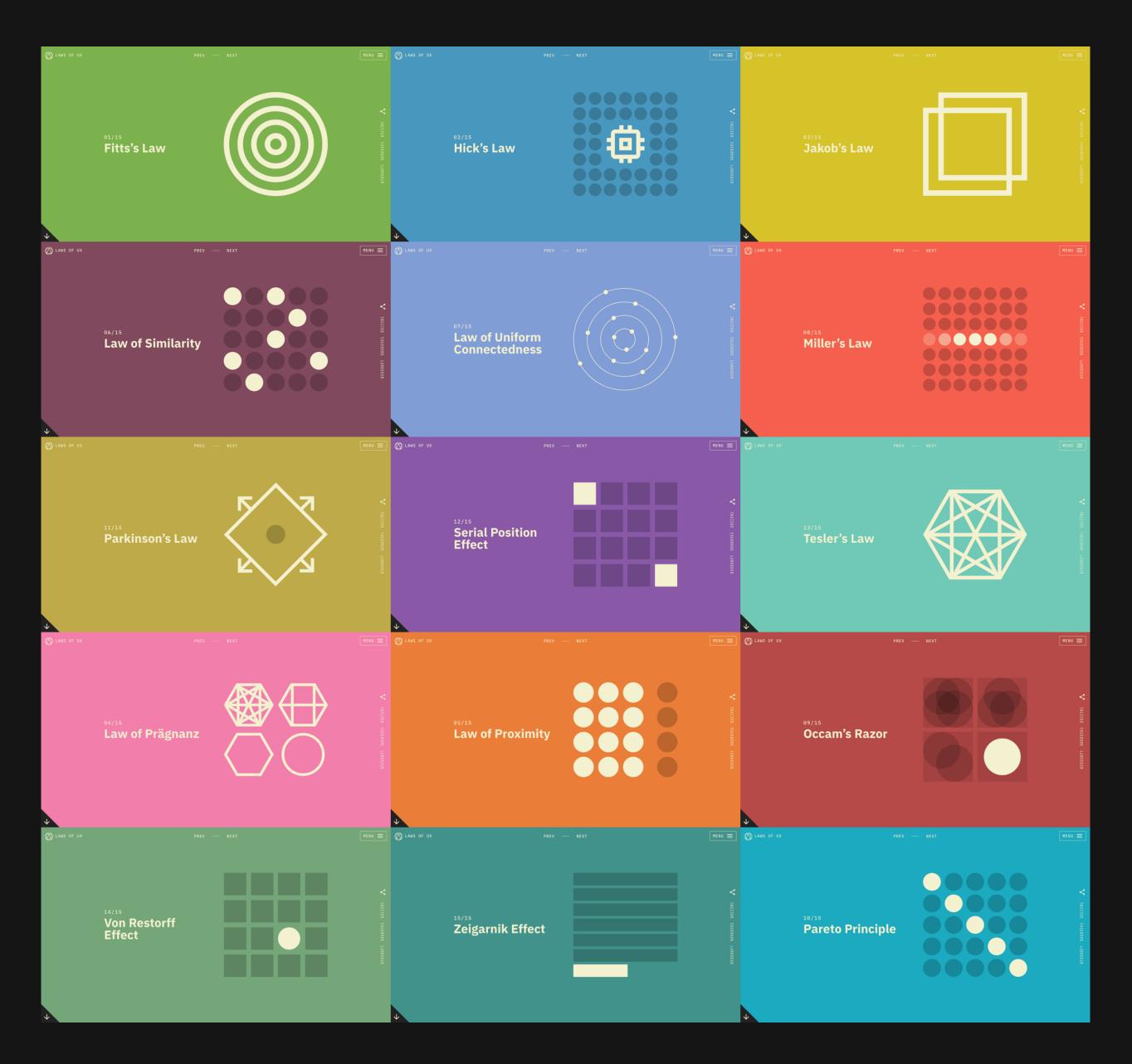






Laws of UX

https://lawsofux.com



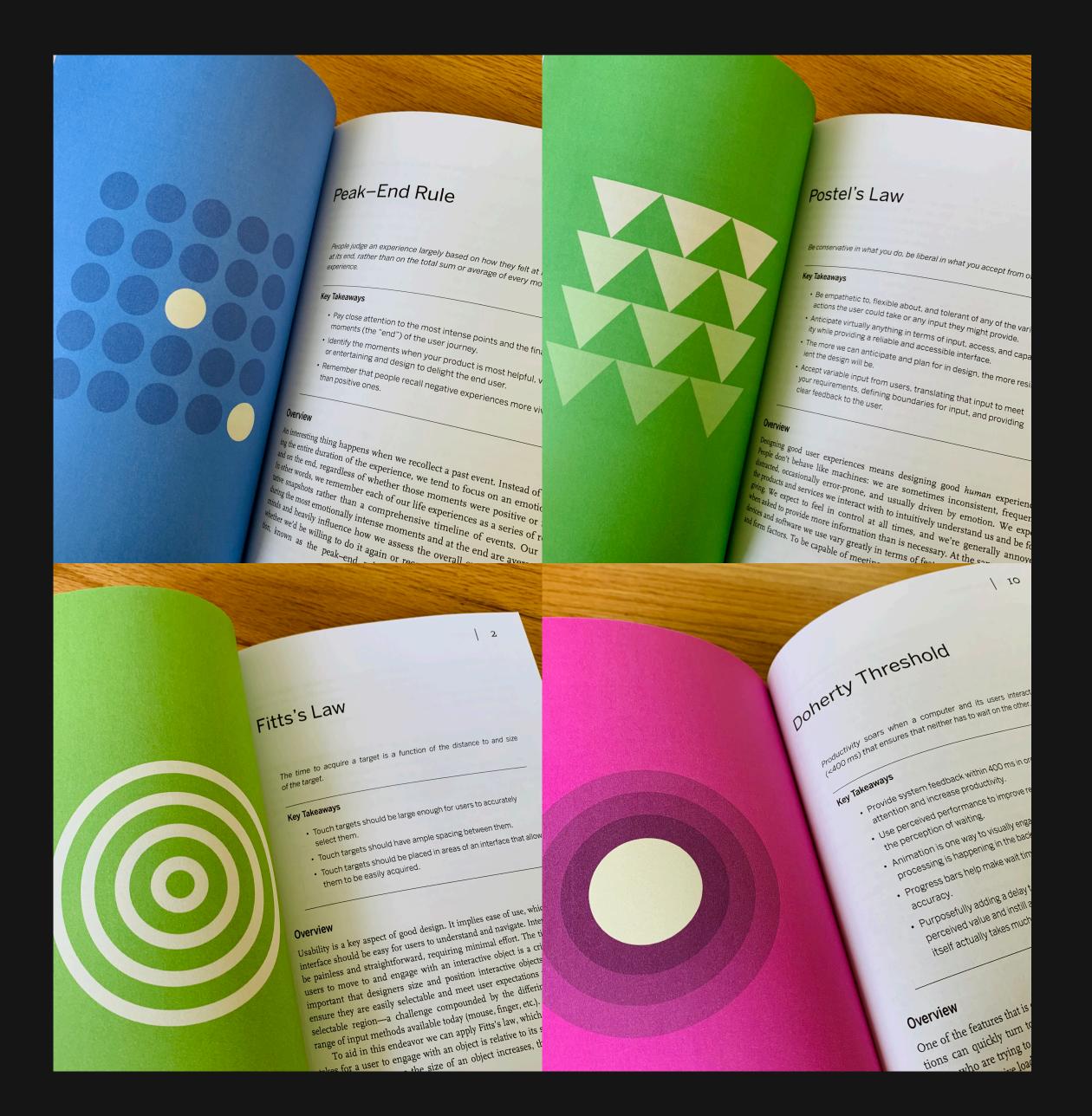
Laws of UX

Using Psychology to Design Better Products & Services



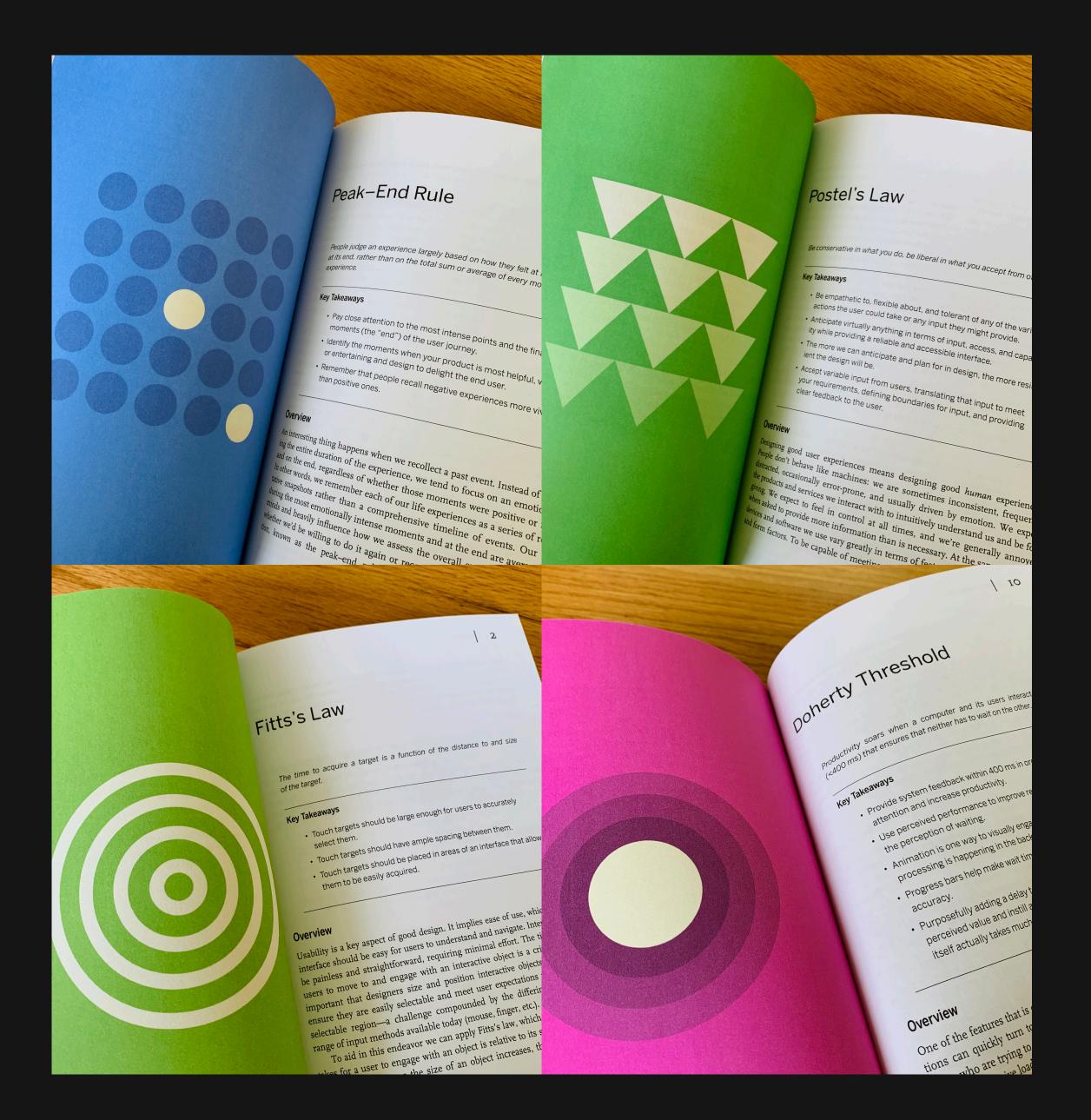
Chapters

- 1. Jakob's Law
- 2.Fitts's Law
- 3. Hick's Law
- 4.Miller's Law
- 5. Postel's Law
- 6. Peak-End Rule
- 7. Aesthetic-Usability Effect
- 8.von Restorff Effect
- 9. Tesler's Law
- 10.Doherty Threshold
- 11. With Power Comes Responsibility
- 12. Applying Principles in Design

