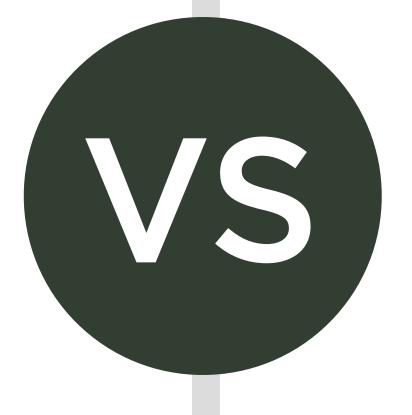
OBVIOUS ALWAYS WINS





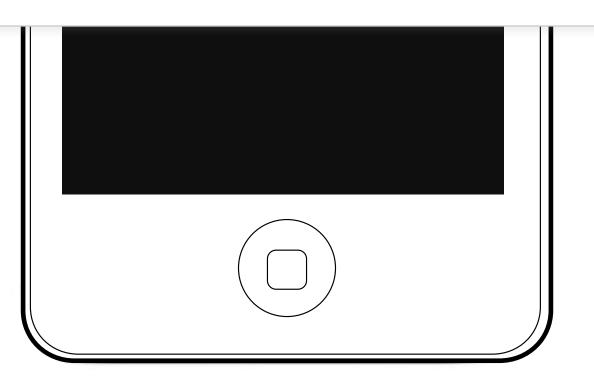








"[iPhone] designs are obvious and shouldn't be protected"





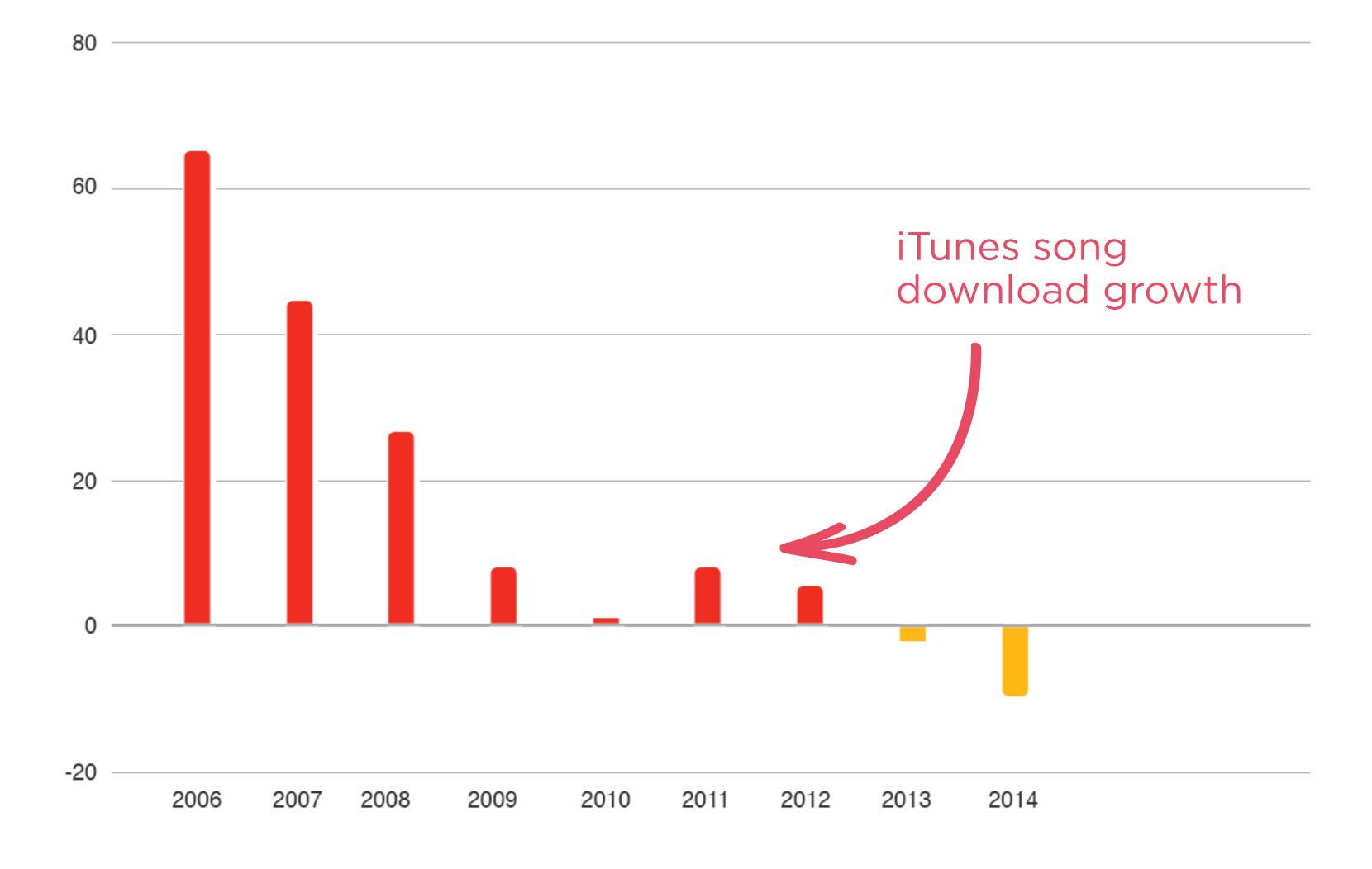
"...and we are calling it iPhone."





