

**ITI0209: User Interfaces**

# **13. Content.**

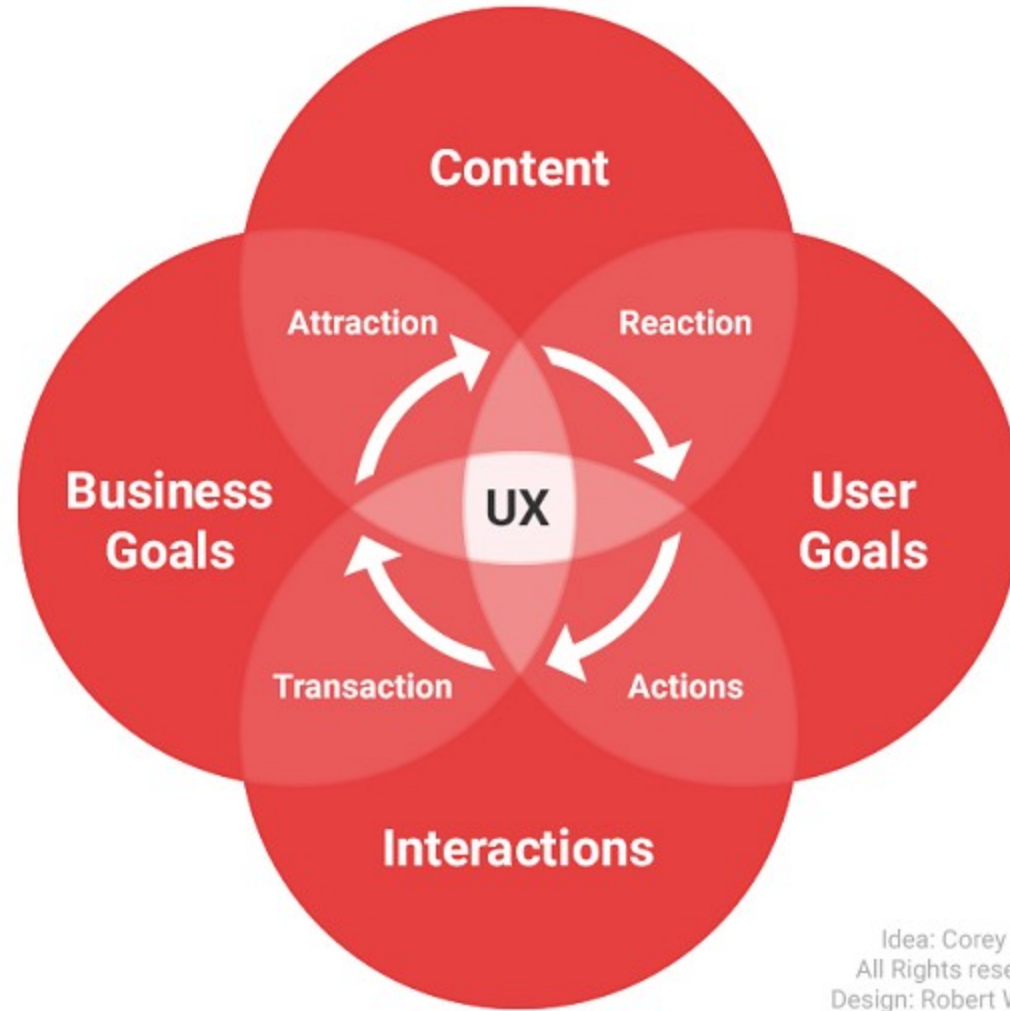
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# **Content is meaning, rooted in user needs.**

Content, agnostic of form, is the true meaning and story at the center of the experience you're delivering. Content is a specific slice of user experience and must be rooted in user needs. Those needs do not necessarily have to be met with the written word, but can also be met through video, visuals, gamification, interactive experiences, and more.

# User Experience Model



Idea: Corey Stern  
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Design: Robert Weller

**Bad content can never deliver a great user experience. However, if the content has structure and all the necessary information that a user needs, it will help create a good user experience.**

# UX Writing

A UX writer is someone who writes for user experience. **UX writers write the words we read or hear when we use a digital product.** Their texts must be clear, concise, and useful. Their goal is to help and guide the user.

# UX writer is not a Copywriter

## Copywriters

## UX writers

Use sexy words to attract customers

Use simple words to explain things

Sales-oriented

Product-oriented

Work with marketers

Work with designers

Tell stories

Share conversations

Can work alone

Can't work alone

# Good Content Is:

- **User Centered.** On a web project, user-centered design means that the final product must meet real user needs and fulfill real human desires.
- **Clear.** Good content speaks to people in a language they understand and is organized in ways that make it easy to use.
- **Consistent.** For most people, language is our primary interface with each other and with the external world. Consistency of language and presentation acts as a consistent interface, reducing the users' cognitive load and making it easier for readers to understand what they read.