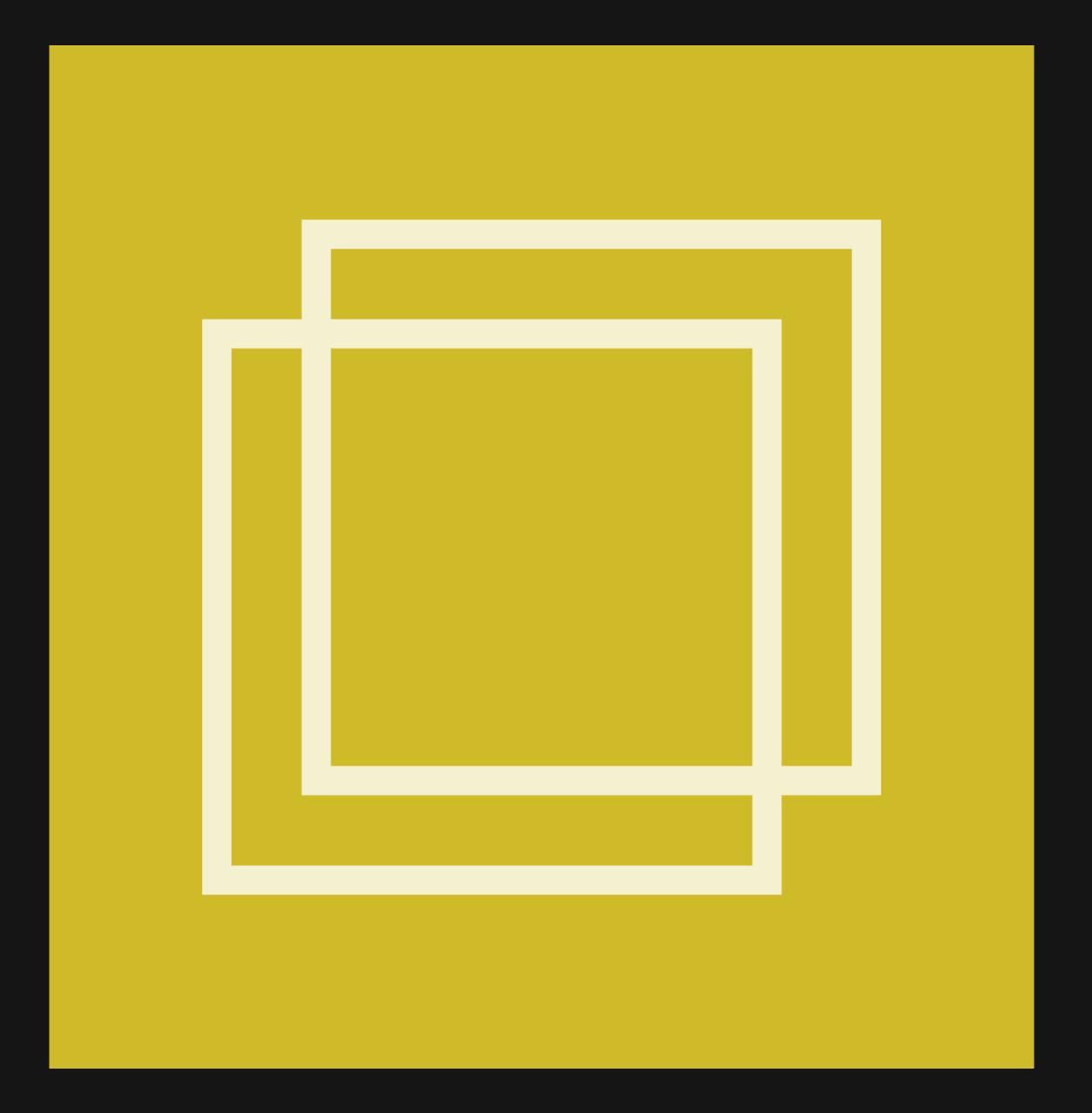


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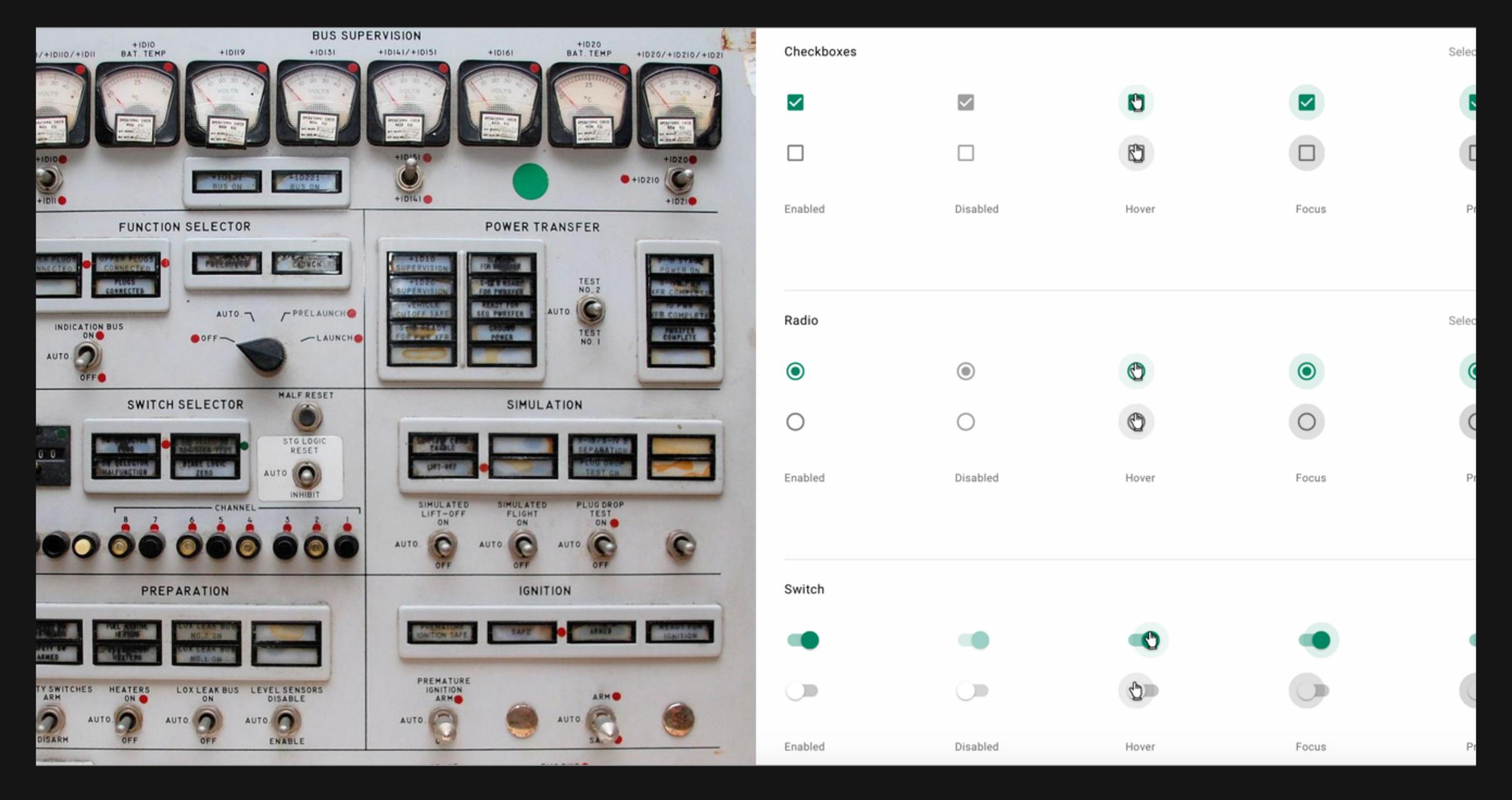