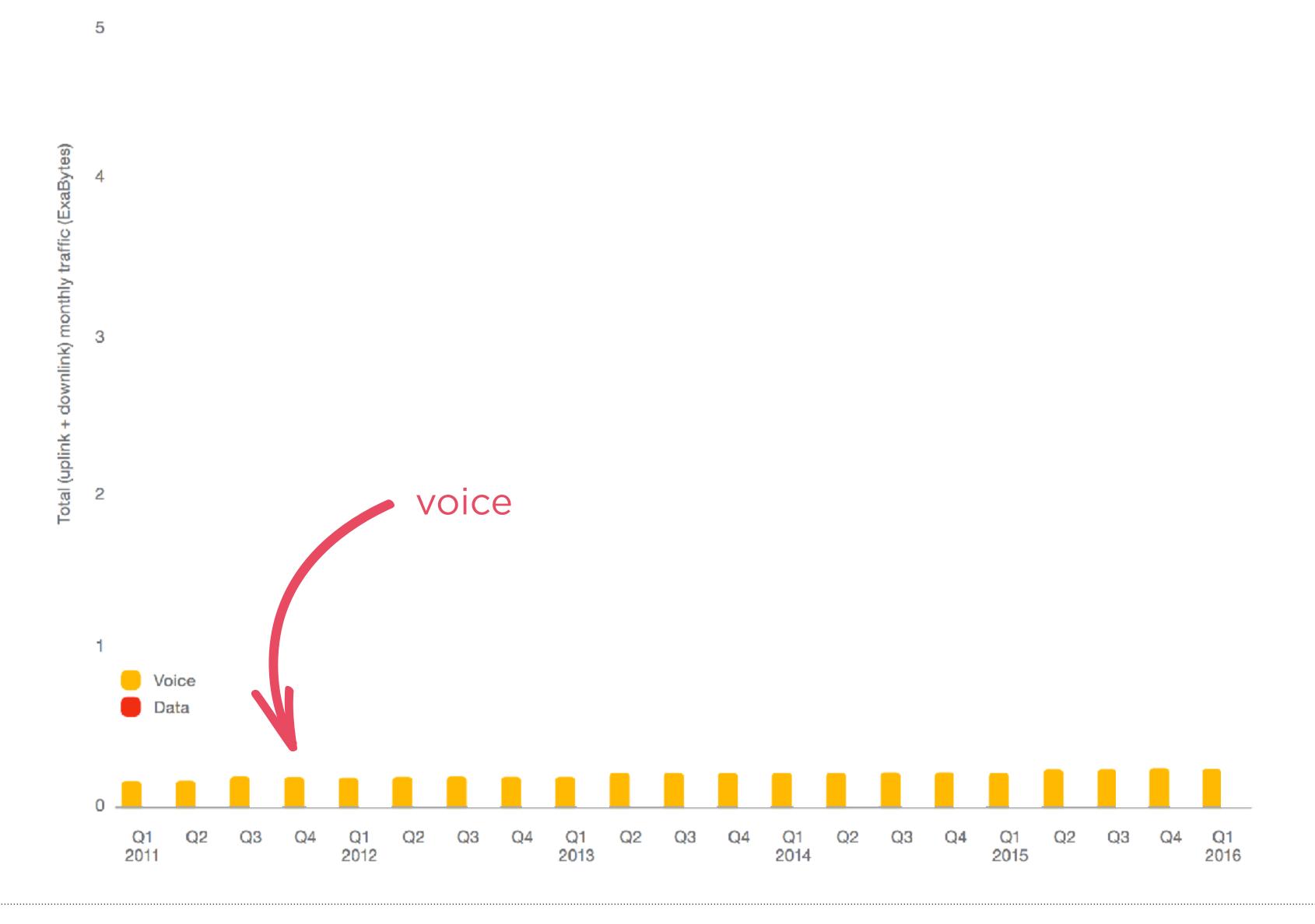






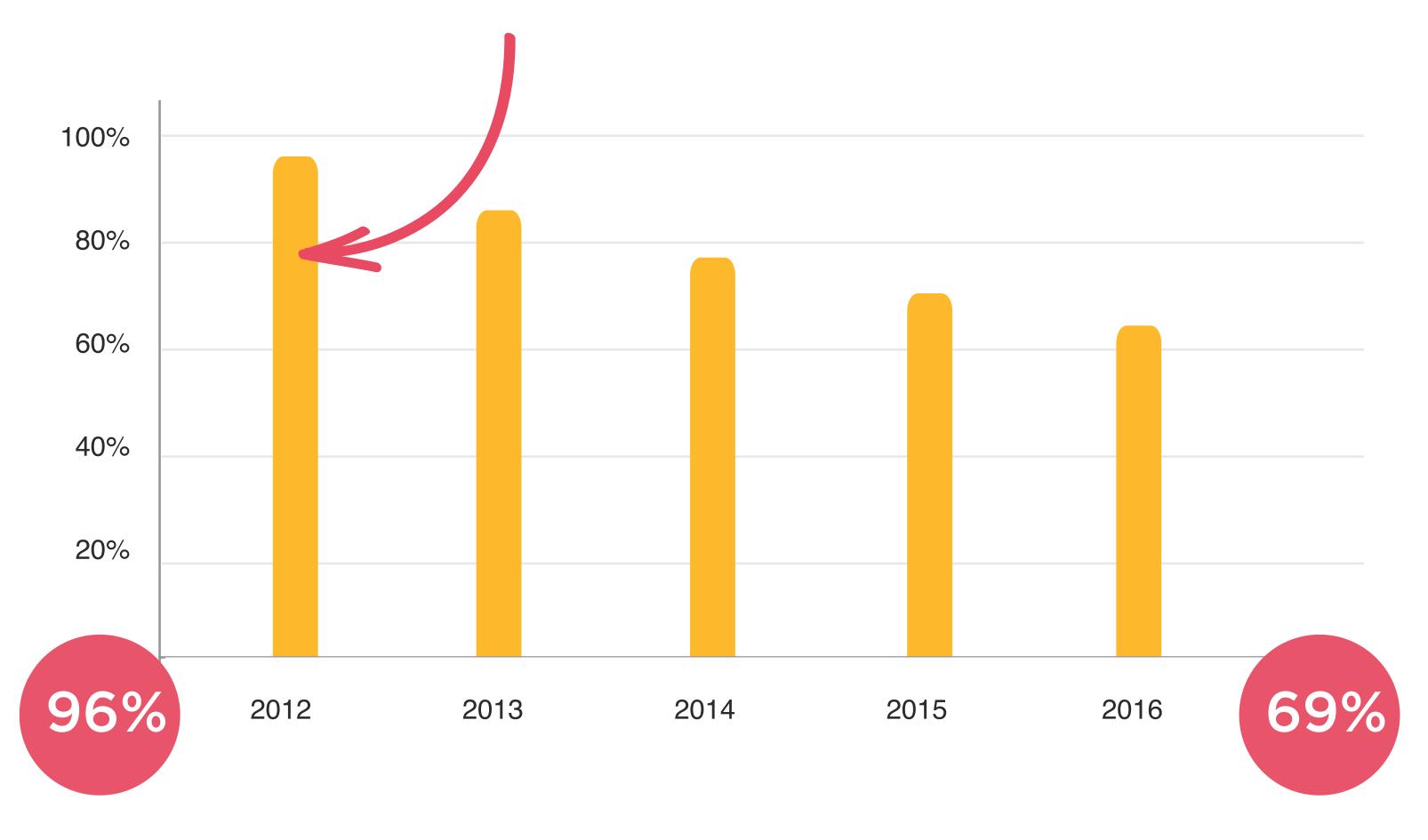


PHONE



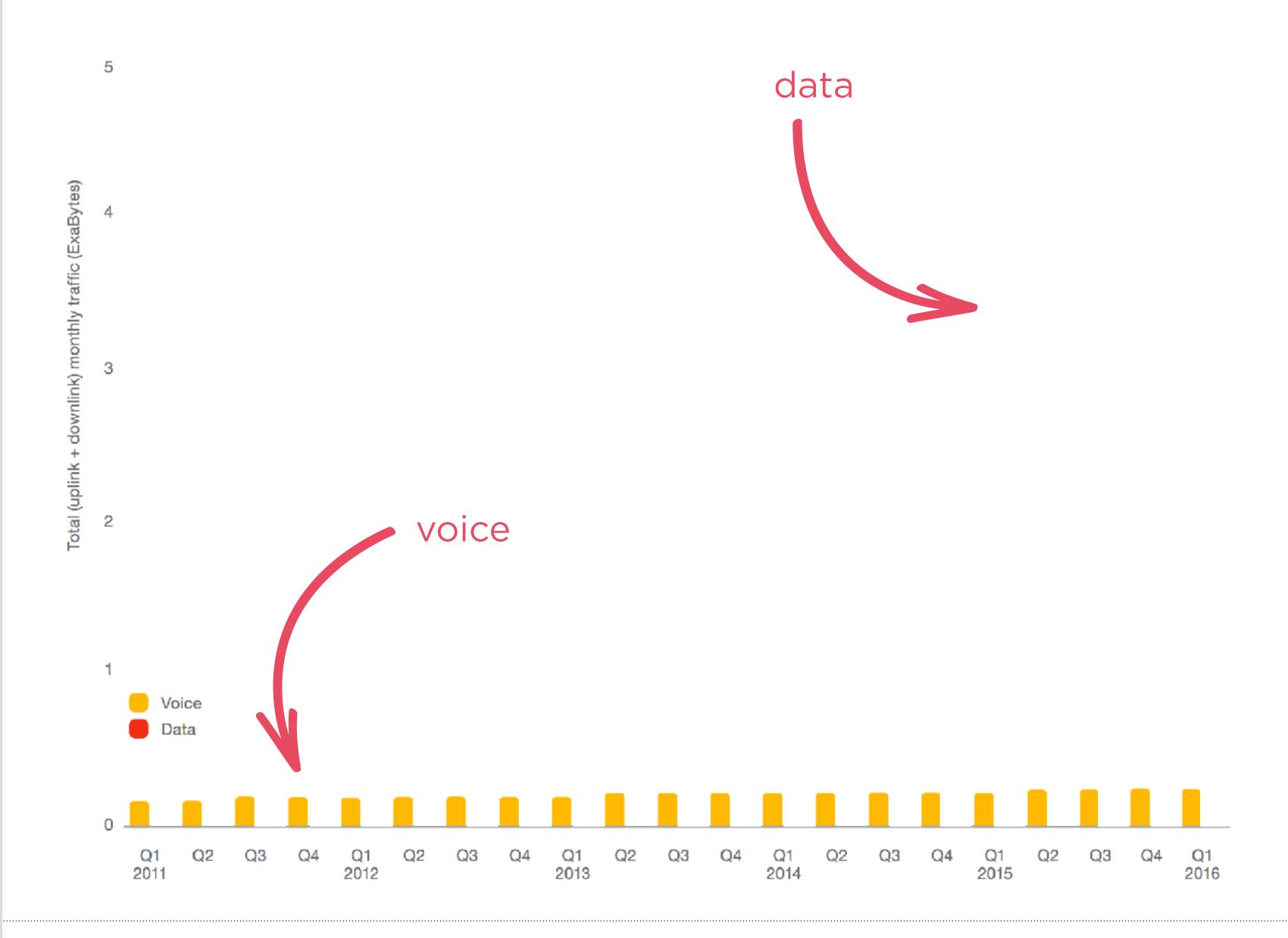


smartphone users making voice calls weekly



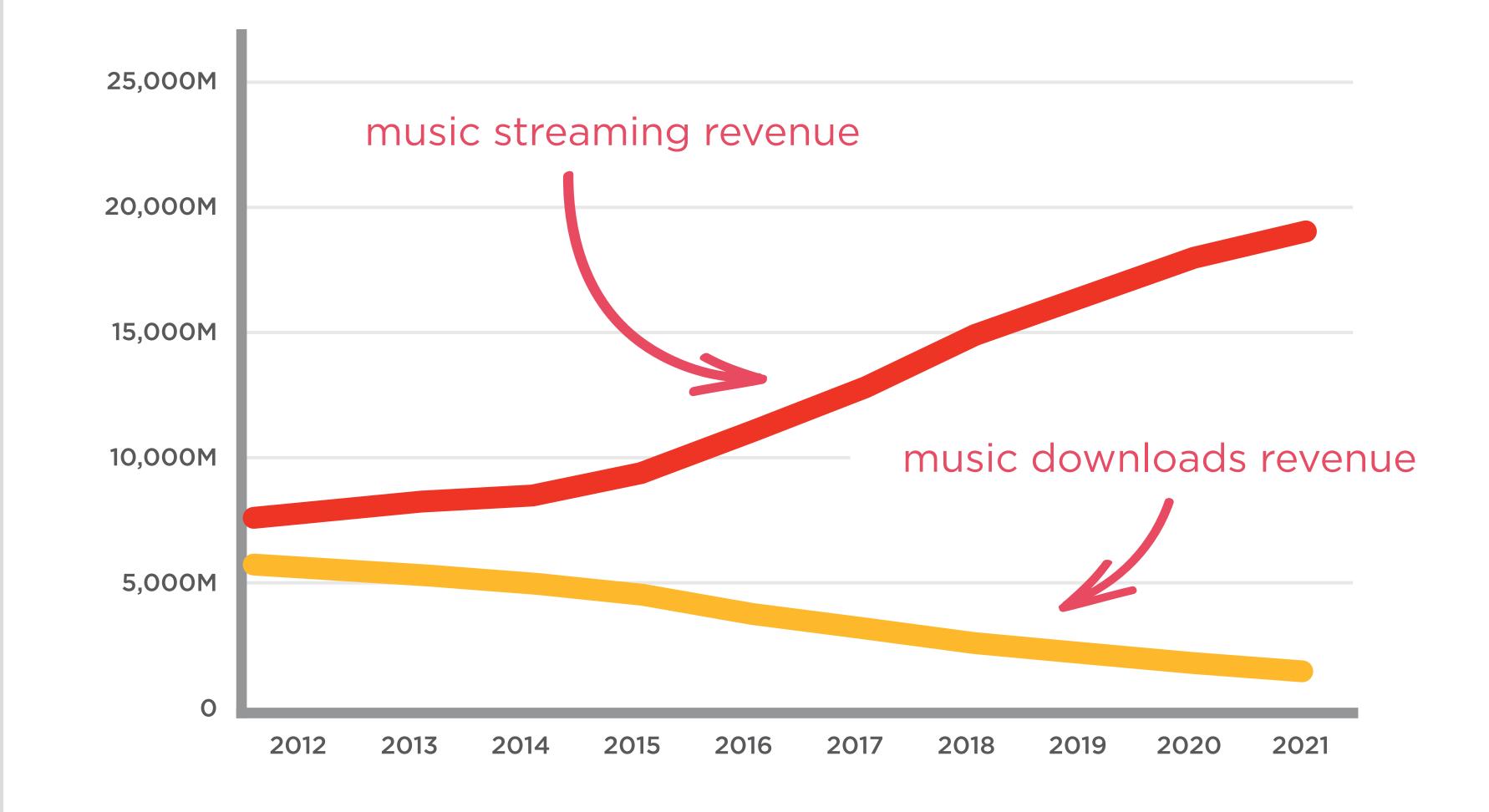


INTERNET COMMUNICATOR









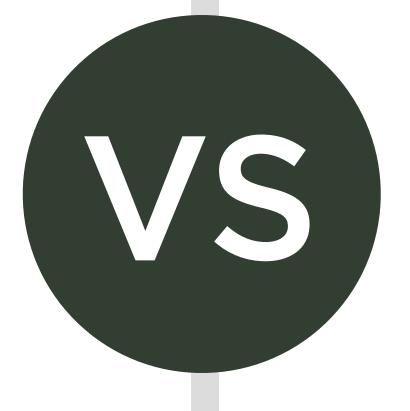
One Out of Three Ain't Bad











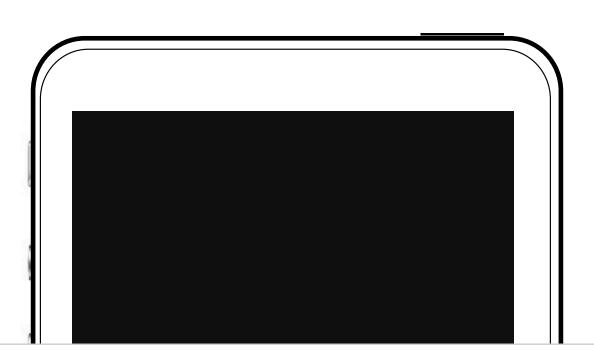




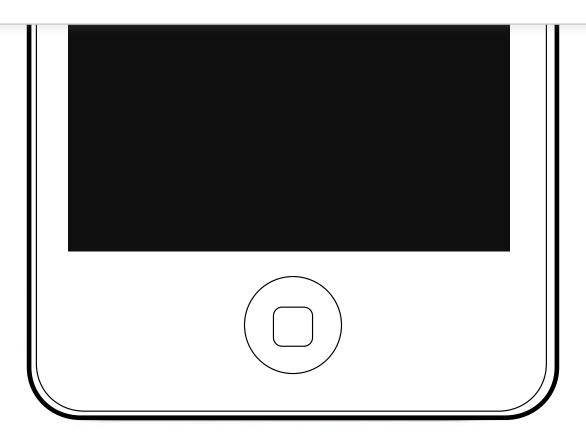


"Apple [...] would sometimes review 50 different refinements of a single hardware button."