# Good Content Is:

- **Concise.** Omit needless content. Once you've rooted out unnecessary content at the siteplanning level, be prepared to ruthlessly eliminate needless content at the section, page, and sentence level.
- **Supported.** Factual content must be updated when new information appears and culled once it's no longer useful; user-generated content must be nurtured and weeded; time-sensitive content like breaking news or event information must be planted on schedule and cut back once its blooming period ends.



# Purpose is important:

Consider the following possible purposes for a chunk of product-related content.

- **"Sell products."** This is so vague as to be meaningless and is likely to produce buzzword-infested fluff.
- **"Sell this product."** Selling a product is a process made up of many smaller tasks, like discussing benefits, mapping them to features, demonstrating results and value, and asking people to buy. If your goal is this vague, you have no idea which of these tasks (if any) the content will perform.

# Purpose is important:

Consider the following possible purposes for a chunk of product-related content.

- **"List and demonstrate the benefits of this product."** This is something a chunk of content can actually do. But if you don't know who is supposed to benefit from the product, it's difficult to be specific.
- **Show how this product helps nurse practitioners.** If you can discover what nurse practitioners need, you can create content that serves this purpose. (And if you cannot find out what they need before trying to sell them a product, you have a lot more to worry about than your content.)

# 5W-s for UX Writing

- **Who** is the user?
- **What** does the user need to know?
- **Where** is the user in an experience?
- **When** do users need this information?
- **How** should you say it?

See also: [https://en.wikipedia.org/wiki/Five\\_Ws](https://en.wikipedia.org/wiki/Five_Ws)

**More content is not better. It is just more. The content must be clear, concise, and useful. Their goal is to help and guide the user.**

**Sales Funnel** (also known as a revenue funnel or sales process) refers to the buying process that companies lead customers through when purchasing products. The definition also refers to the process through which a company finds, qualifies, and sells its products to buyers

# Sales Funnel



# Steps of Sales Funnel

- **Acquisition:** How can I make potential customers find me?
- **Activation:** How can I provide a good enough experience for my potential customers?
- **Retention** How can I keep potential customers coming back to me?
- **Referral** How can I get potential customers to talk about me in their circles?
- **Revenue** How can I turn potential customers into paying customer?

See also: <https://ms-mbalke.medium.com/aarr-rr-framework-metrics-that-let-your-startup-sound-like-a-pirate-ship-e91d4082994b>

**A landing page is a standalone page that serves a single and focused purpose to deliver and follow up to any promises that you have made. Essentially, it is the next step toward a visitor becoming a customer.**

# A good landing page has:

- **A visual hook:** With so much content out there, it is insanely critical to think about having a super compelling visual hook.
- **A clear, motivational message:** For a startup, answering the who, what, how, and why is super critical to ensure your new visitors have a clear understanding of your business and product or service
- **An emotional appeal:** Studies show that people rely on emotions, rather than information, to make brand decisions—and the emotional responses to marketing messages are more influential on a person's intent to buy than the content itself



# A good landing page has:

- **Short, sweet, and sensical copy:** we will be looking at it in detail today
- **Trust signals:** Real testimonials, real metrics, real team!
- **A "How It Works" section:** This type of content typically lives below the fold (after your initial heading and CTA), but the section should still be short and sweet in terms of copy, with lots of relevant visual images.
- **Consistent styling:** Use/recycle free templates.
- **Lead capture form:** Mailchimp is your friend.
- **Analytics:** Google Analytics is a good bet,

# The "boring" stuff - Terms and Privacy

See: <https://500px.com/terms>

# Tools

- Hemingway. <https://hemingwayapp.com/>
- Grammarly. <https://grammarly.com>

# Links

- Good Content is Good UX. <https://medium.com/design-ibm/good-content-is-good-ux-33a06142050a>
- Complete Beginner's Guide to Content Strategy. <https://www.uxbooth.com/articles/complete-beginners-guide-to-content-strategy/>
- The Role of Content in User Experience. <https://www.uxmatters.com/mt/archives/2018/05/the-role-of-content-in-user-experience.php>
- The User Experience of Good Content. <https://uxmag.com/articles/the-user-experience-of-good-content>

# Links

- AARRR Framework- Metrics That Let Your StartUp Sound Like A Pirate Ship.  
<https://medium.com/@ms.mbalke/aarr-r-framework-metrics-that-let-your-startup-sound-like-a-pirate-ship-e91d4082994b>
- Terms and Conditions of Services: do we all agree? <https://uxdesign.cc/terms-and-conditions-of-services-do-we-all-agree-12bb88d3f4c2>
- Who, what, where, when, why and how — for UX writing <https://uxdesign.cc/the-5-ws-and-1-h-for-ux-writing-9a5786a80b95>