#### DESIGN FOR THE USER

**HYPER ISLAND 2020** 

# DESIGN THINKING

**DITTE HAMMARSTRÖM** 

If you're not motivated to learn, you won't learn. Even if you know it's something you need to learn. The need is optional, but the want is not

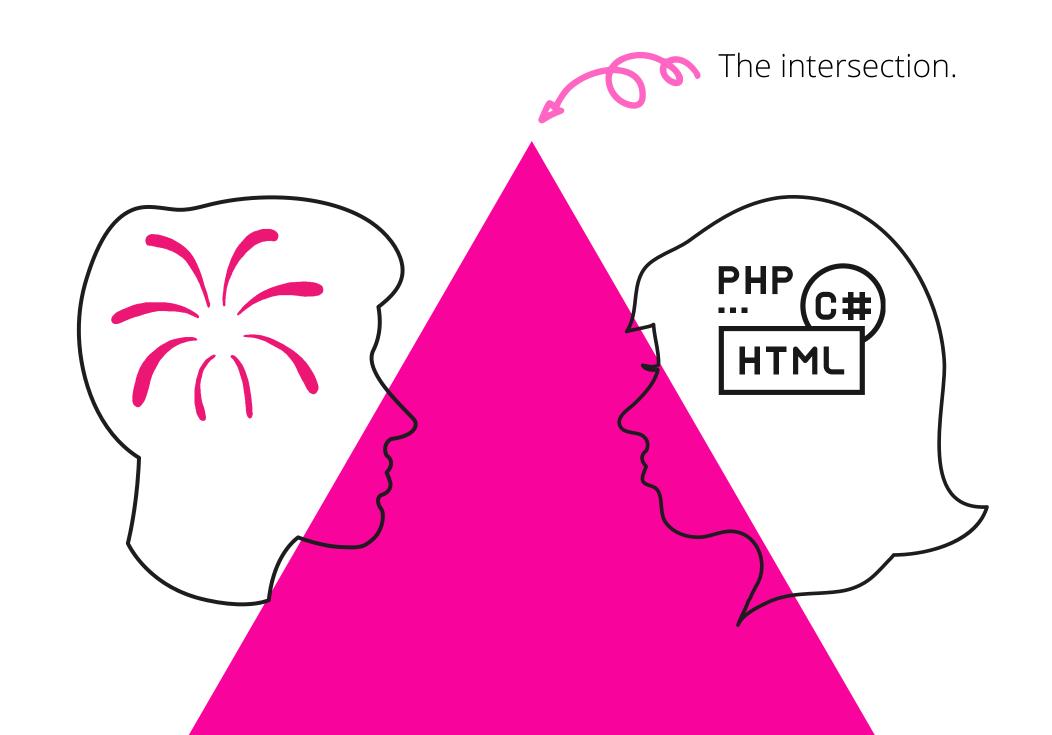
# Design for the user - the user is us the human race. We are creators of our own future, every line of code counts.