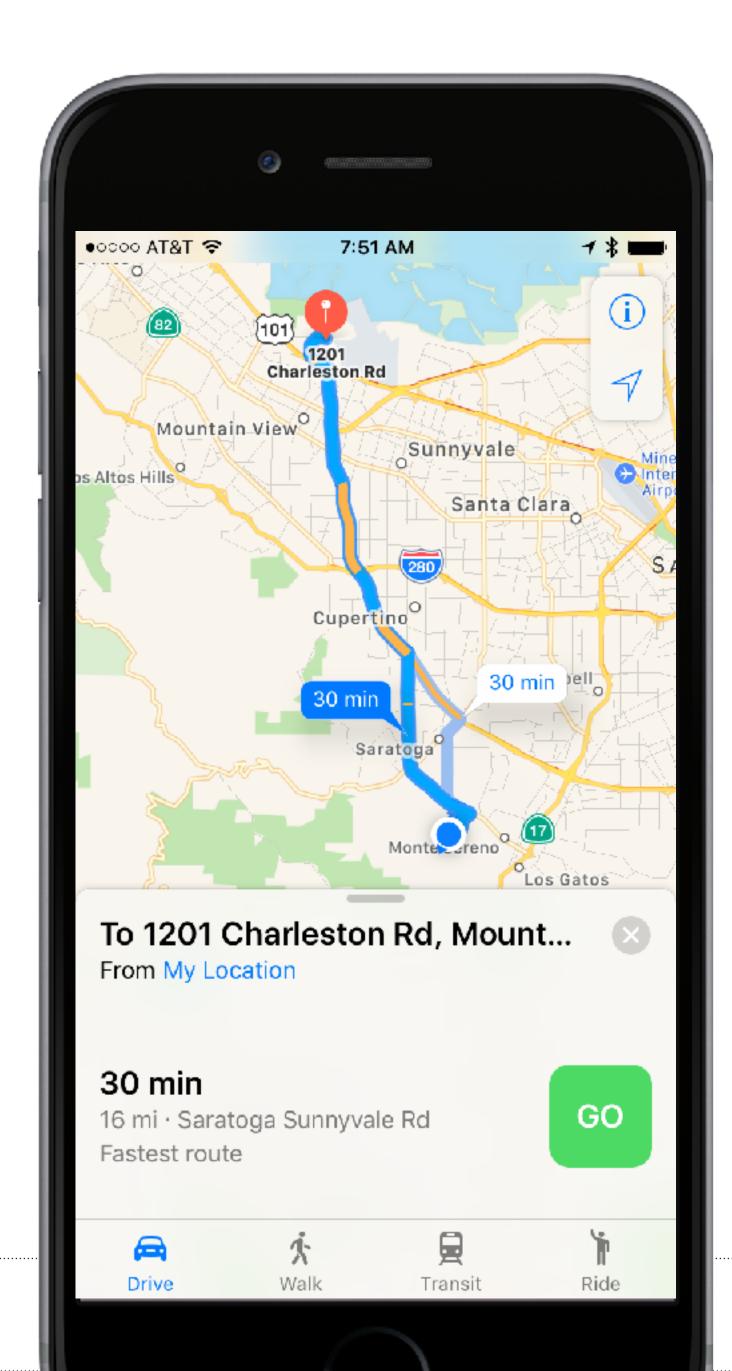




Design is only obvious in retrospect.









sooo much better. It was truly confusing before.