Jakob's Law

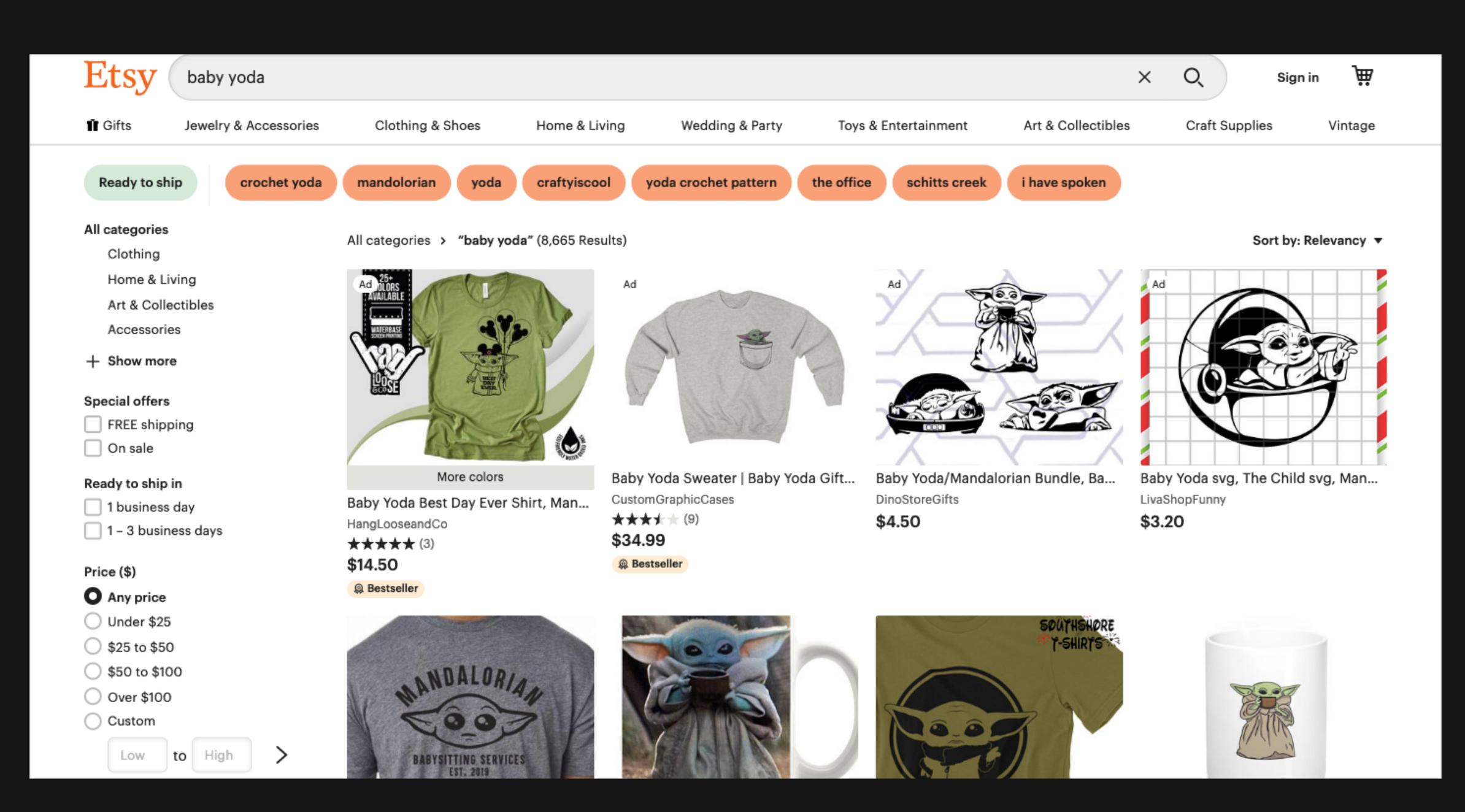


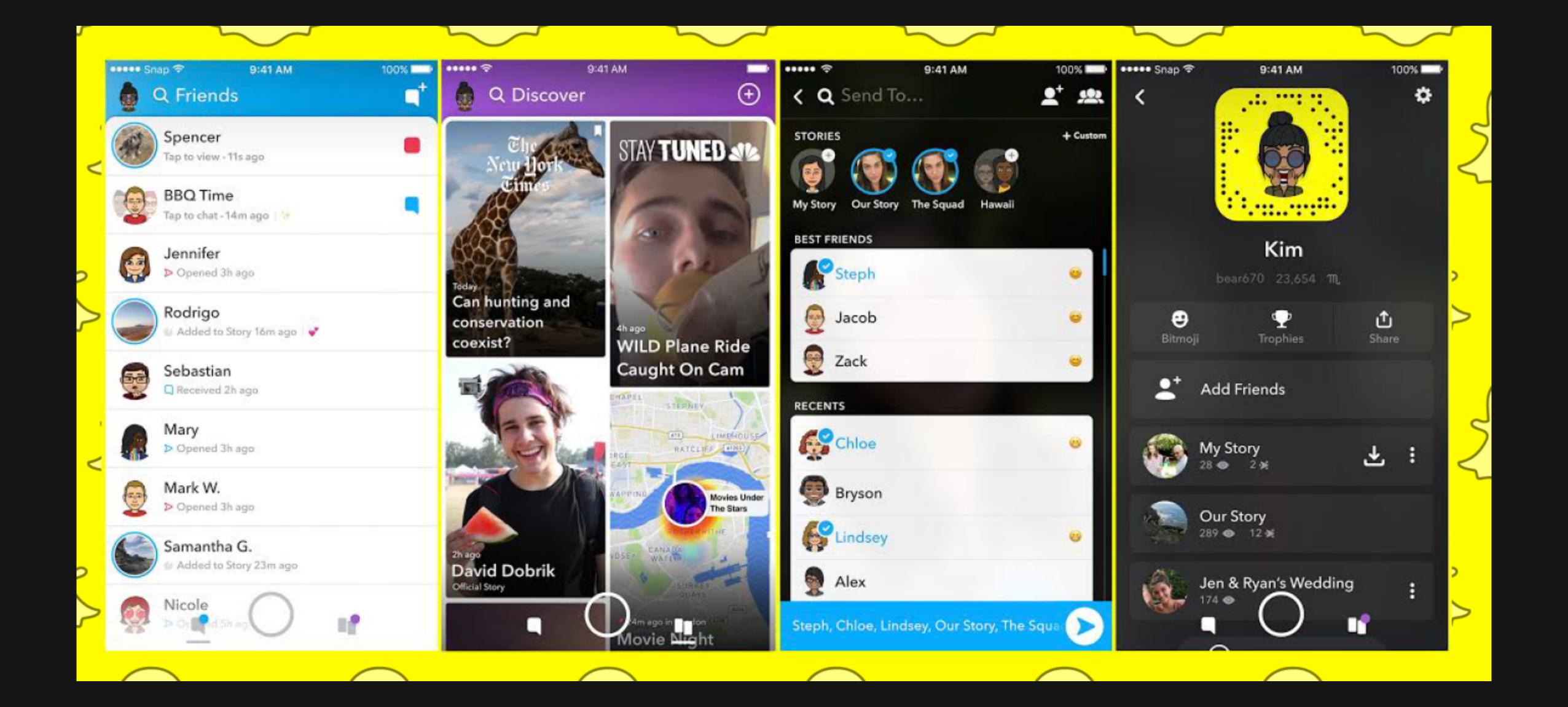


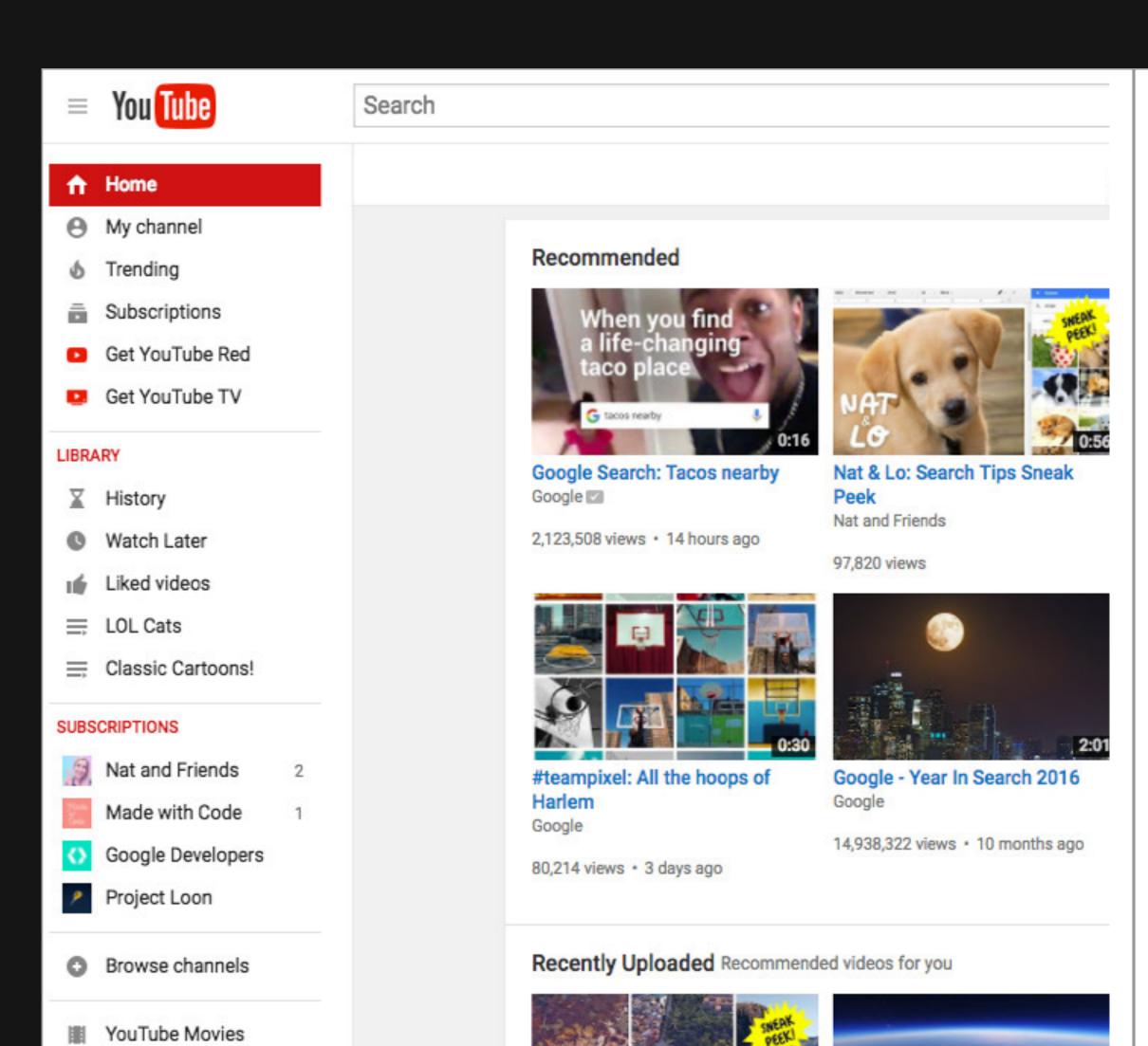
Mental Model

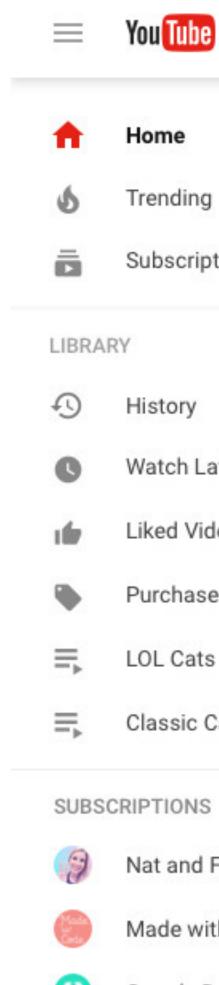




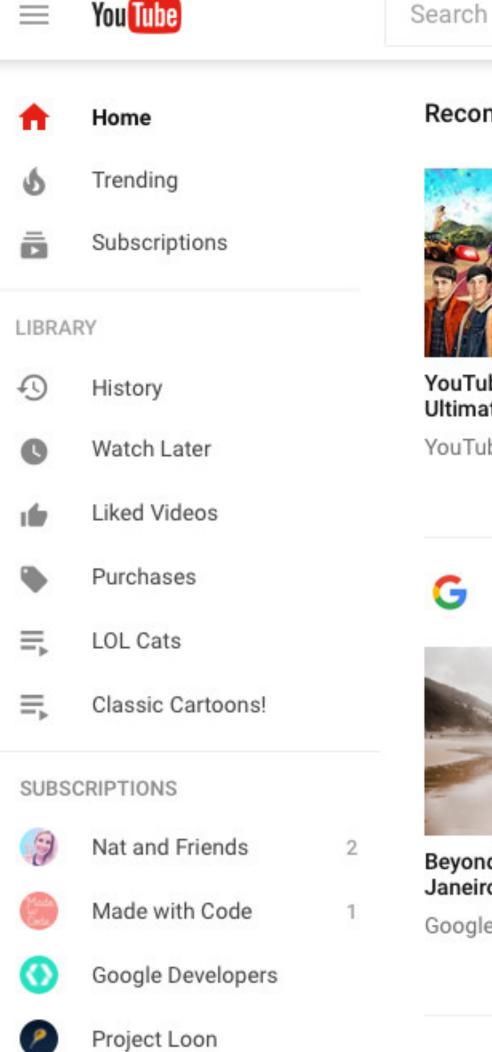








Google Earth



Recommended





Explore the Hidden Worlds of

YouTube Rewind: The Ultimate 2016 Challenge

the National Parks in 360° Google 5M views

YouTube Spotlight 190M views

Google



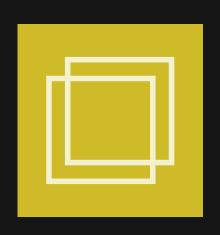


Beyond the Map, Rio de Janeiro - Ricardo's Story

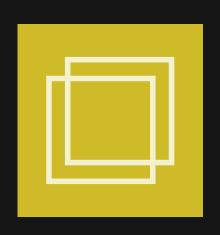
Google 91K views

Google Home: Hands-free help from the Google

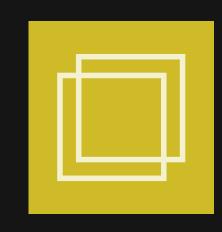
Google 1.1M views



- 1. Expectations
- 2. Existing mental models
- 3. Minimize discord



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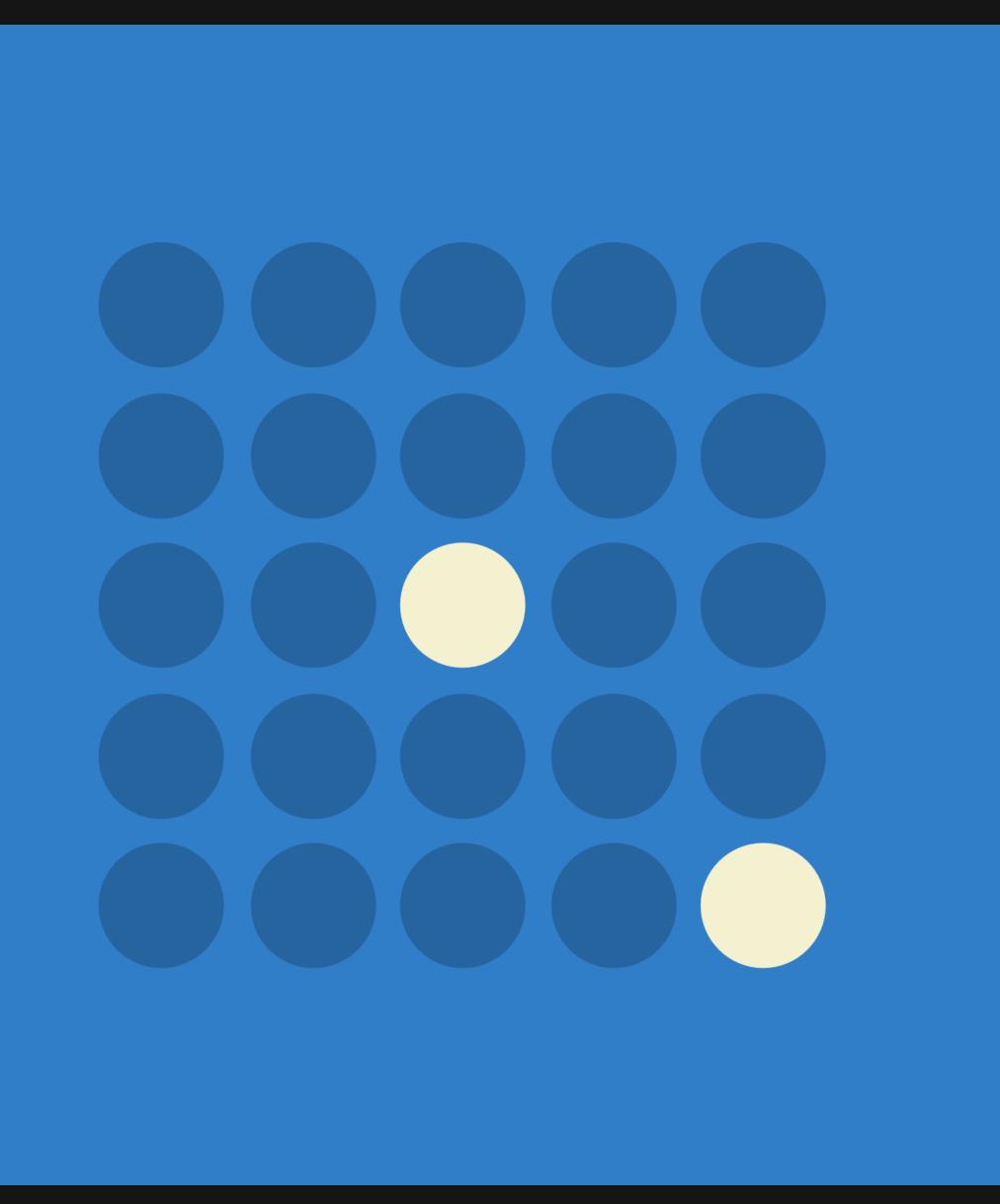


- 1. Expectations
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User Personas