Ditte Hammarström, Snowfire

# Design isn't how it looks, it is actually how it works

Steve Jobs, Apple

#### 1. Are developers from Mars and designers from Venus?

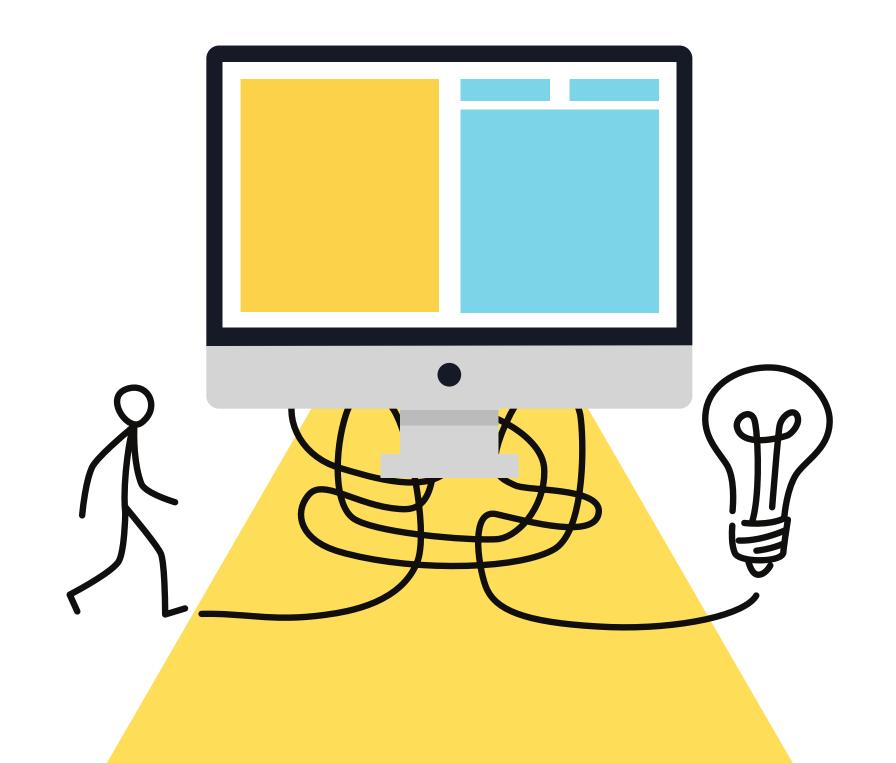




#### 2. Understanding our clients?



#### 3. Removing clutter & enhance conversions



# Why do companies have a website?

## "I want to be challenged, I want to be confused and mesmerized with new ideas"

"I want a landing page with a "gen-z luxury vibe", that could explain to a 3-year-old what we're doing and what value we bring to the market"

#### The Snowfire NUF Method

NAIL - UNDERSTAND - FEEL



NAIL the scope of the project



UNDERSTAND
your role & what
to deliver



What does the users want to FEEL

- Design for trust
- Design for all 5 senses
- Design for clearance

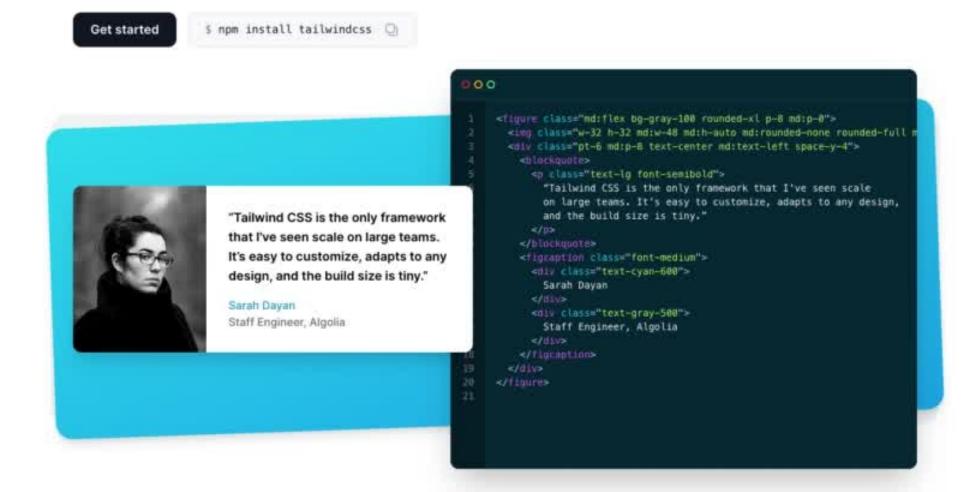






### Rapidly build modern websites without ever leaving your HTML.

A utility-first CSS framework packed with classes like flex, pt-4, text-center and rotate-90 that can be composed to build any design, directly in your markup.



#### What is a well-built website?

Discussons in small groups