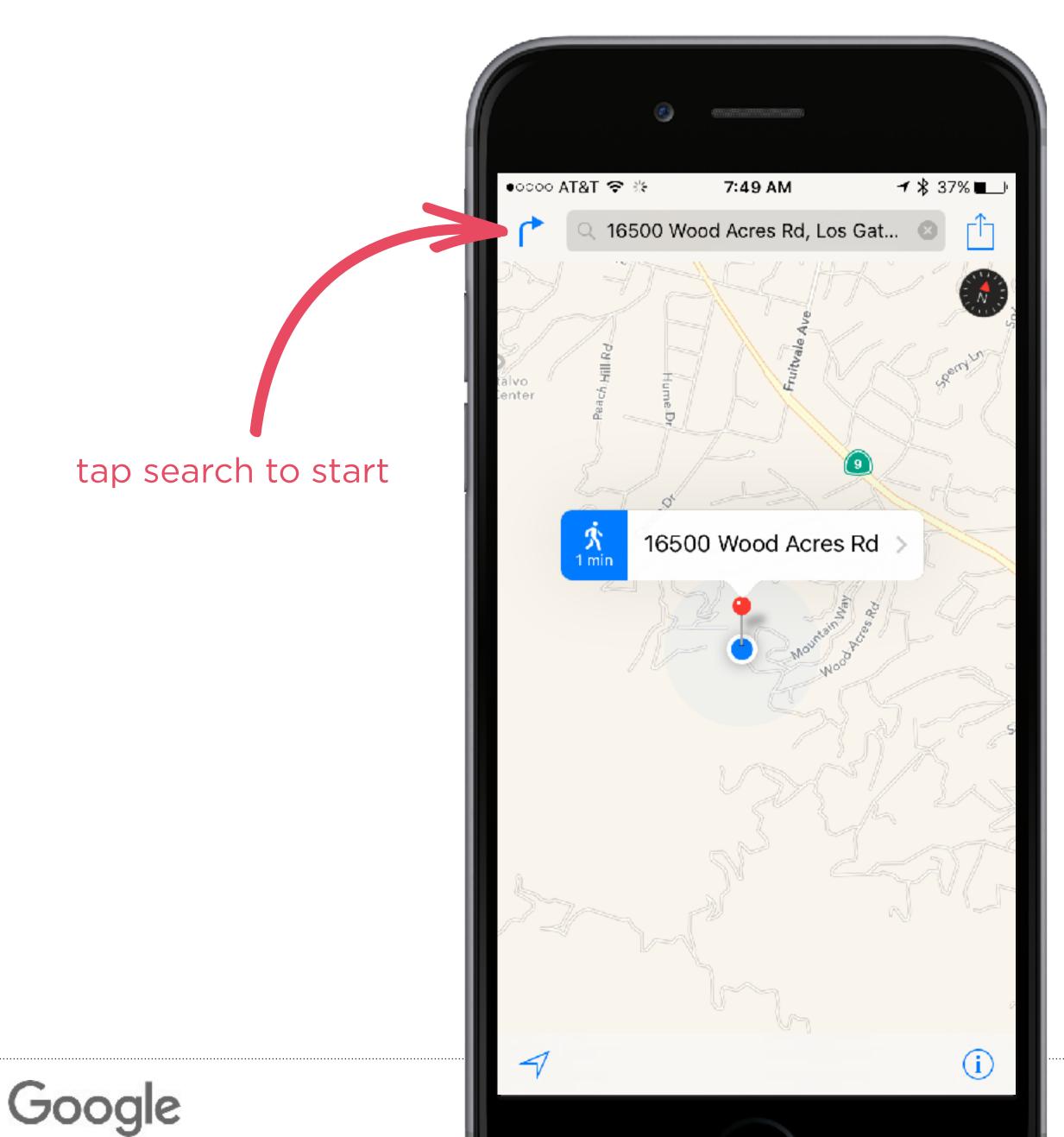
9:03 AM - 15 Aug 2016

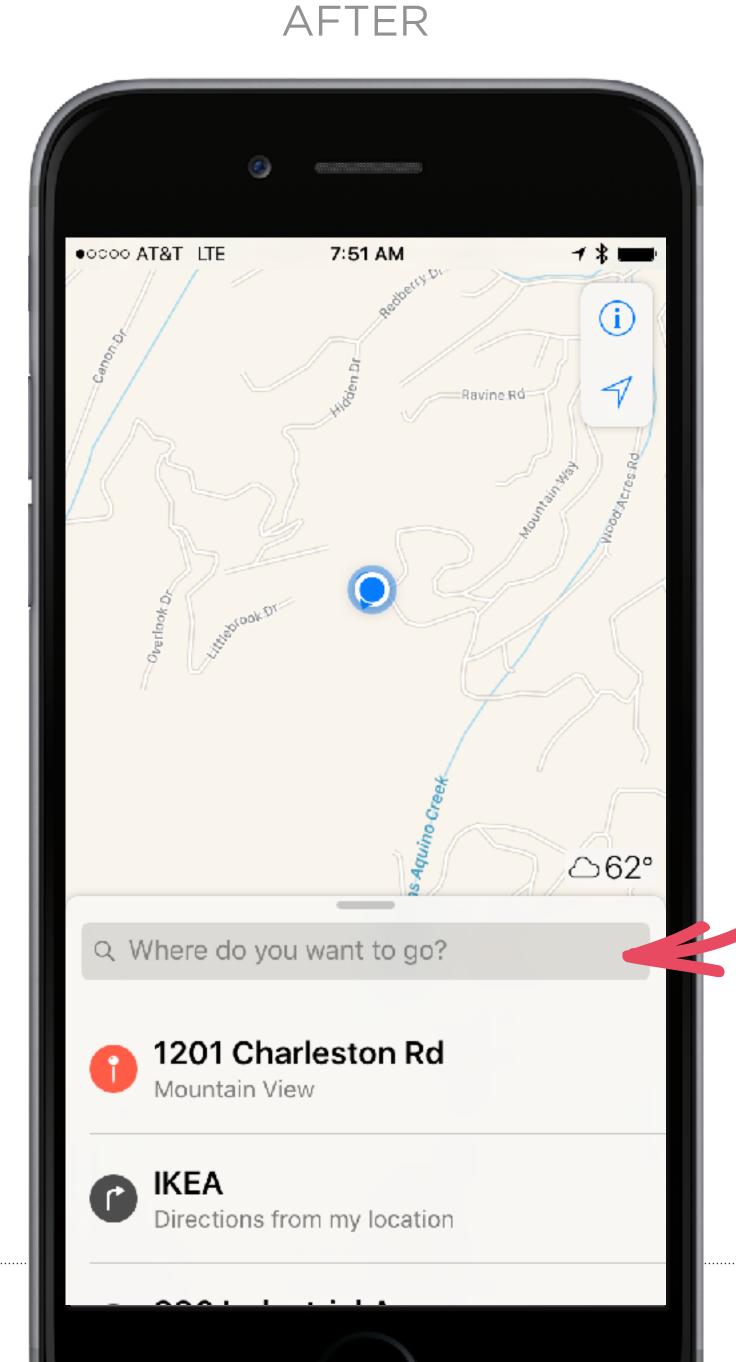


seriously the new apple maps are a breath of fresh air in the apple ecosystem

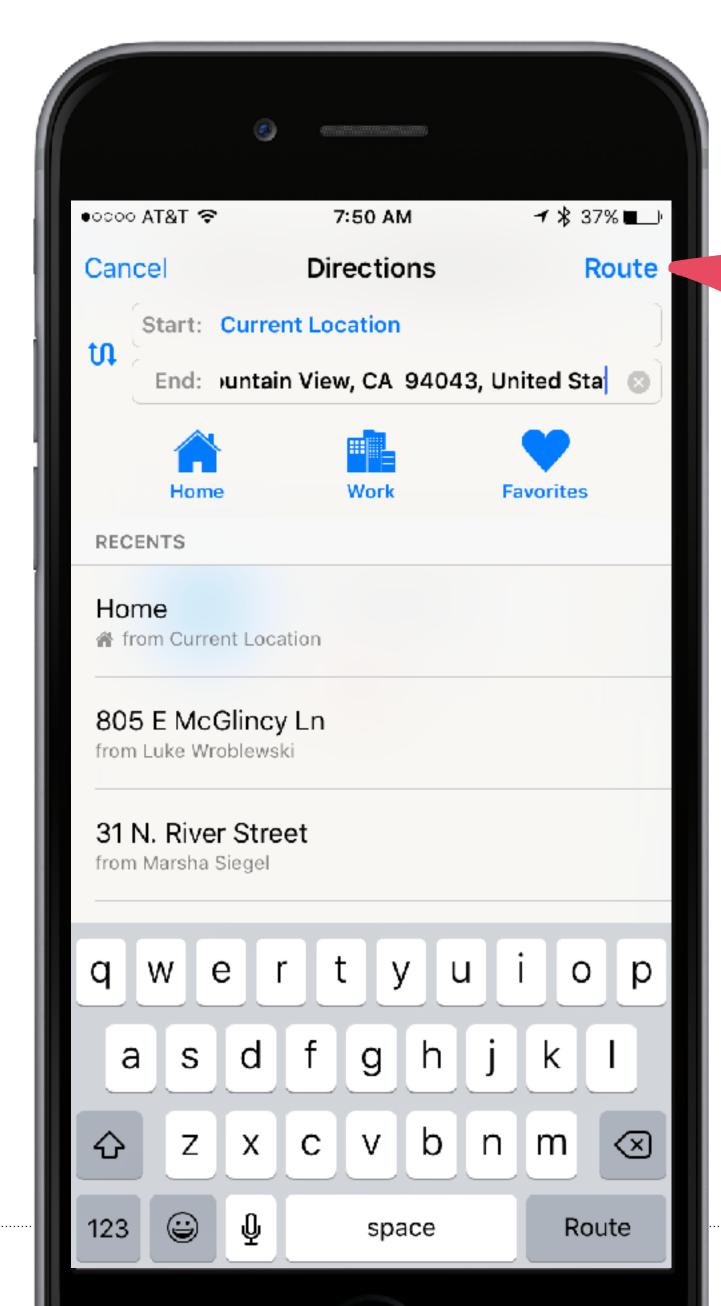
9:33 AM - 15 Aug 2016



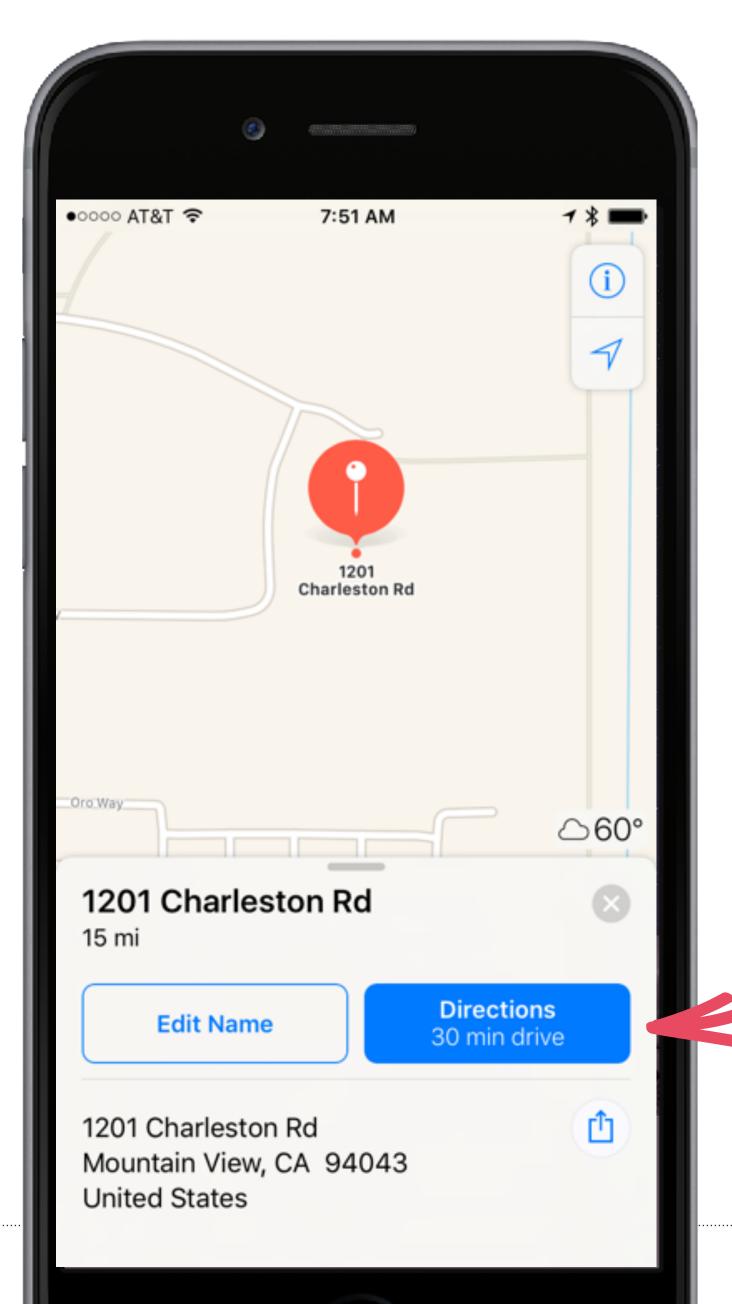




clear "Where do you want to go?" prompt



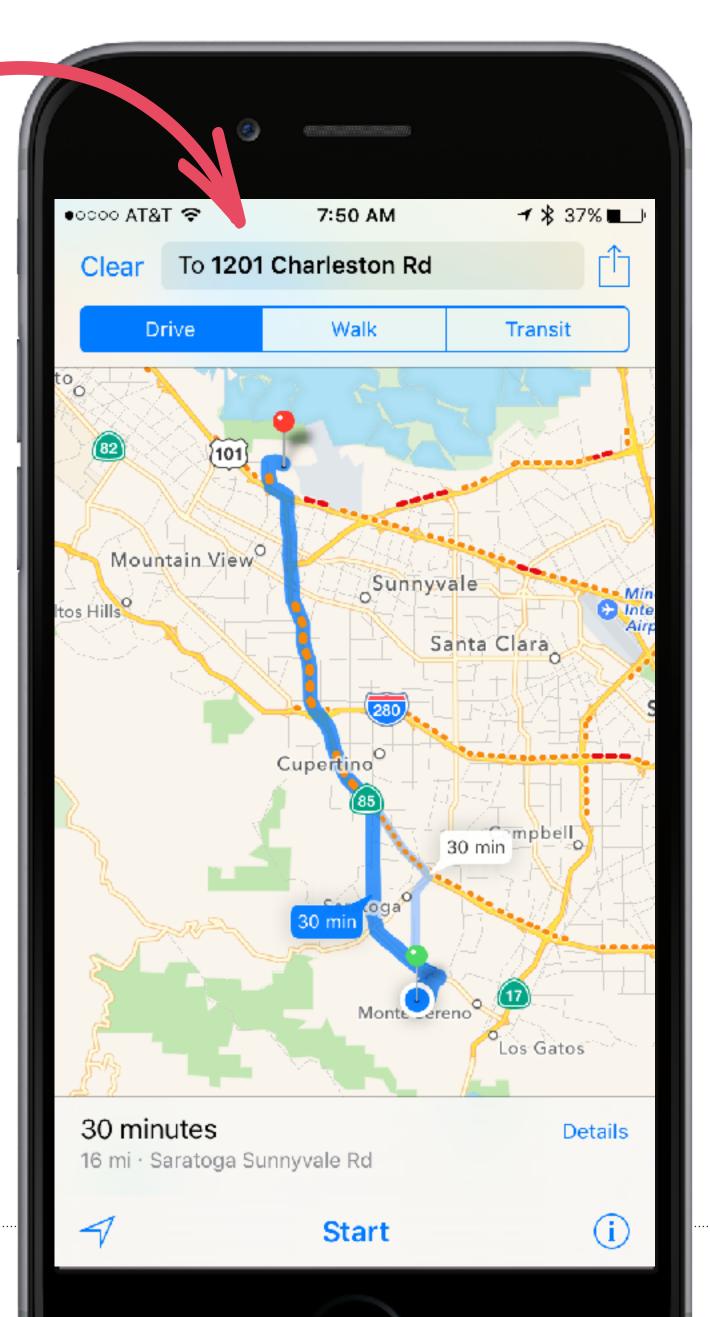
tap Route to start

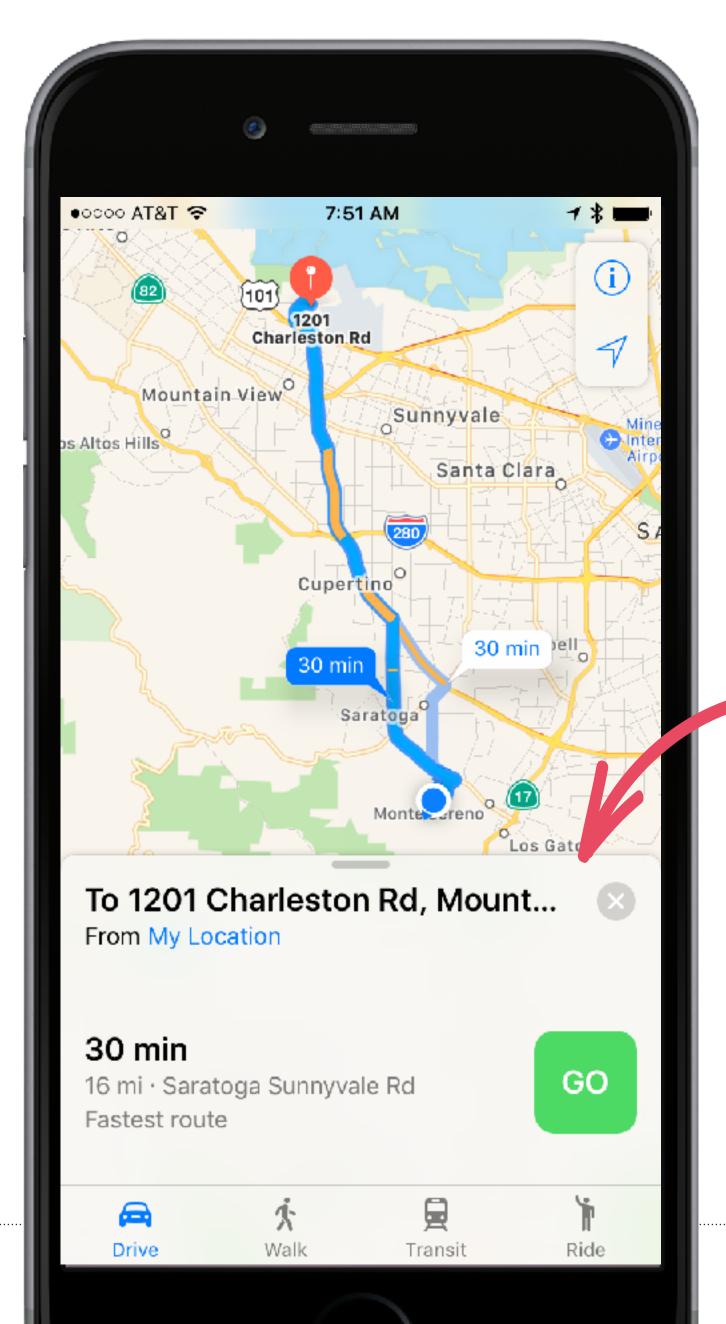


clear primary action: strong visual contrast & affordance (button)