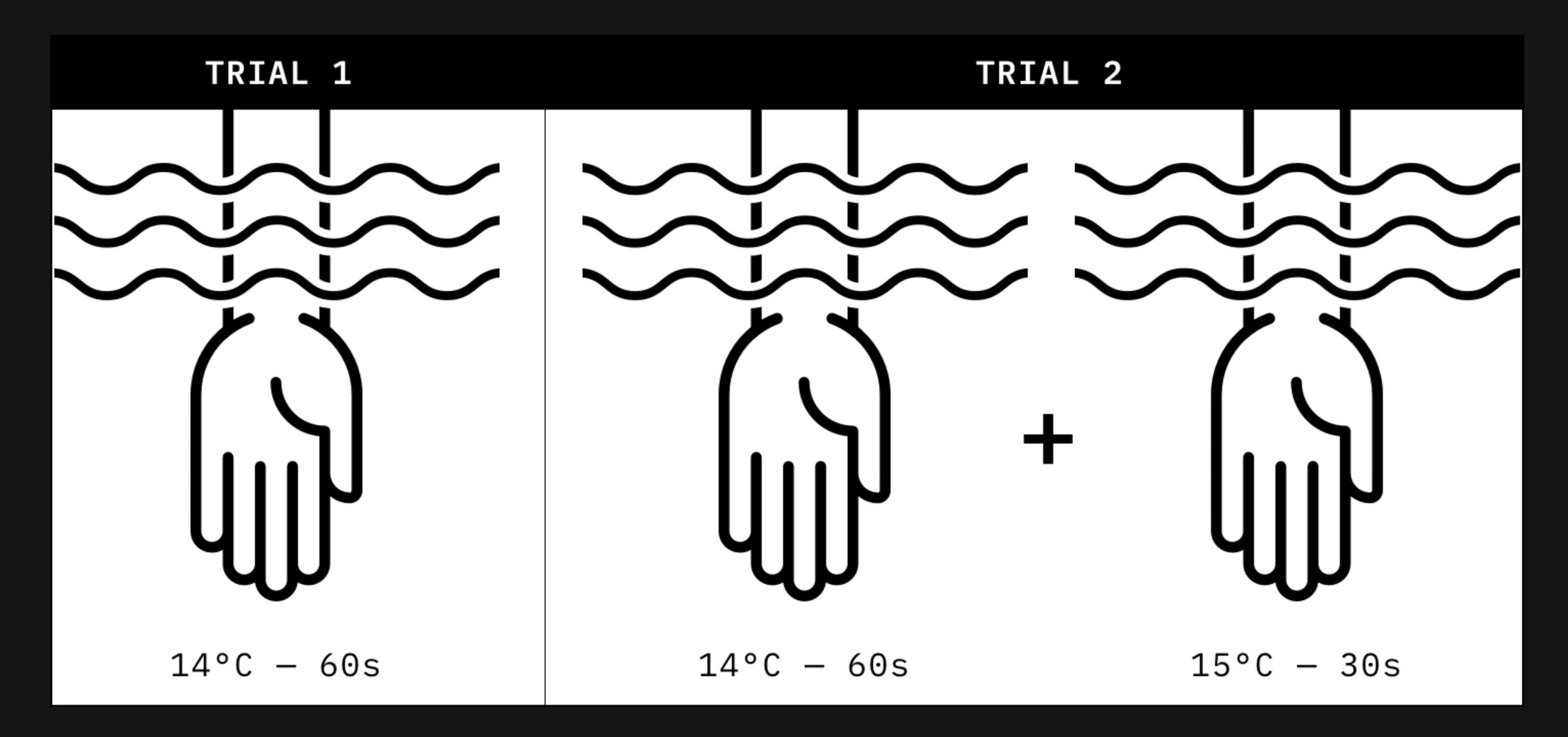


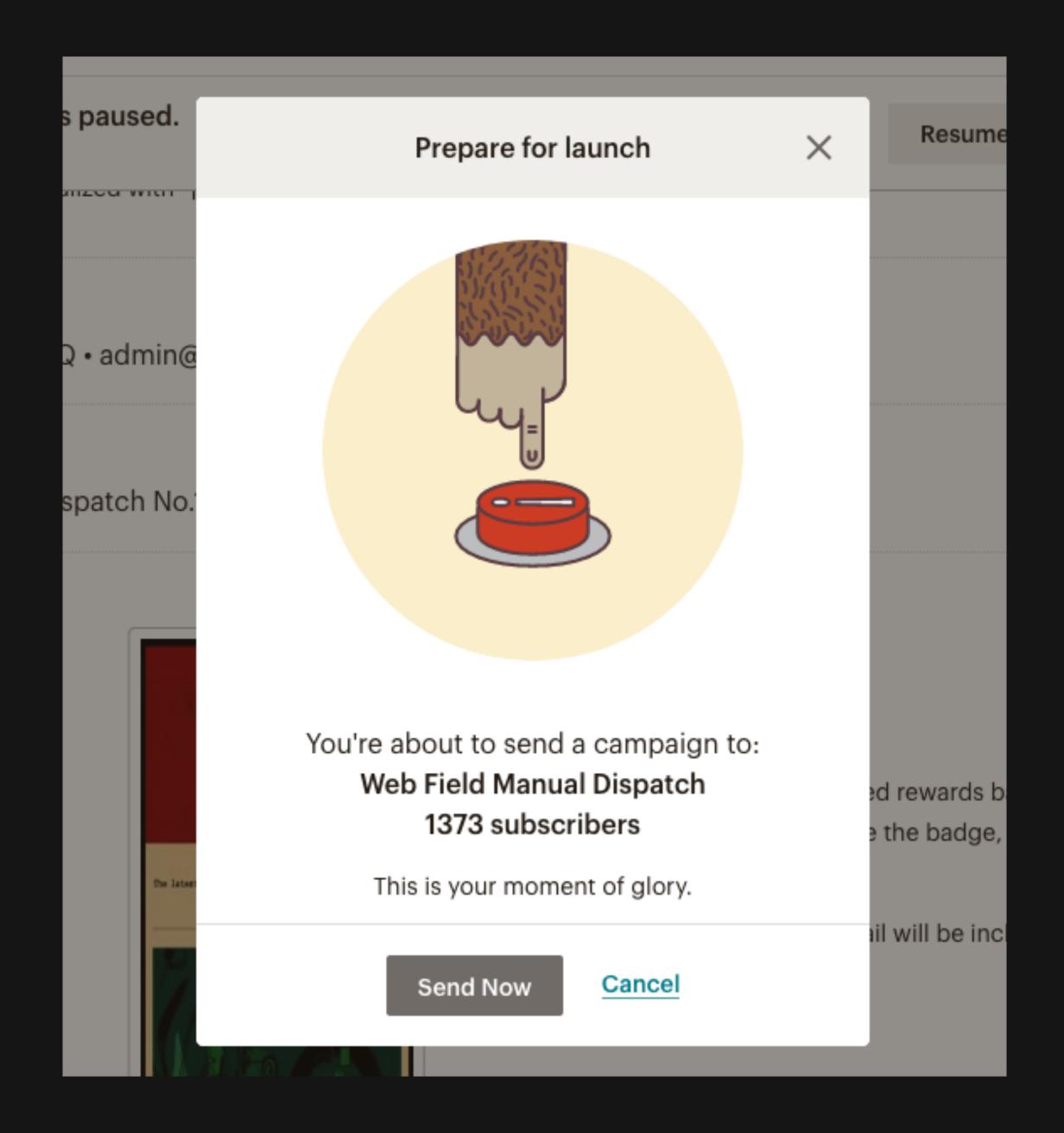
Peak-End Rule



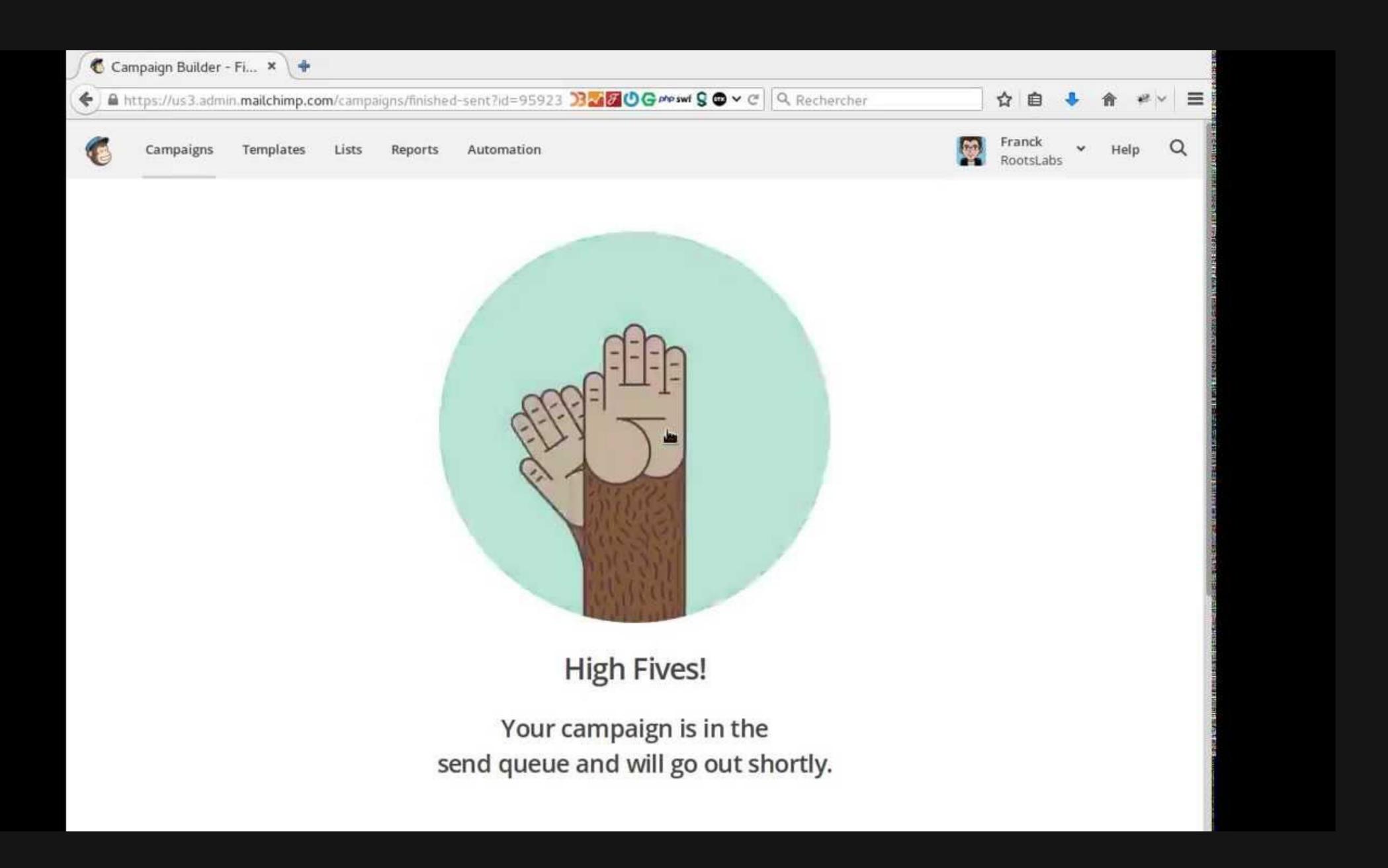


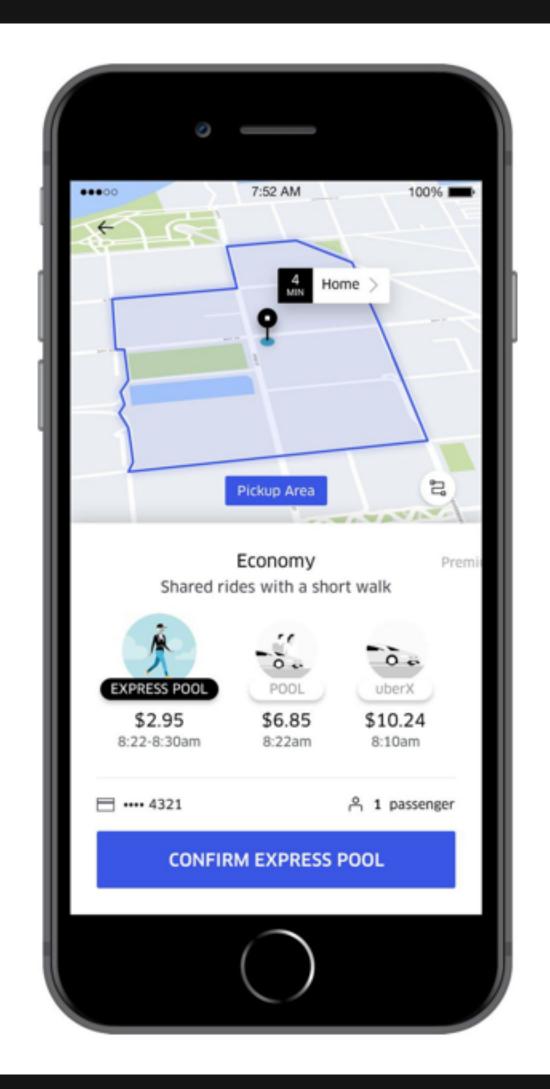
Cognitive Bias

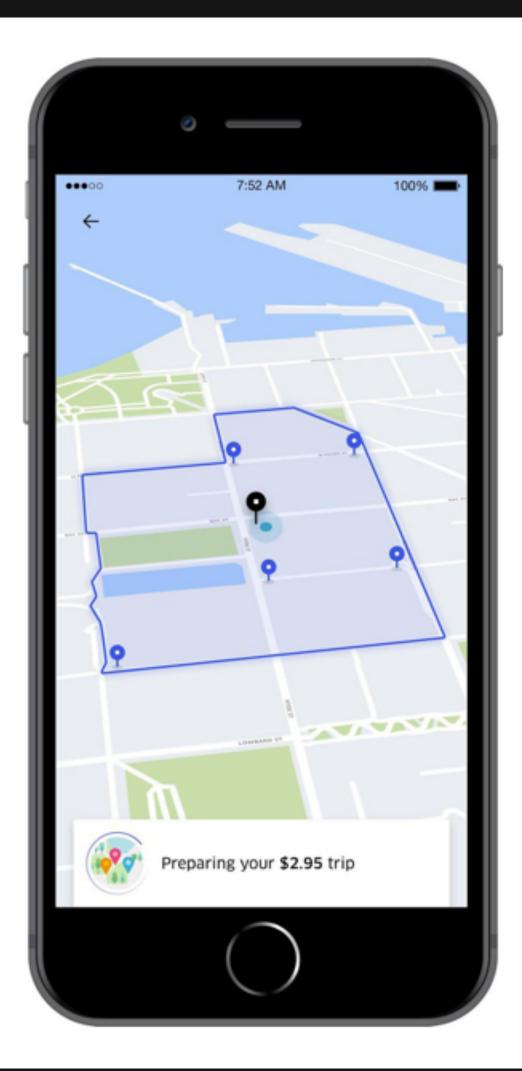


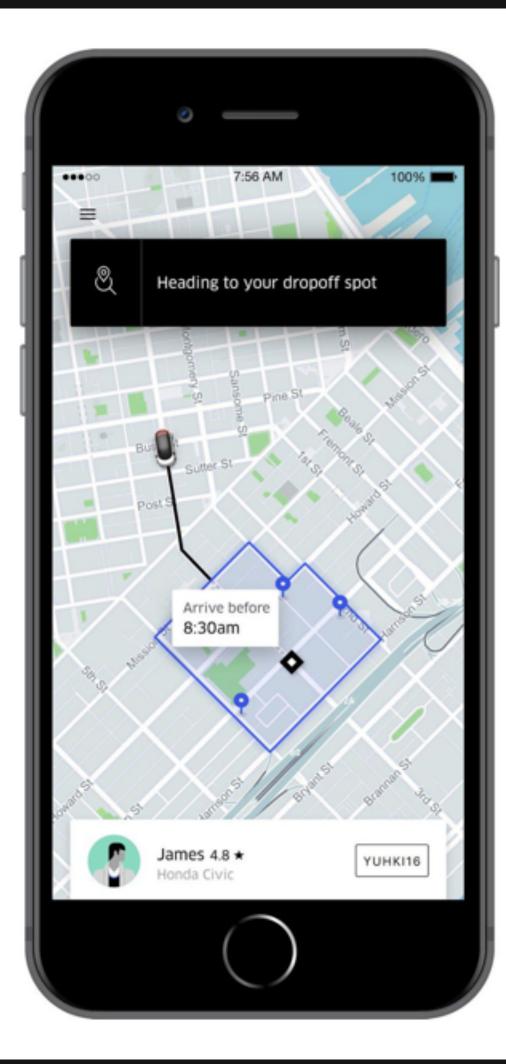


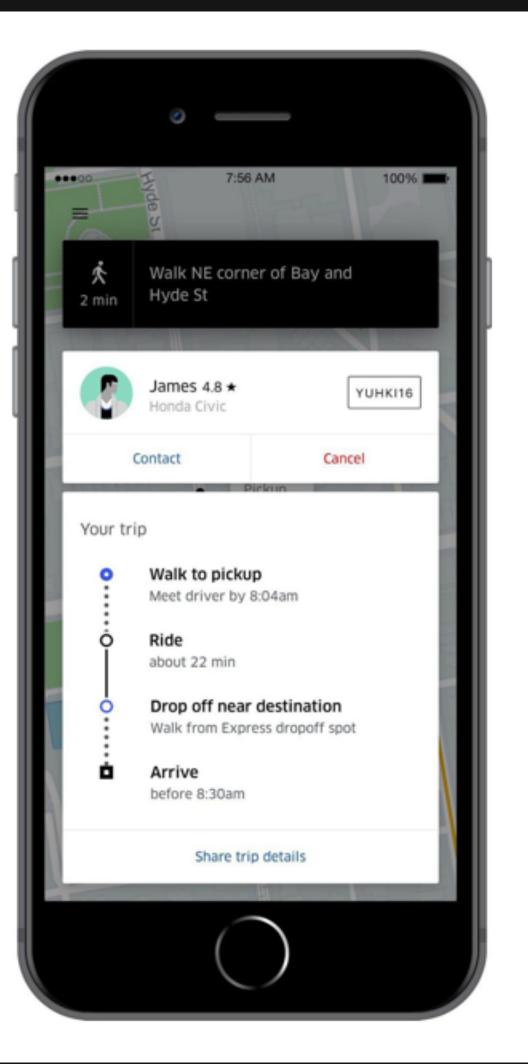




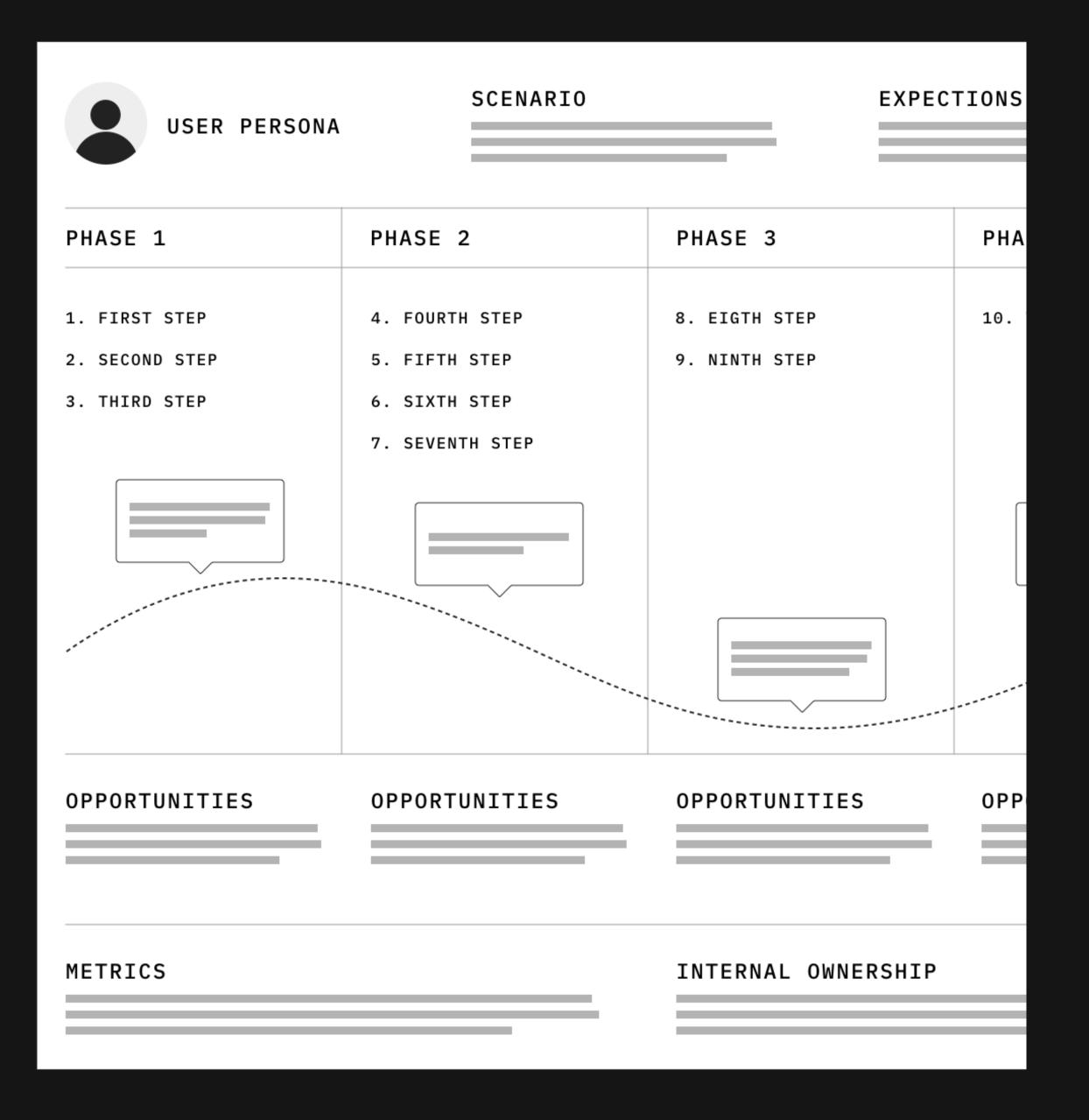


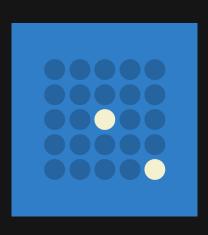




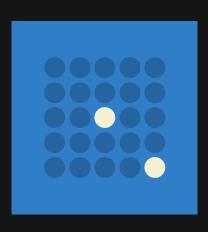


Journey Maps

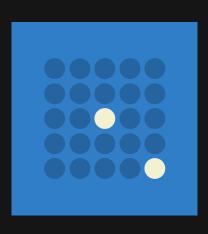




- 1. User Journey
- 2. Peak Moments
- 3. Experience Recall

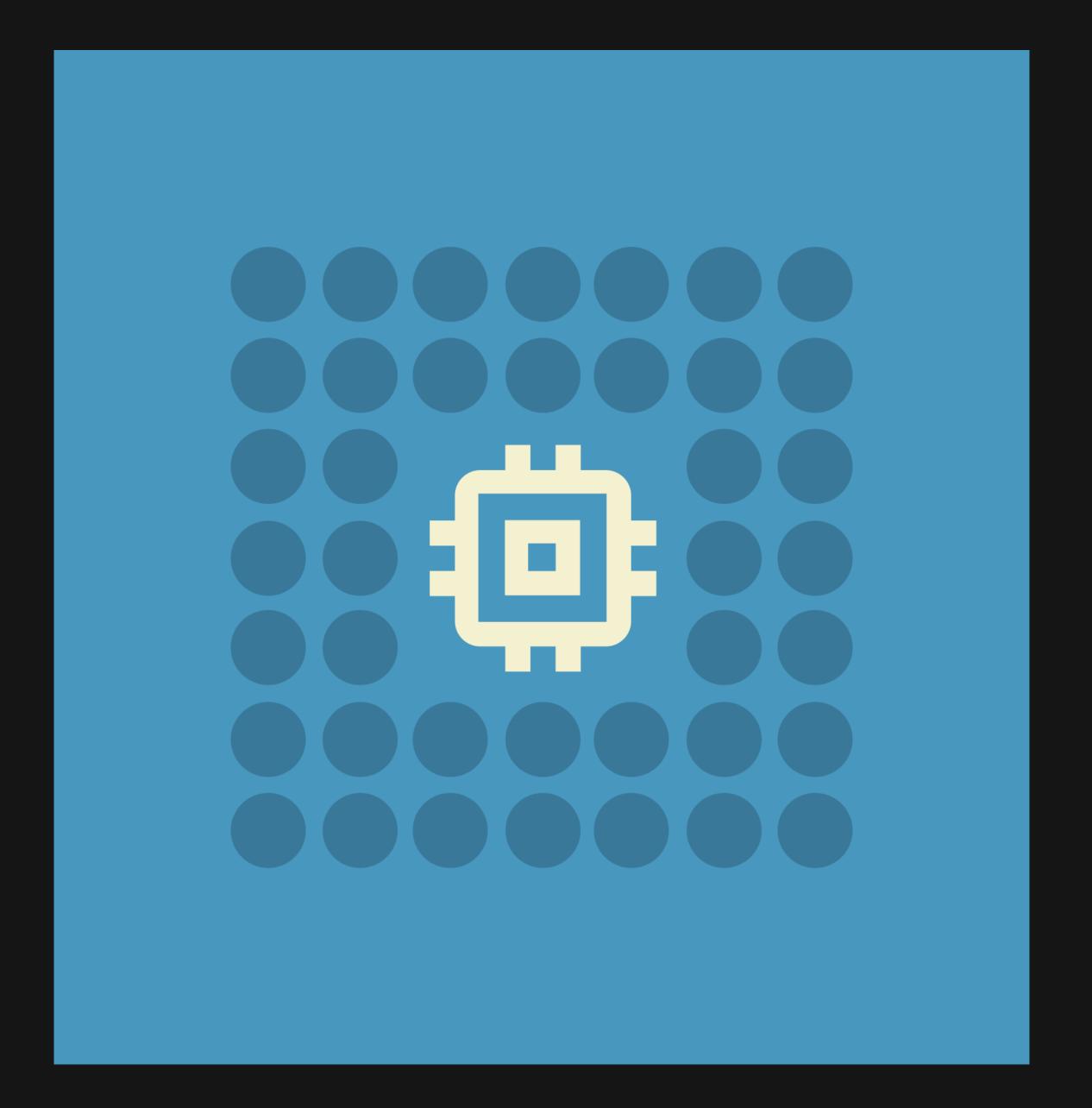


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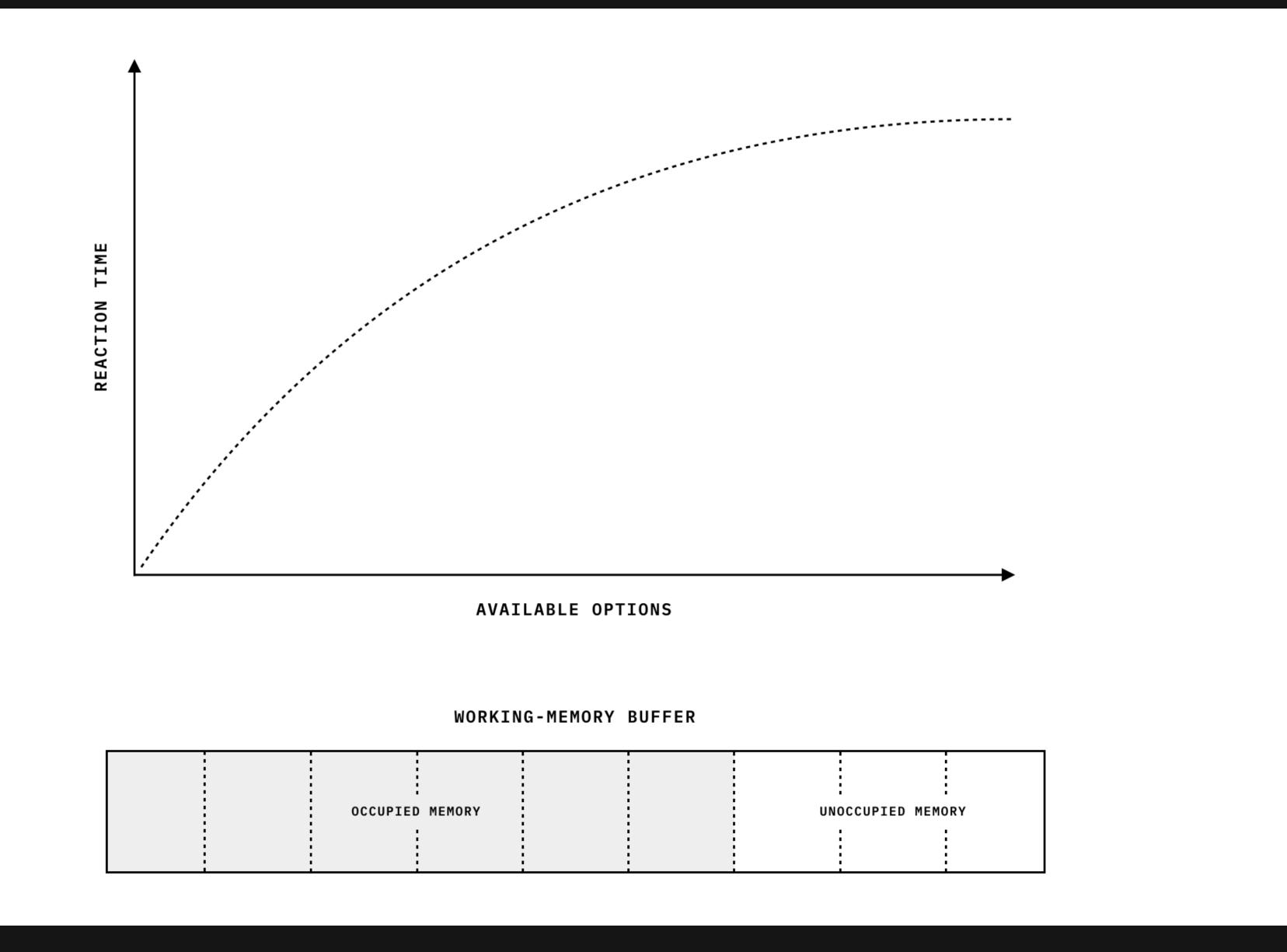
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Hick's Law





Cognitive Load





















Type something

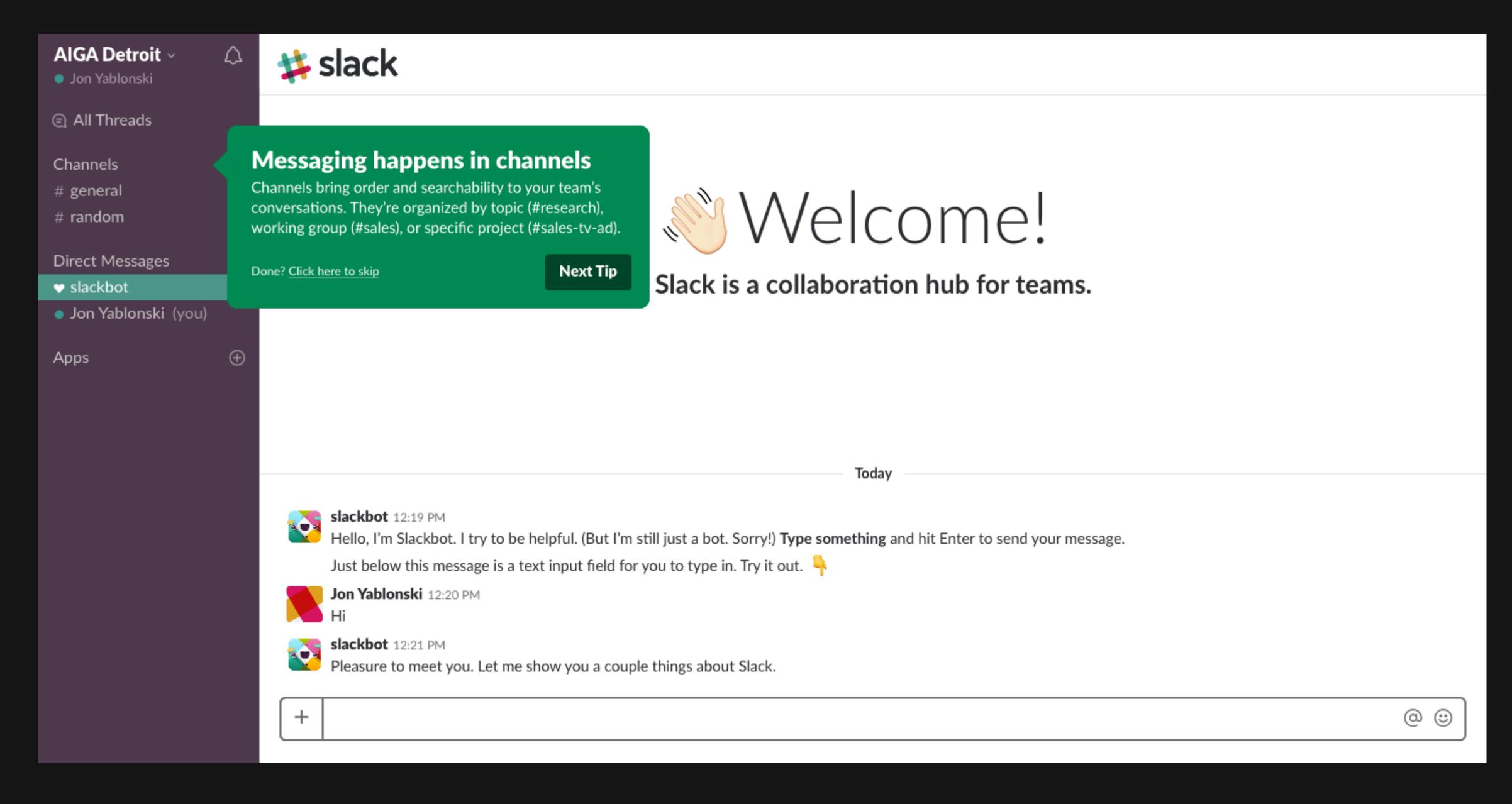