AFTER

separation of related content: destination & route/action below



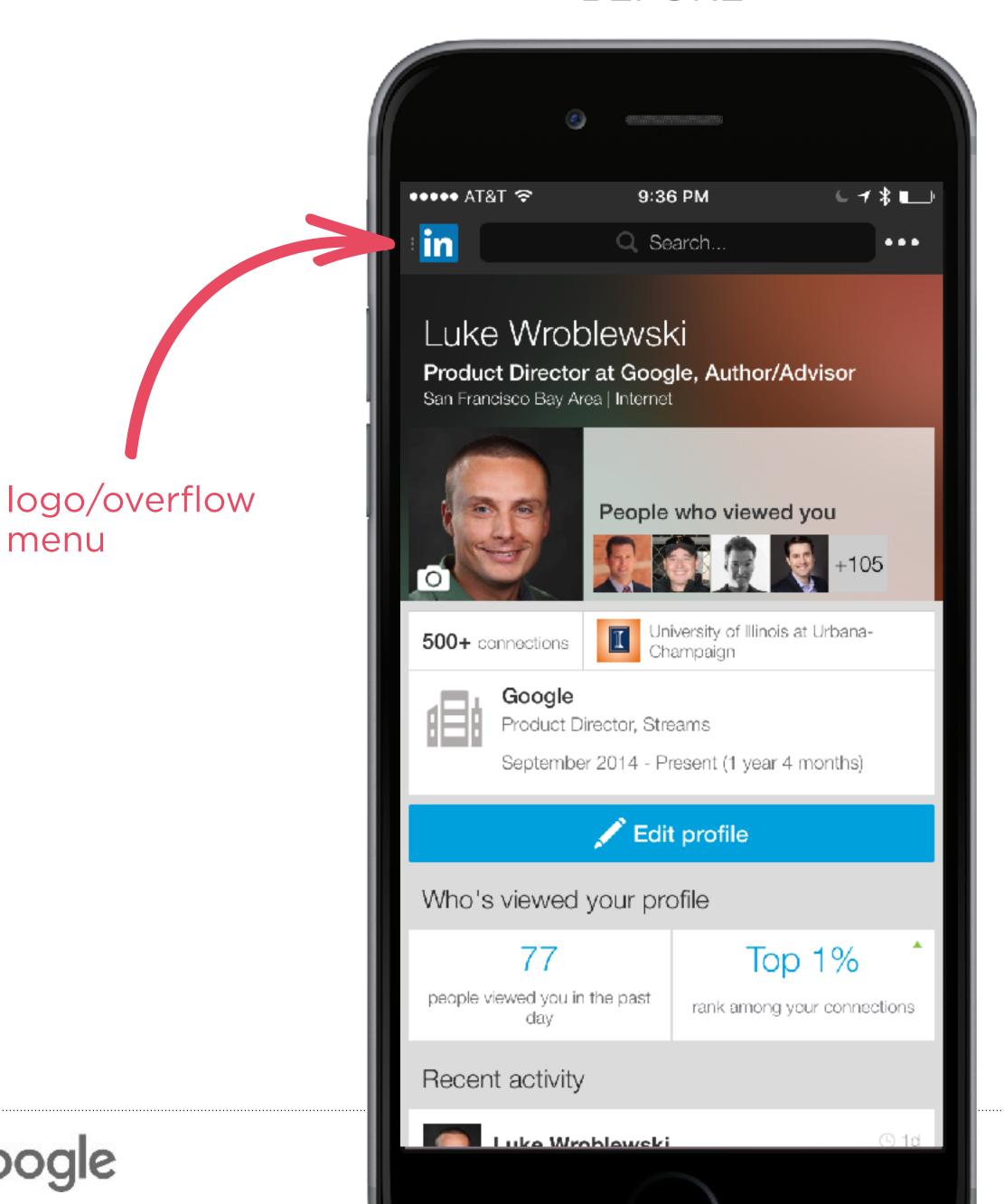


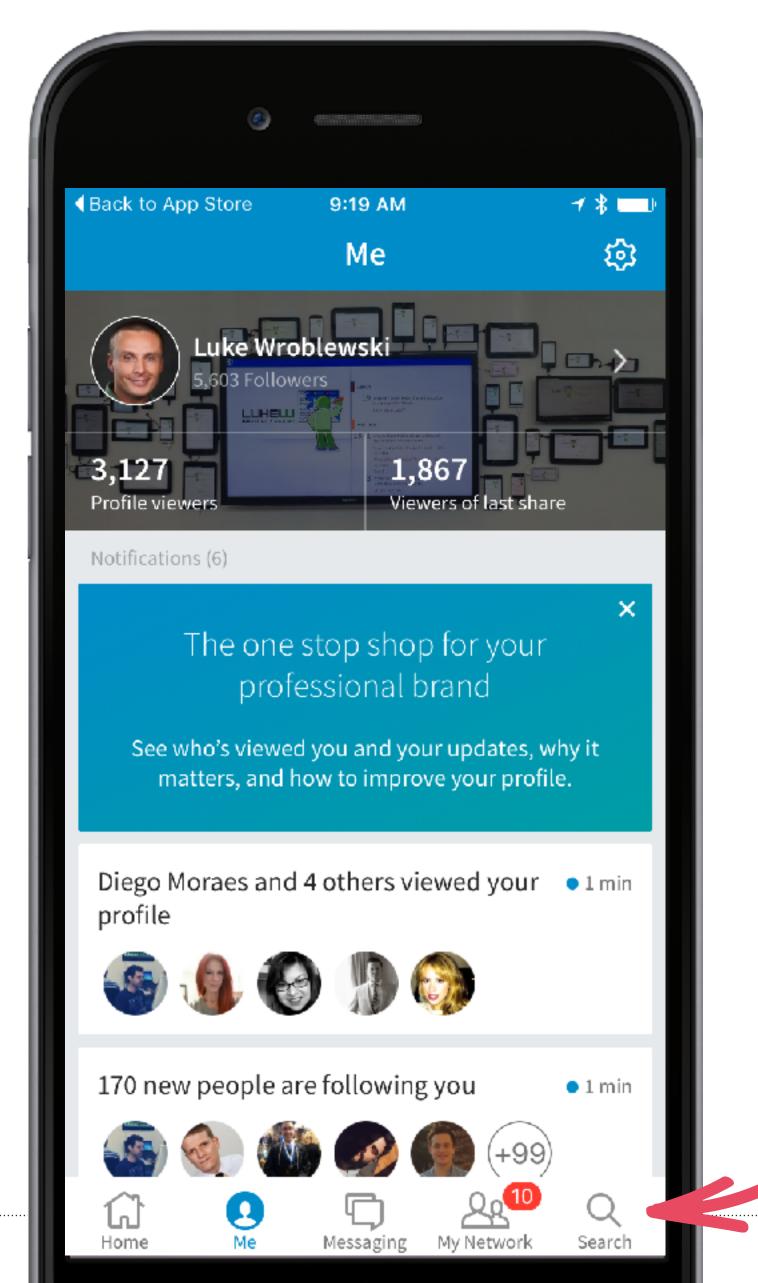
related content & actions no longer visually separated

clear primary action: strong visual contrast & affordance (button)



AFTER

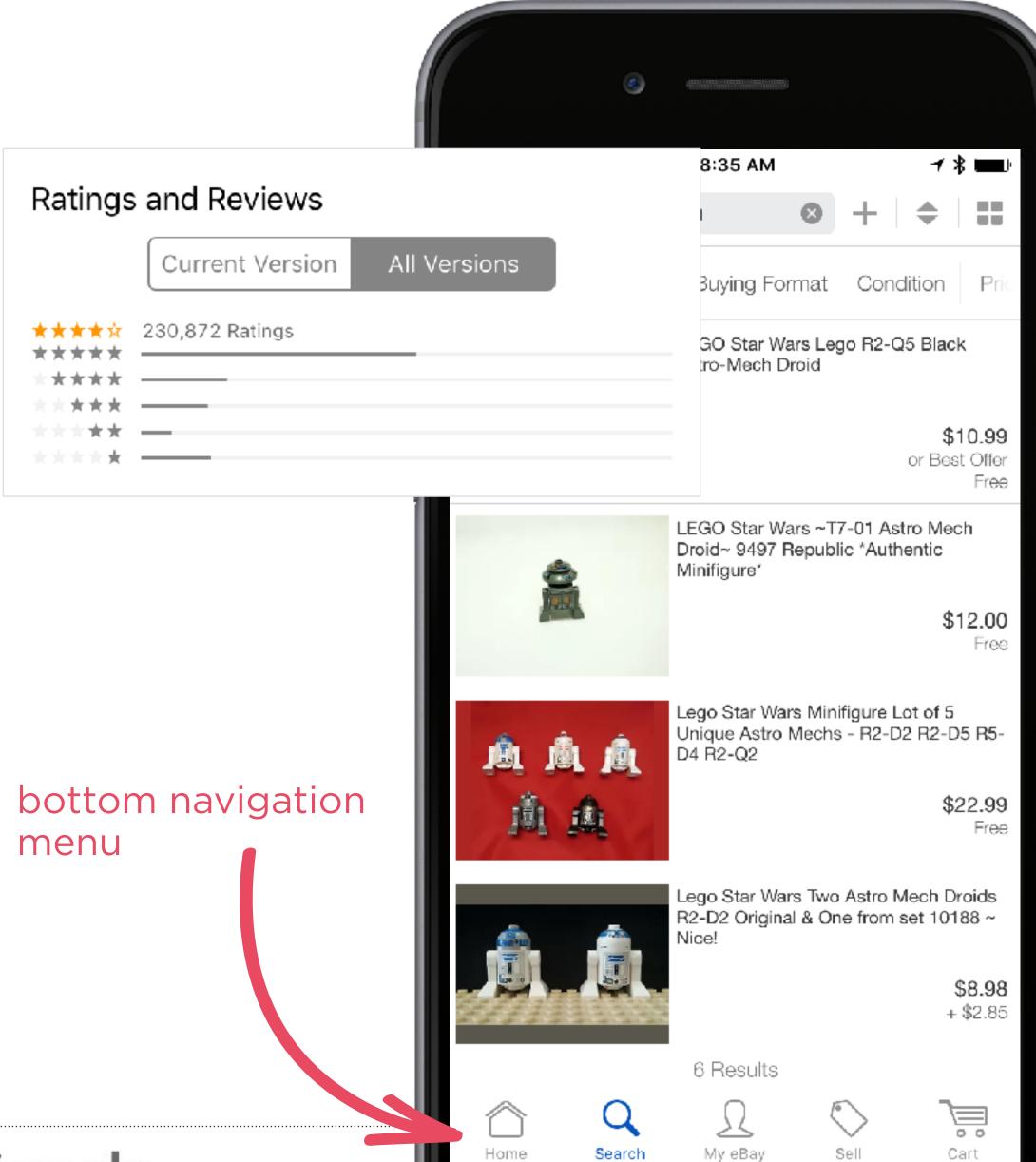


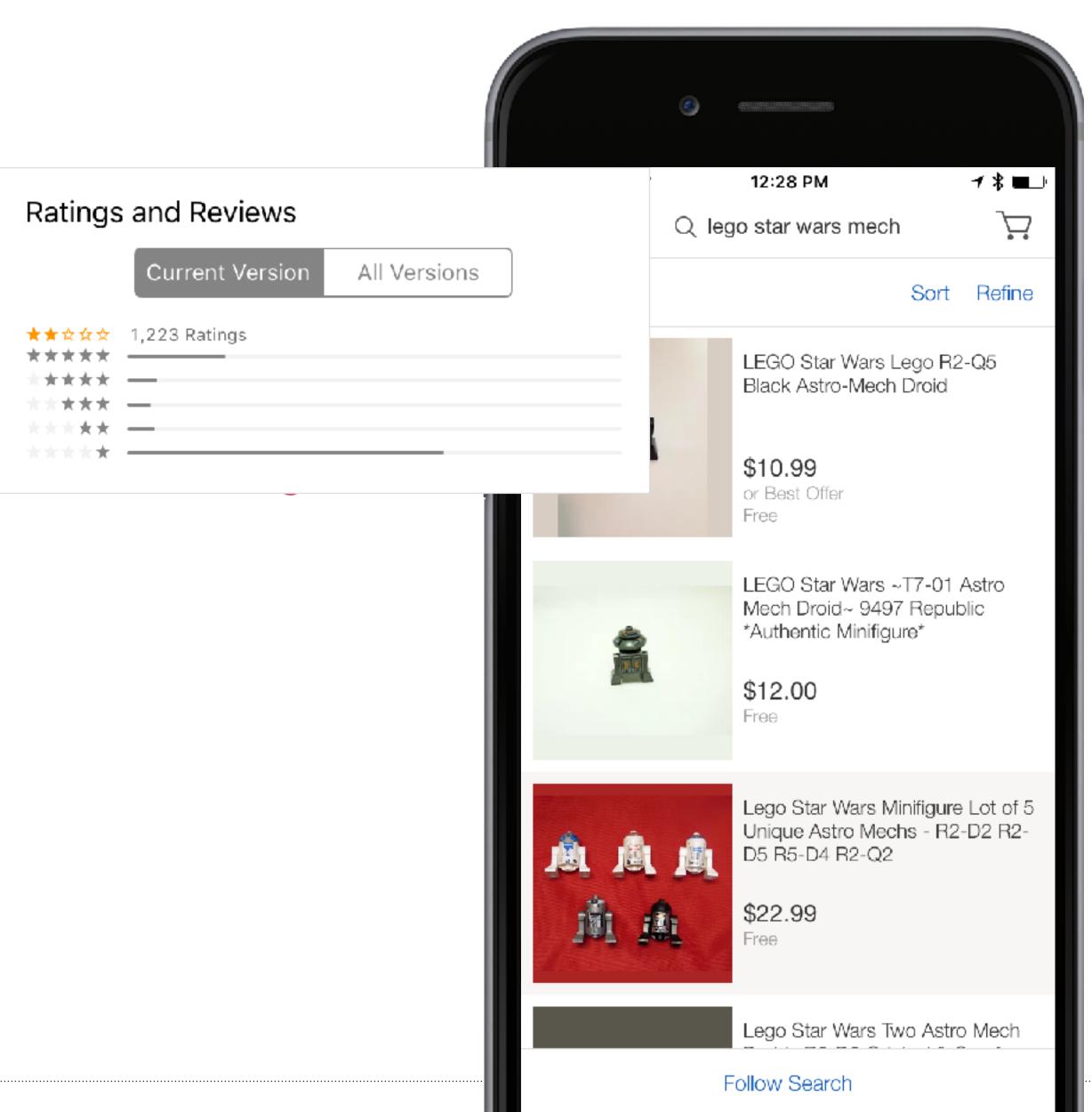


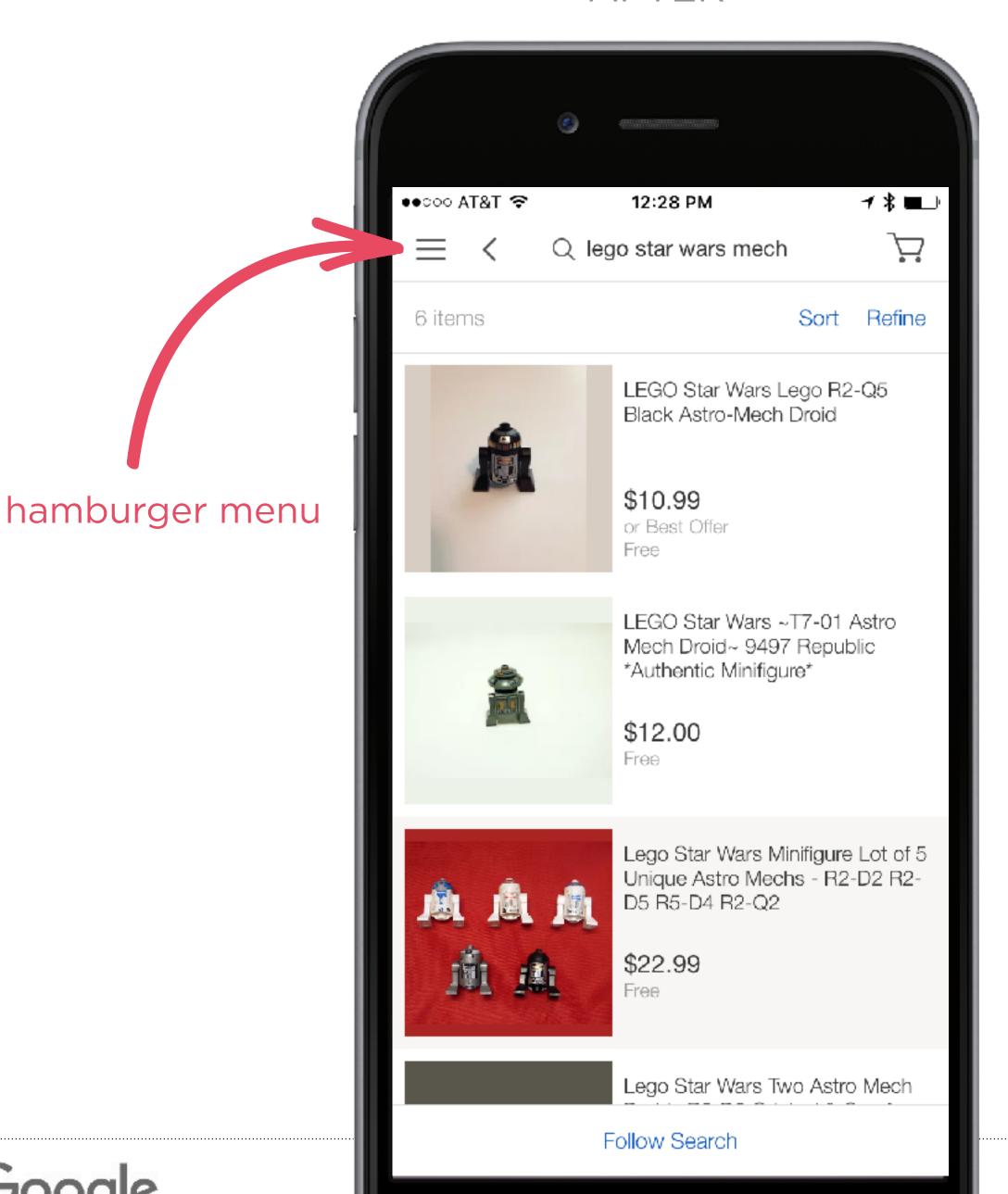
bottom navigation menu



menu



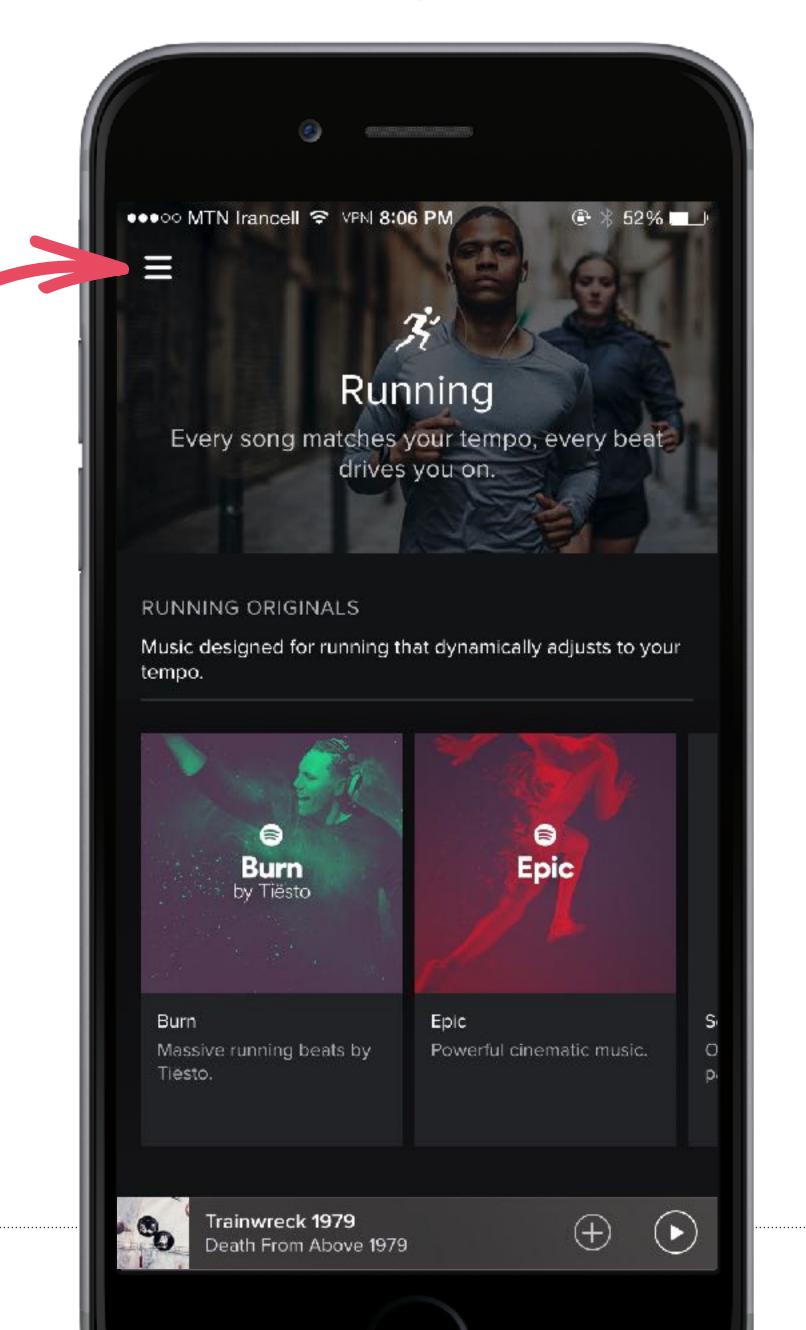


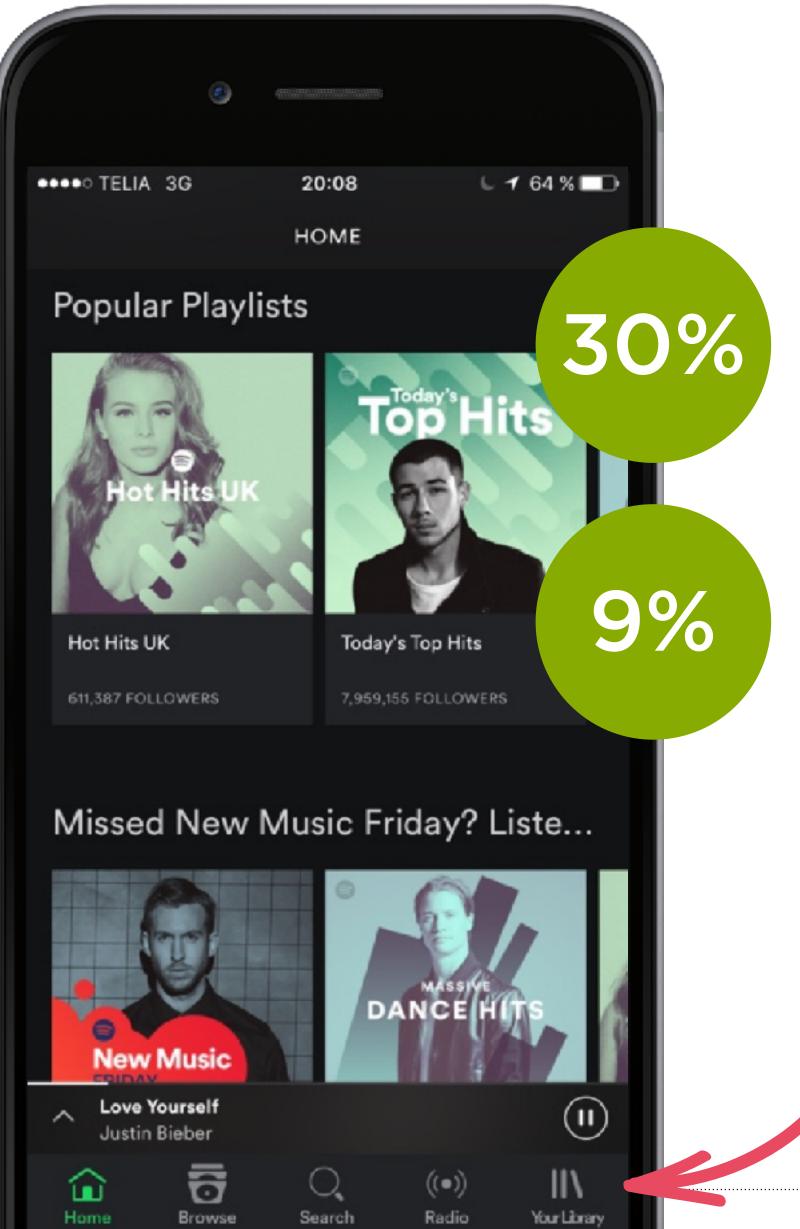


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bottom navigation menu

AFTER





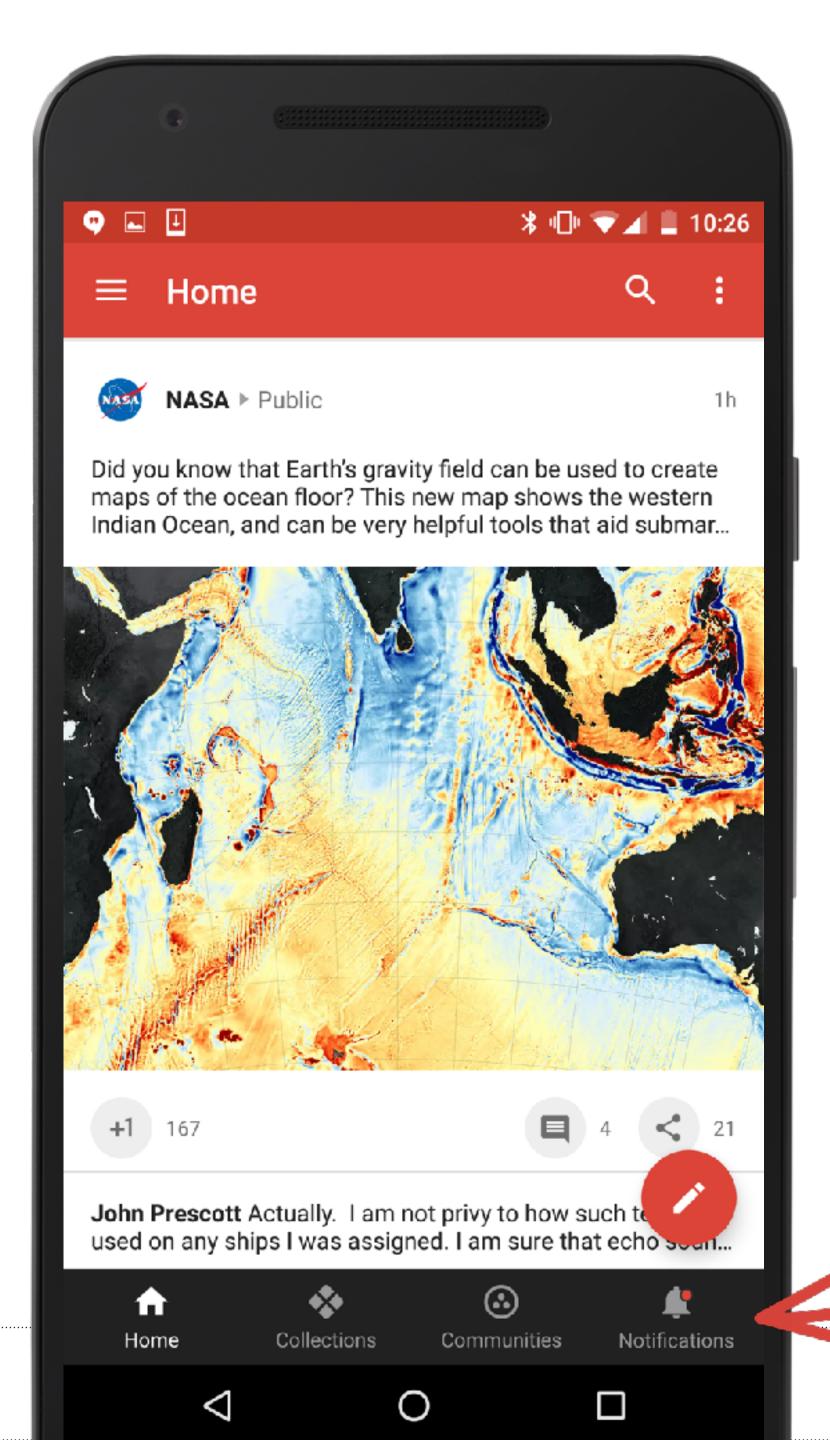