Slack is a collaboration hub for teams.

Got the hang of Slack already? Skip the tutorial.

slackbot 12:19 PM
Hello, I'm Slackbot. I try to be helpful. (But I'm still just a bot. Sorry!) Type something and hit Enter to send your message.

@ ;









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About 158,000 results (0.52 seconds)

Videos

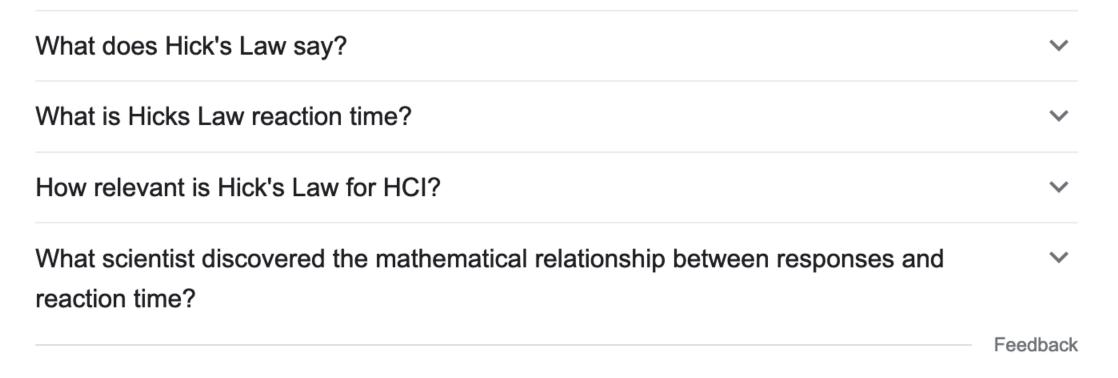
lawsofux.com > hicks-law ▼

Hick's Law | Laws of UX

Hick's Law (or the Hick-Hyman Law) is named after a British and an American psychologist team of William Edmund Hick and Ray Hyman. In 1952, this pair set ...

News

People also ask



HICKIS LAW More images Hick's law Hick's law, or the Hick-Hyman law, named after British and American psychologists William Edmund Hick and Ray Hyman, describes the time it takes for a person to make a decision as a result of the possible choices: increasing the number of choices will