INCREASE IN MENU
ITEM USE

INCREASE ACTIONS OVERALL

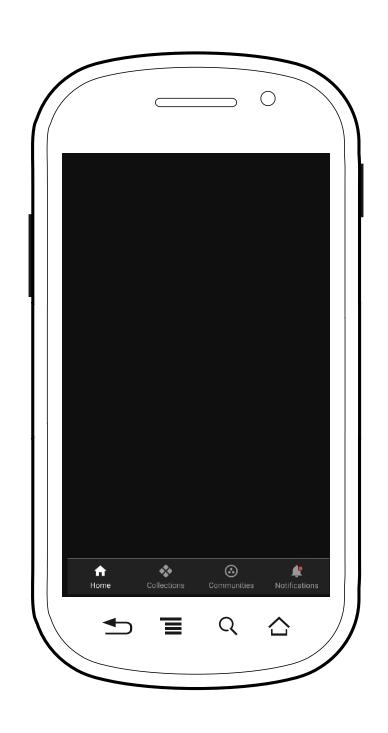
bottom navigation menu

hamburger menu





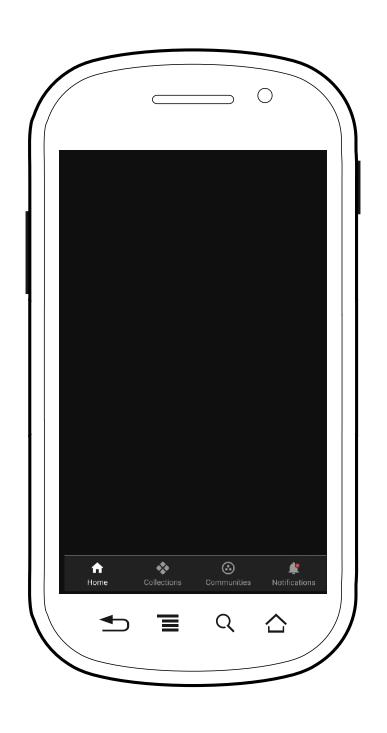
bottom navigation menu



WHY A BOTTOM BAR?

Focus on core features/purpose Grow critical engagement Ergonomics





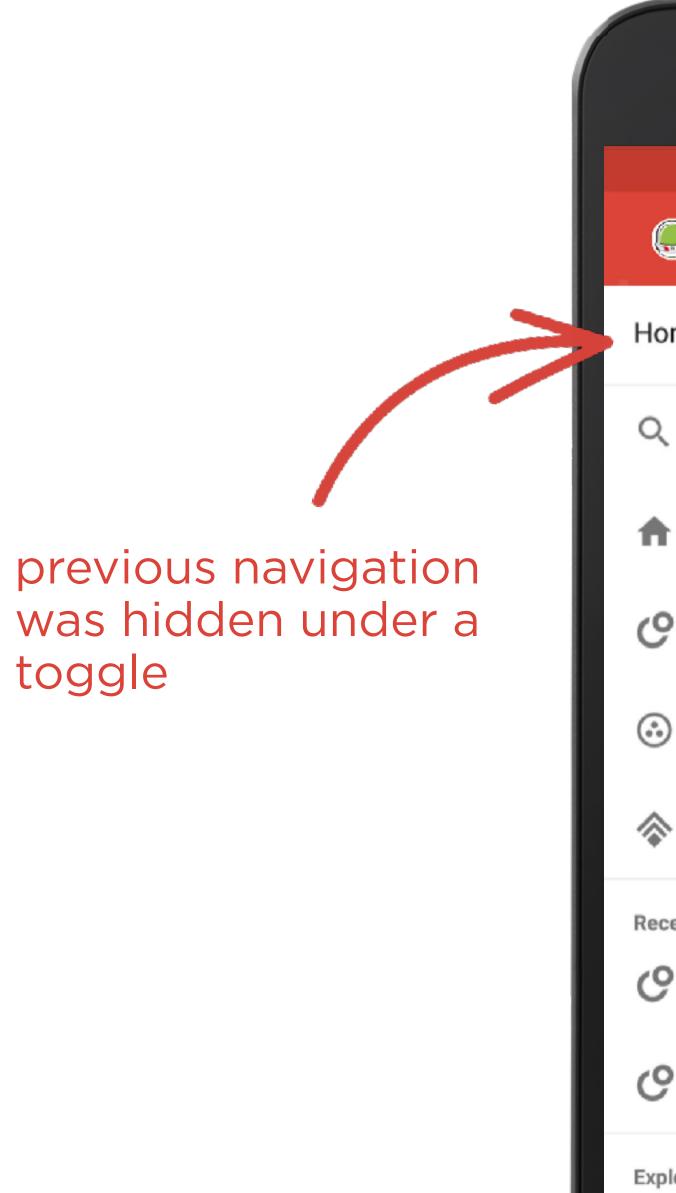
WHY A BOTTOM BAR?