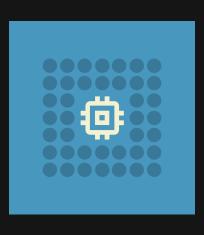
increase the decision time logarithmically. Wikipedia

Feedback

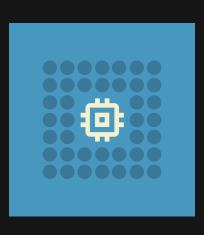
www.interaction-design.org > literature > article > hick-... ▼

Hick's Law: Making the choice easier for users | Interaction ...

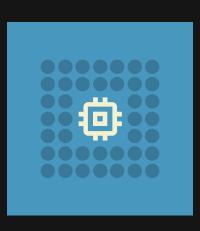
Jul 26, 2020 — Hick's Law is a simple idea that says that the more choices you present your users with, the longer it will take them to reach a decision. It's common sense, but often neglected in the rush to cram too much functionality into a site or application.



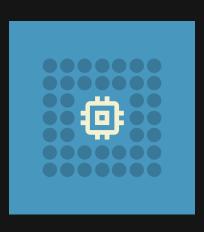
- 1. Minimize choices
- 2. Smaller steps
- 3. Provide recommendations
- 4. Progressive onboarding
- 5. Simplification



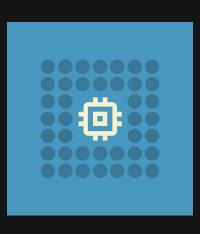
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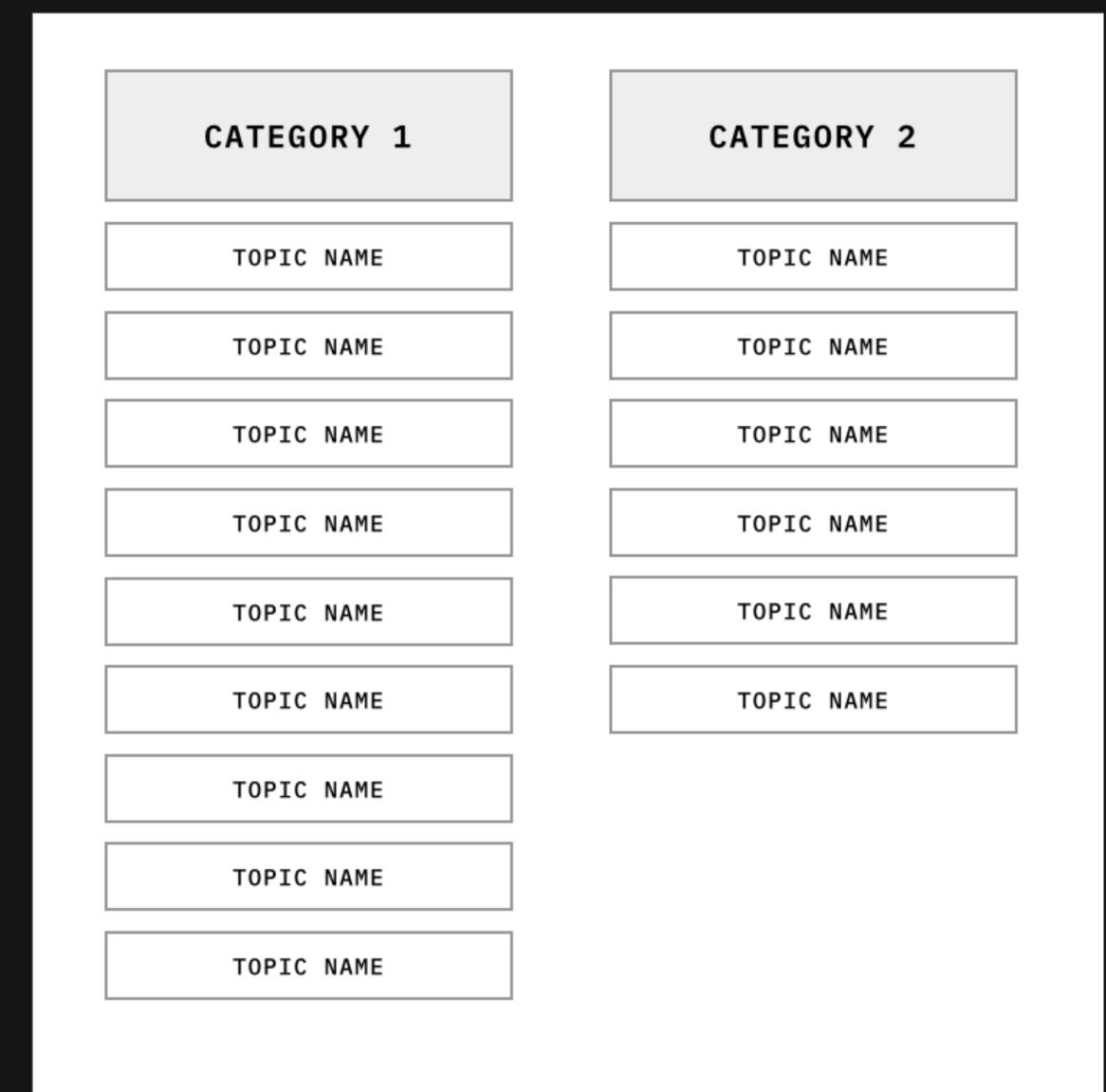


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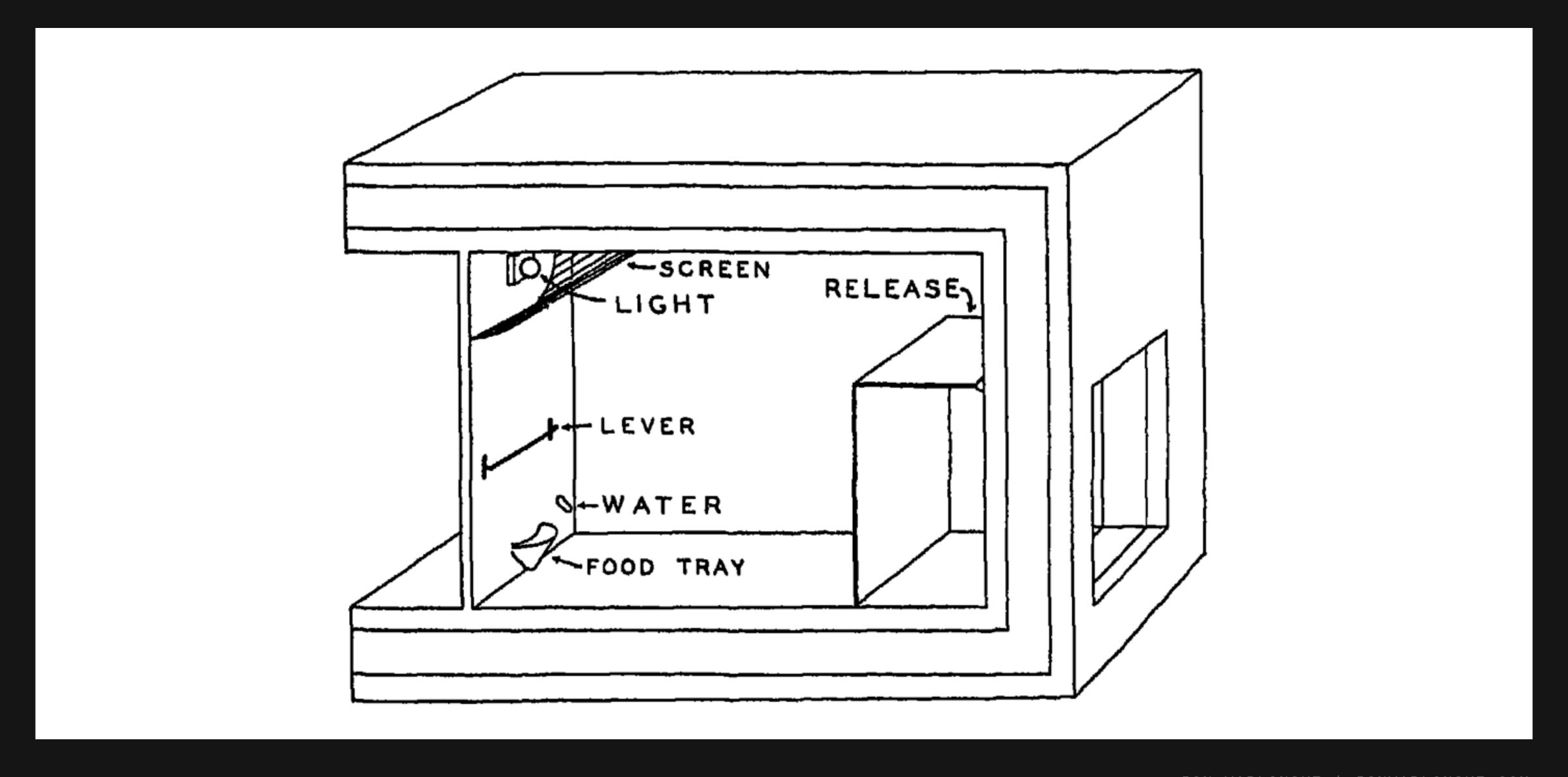
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Card Sorting

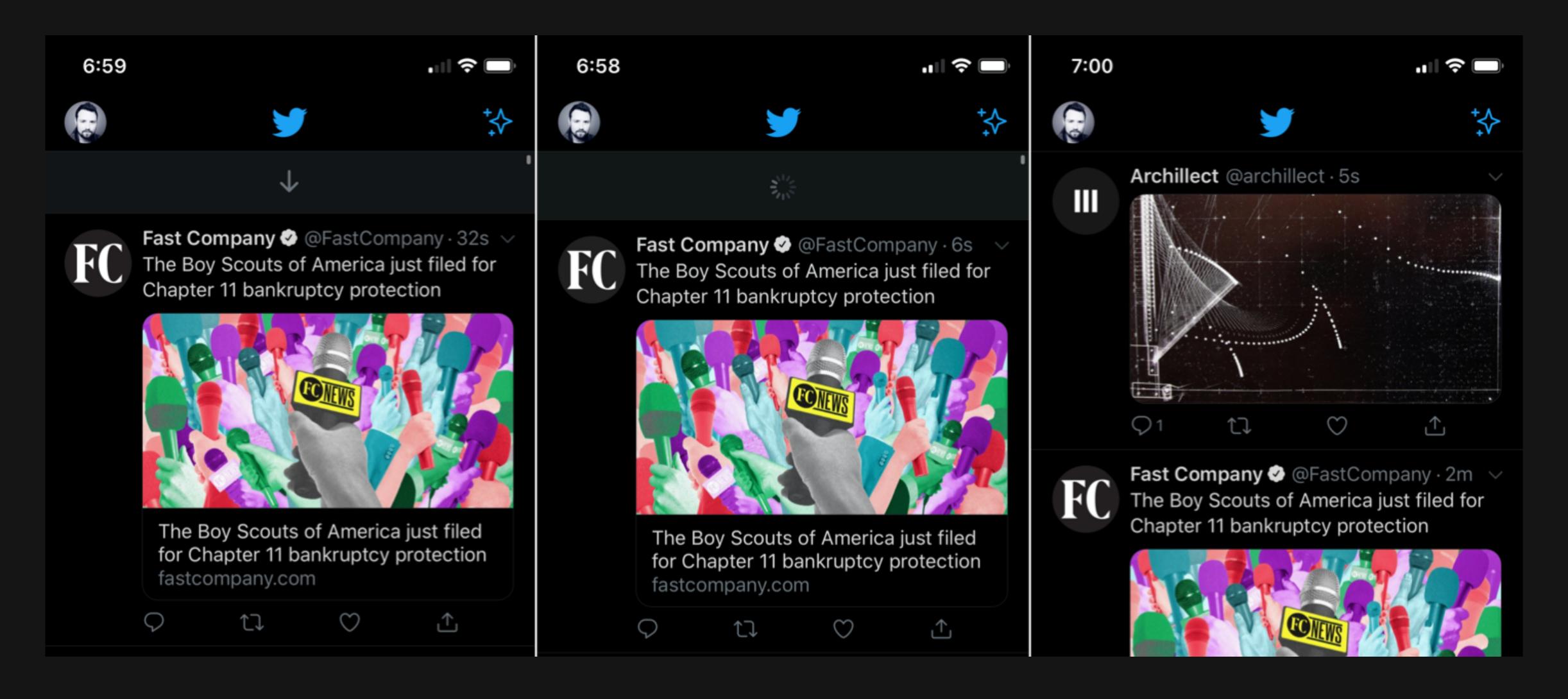


Power & Responsibility

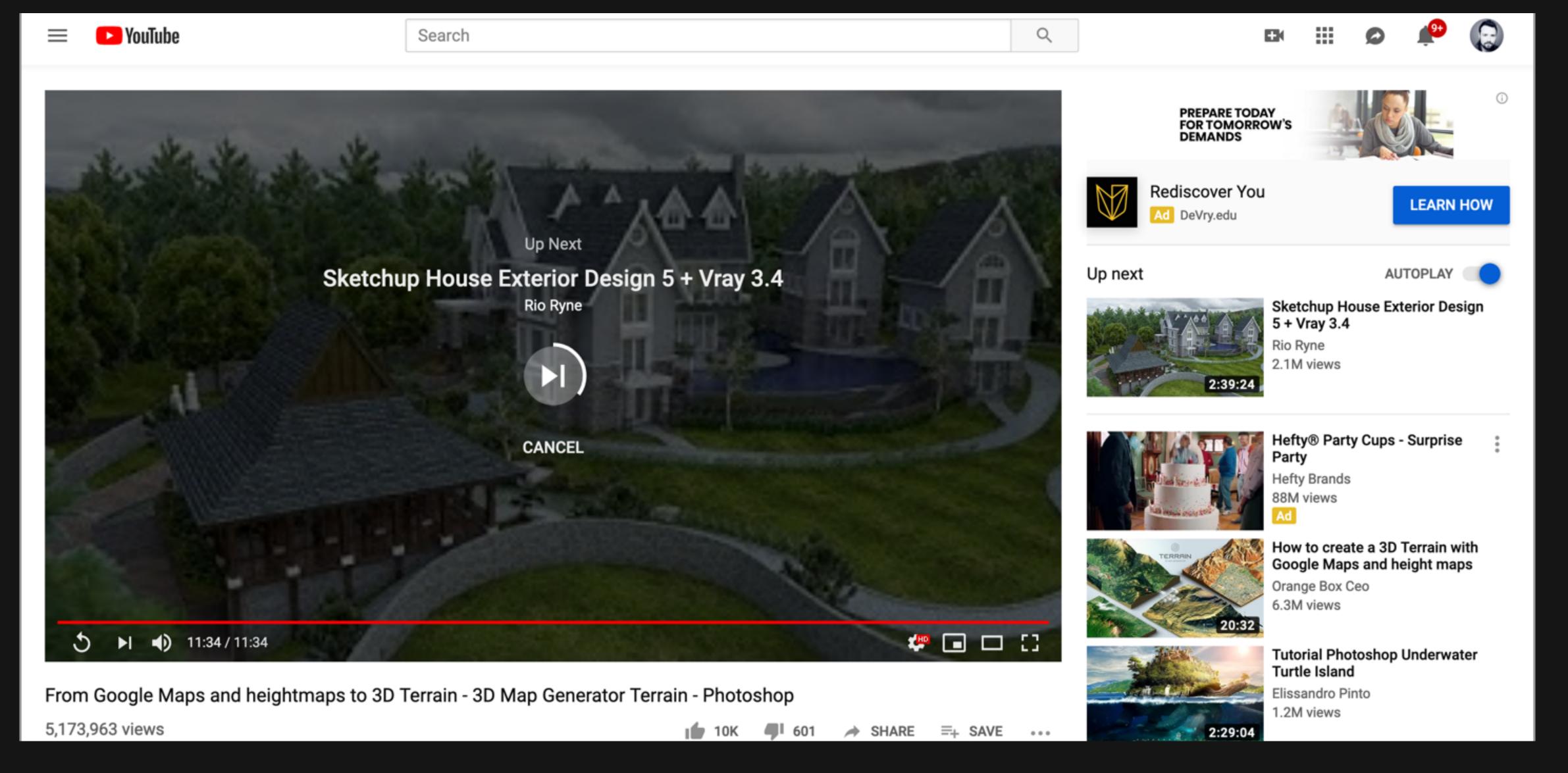




INTERMITTENT VARIABLE REWARDS

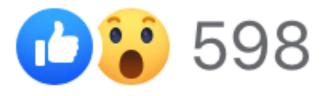


INFINITE LOOPS



SOCIAL AFFIRMATION





144 Comments 338 Shares 😱 🔻



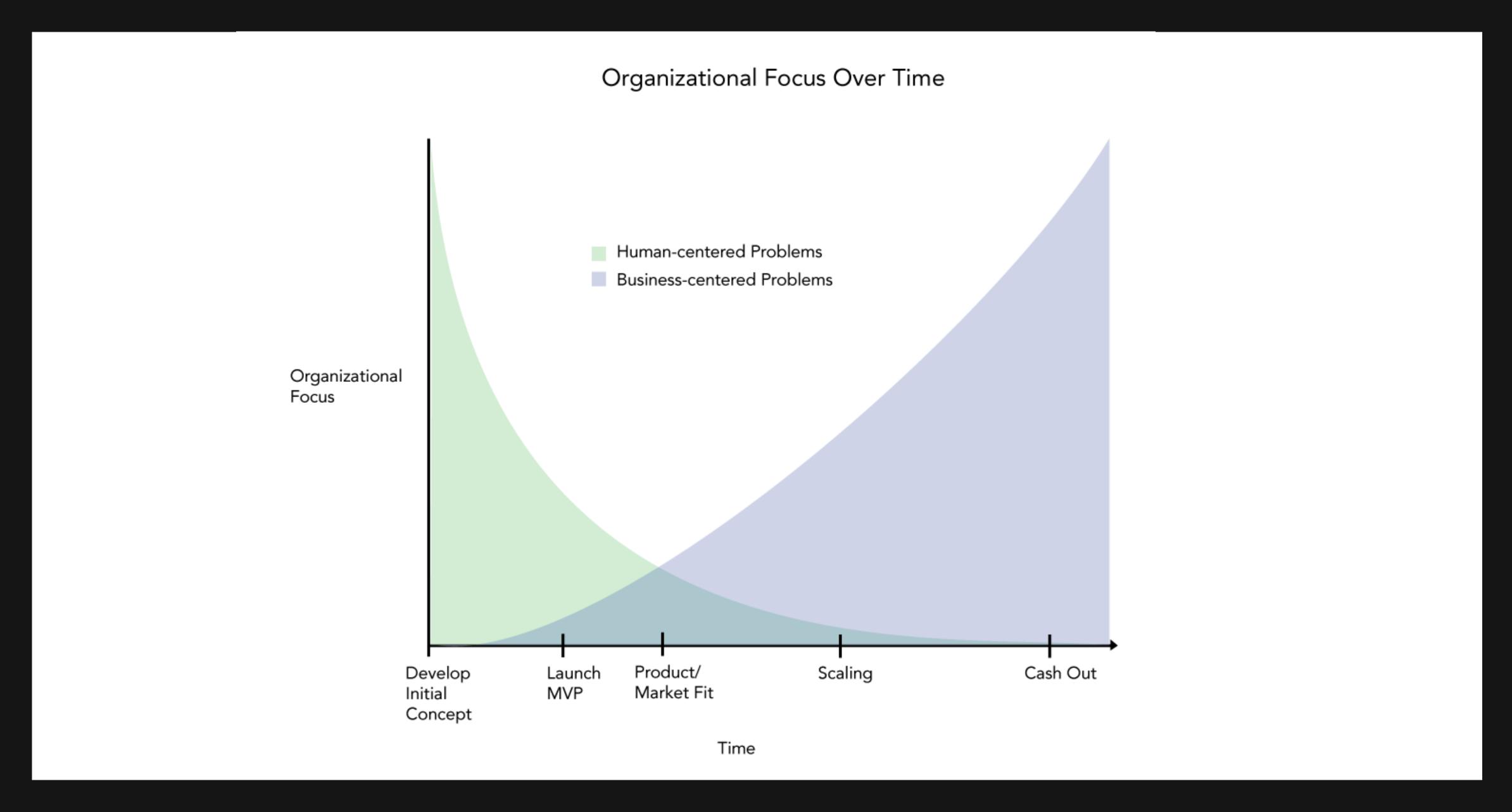




Comment







Daily Active Users (DAU)

Monthly Active Users (MAU)

Time On Page (TOP)

Time On Site (TOS)

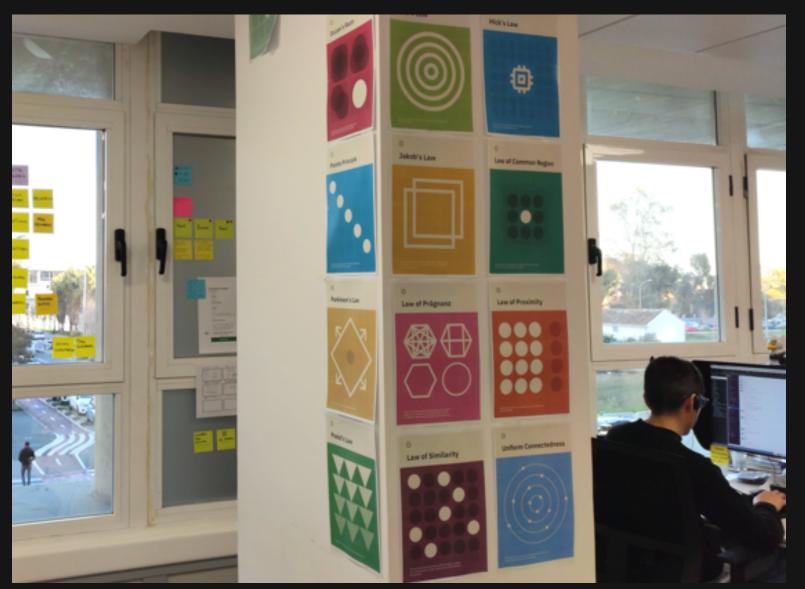
Quantitative data tells us lots of useful things

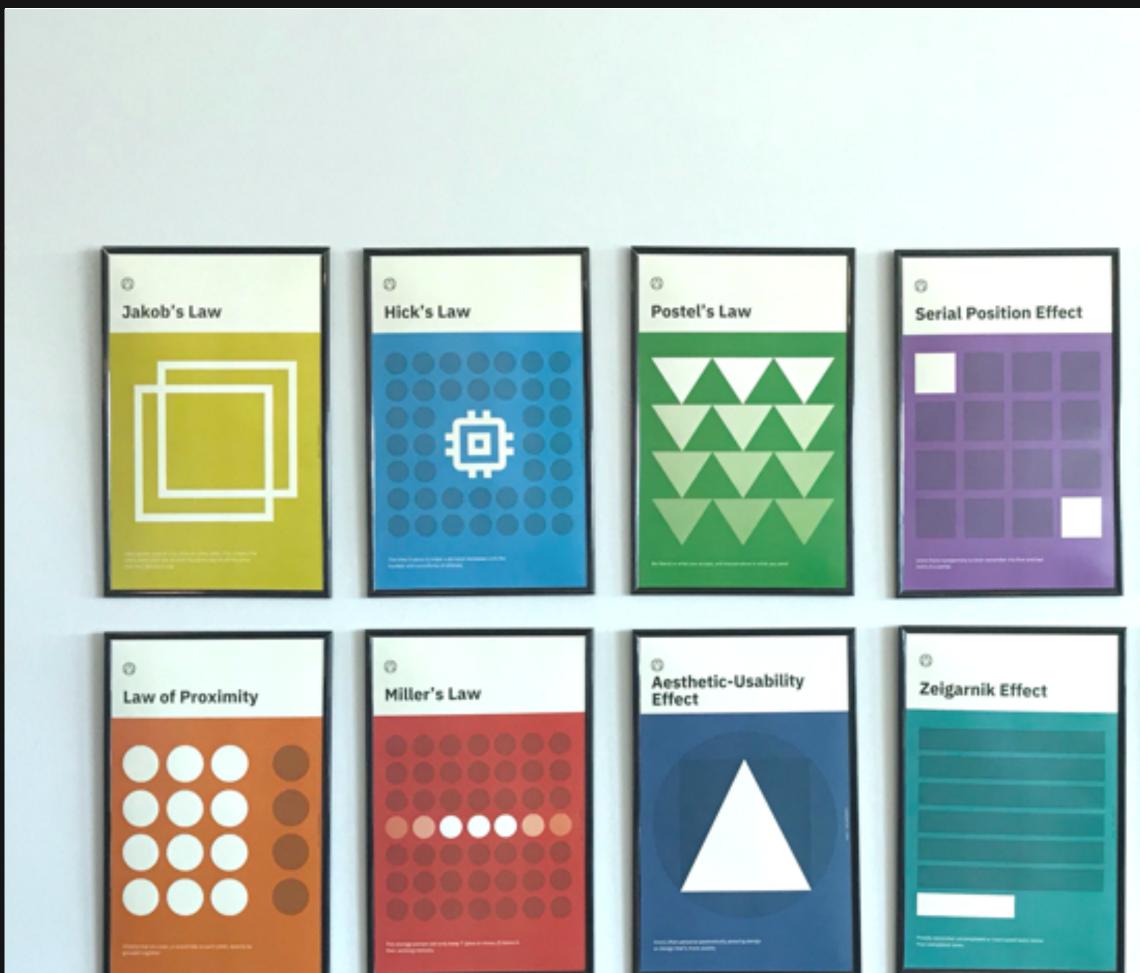
Except for why users are behaving a certain way or how the product is impacting their lives

Applying Principles





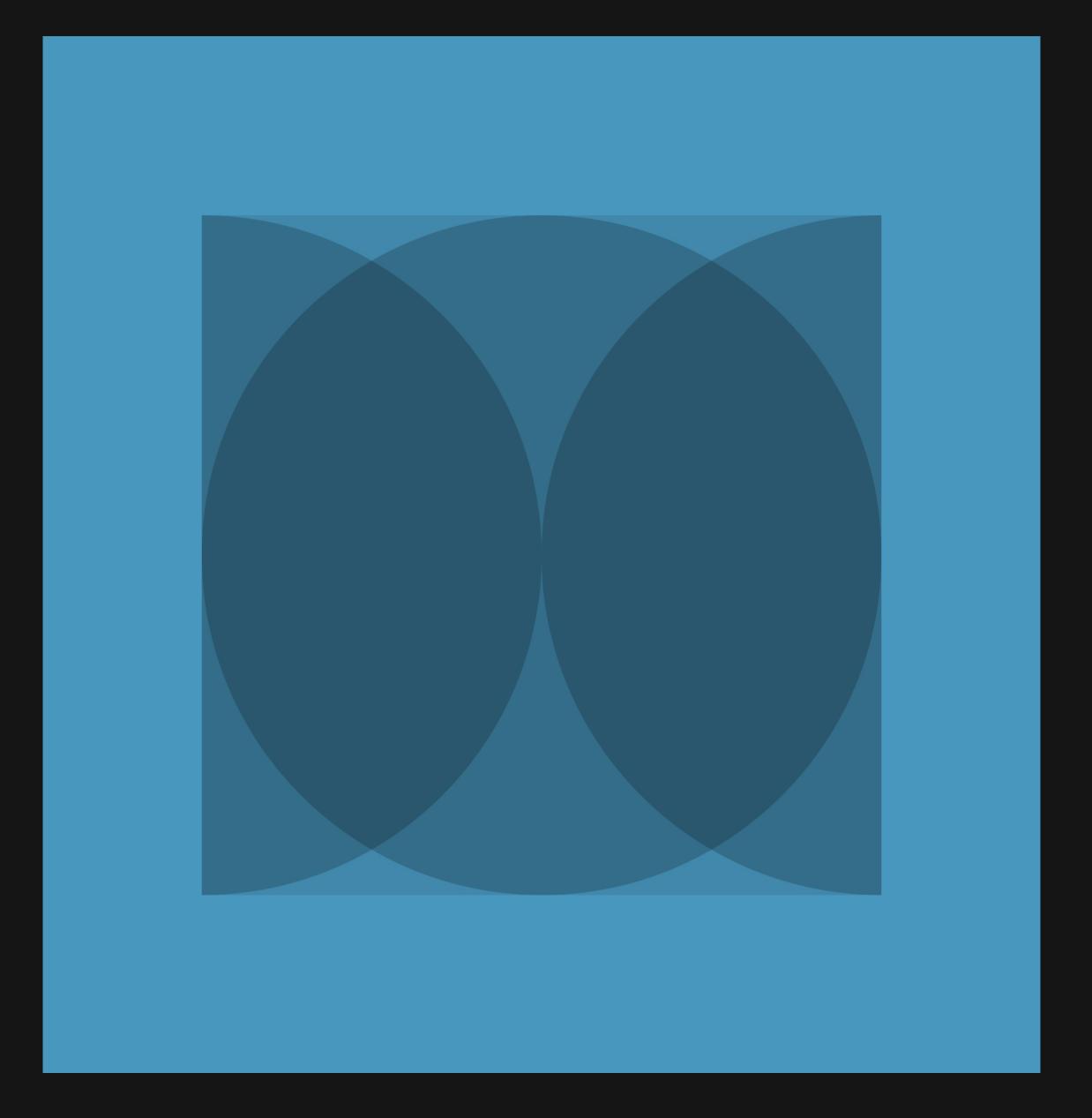




Tesler's Law

Law of Similarity

Design Principles



Clarity over abundance of choice

According to Hick's Law, we know that the time it takes to make a decision increases with the number and complexity of choices available.

To achieve this we must:

- Limit choices to no more than 3 items at a time
- Provide brief explanations when useful that are clear and no more than 80 characters

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