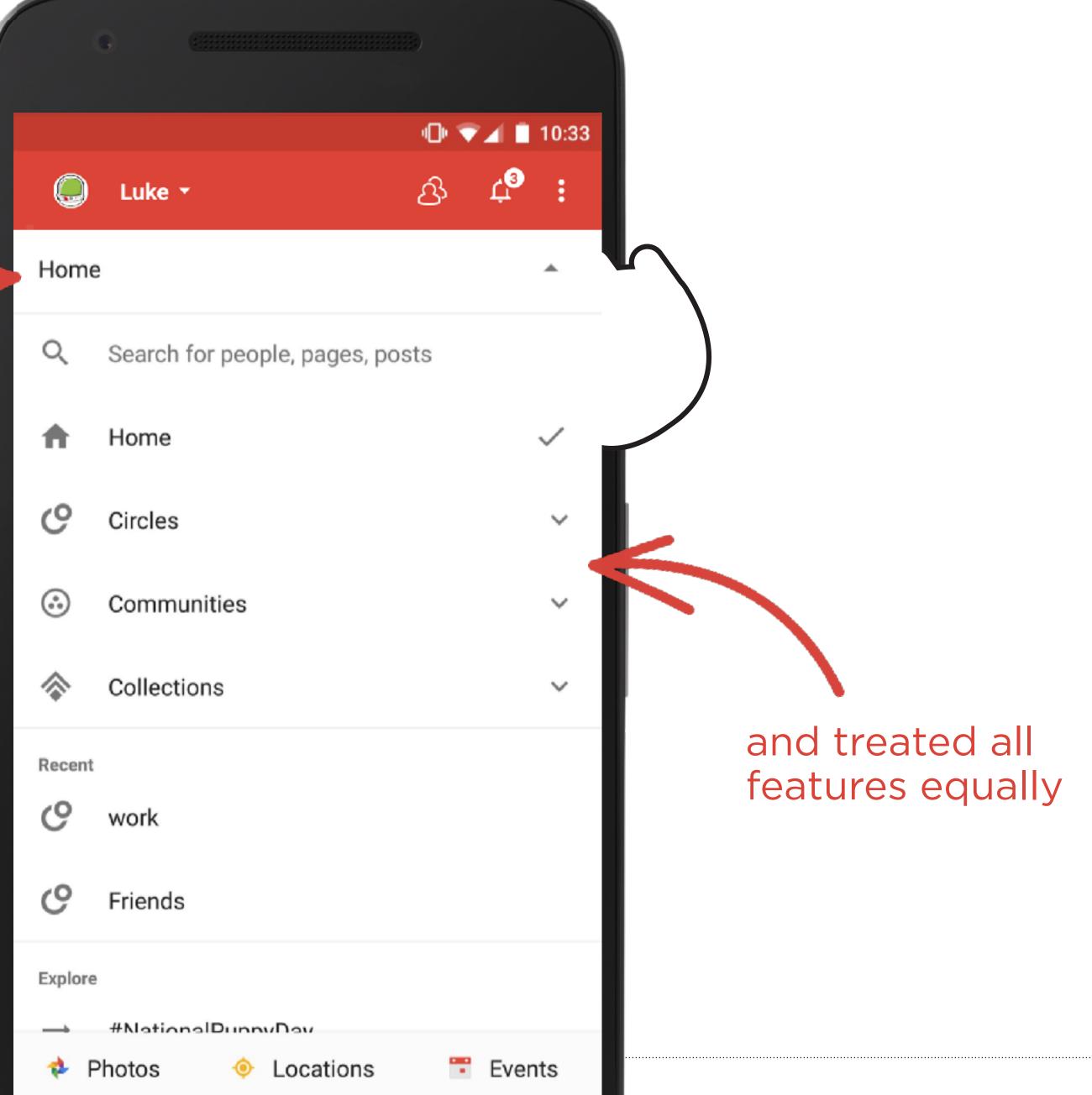
Focus on core features/purpose

Grow critical engagement

Ergonomics



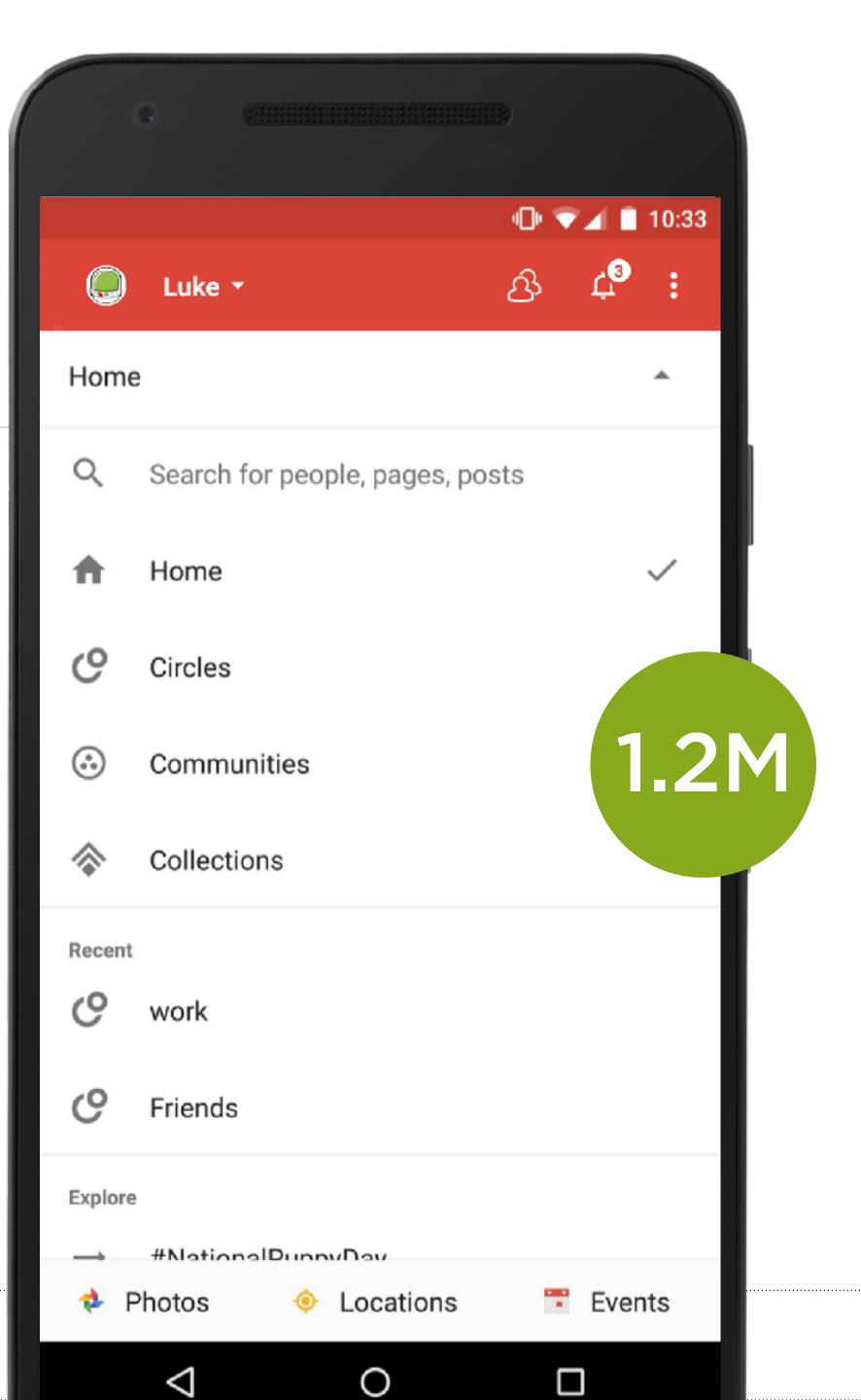




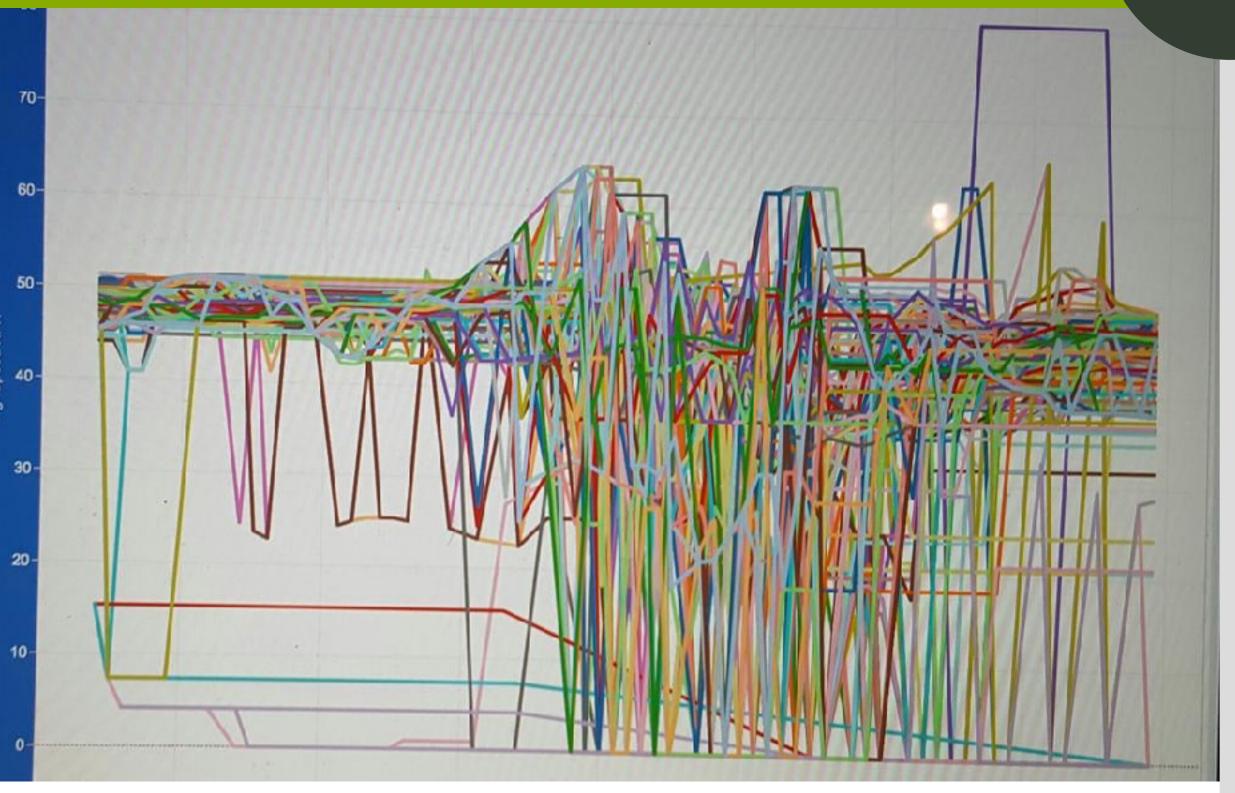








QUANT & QUAL

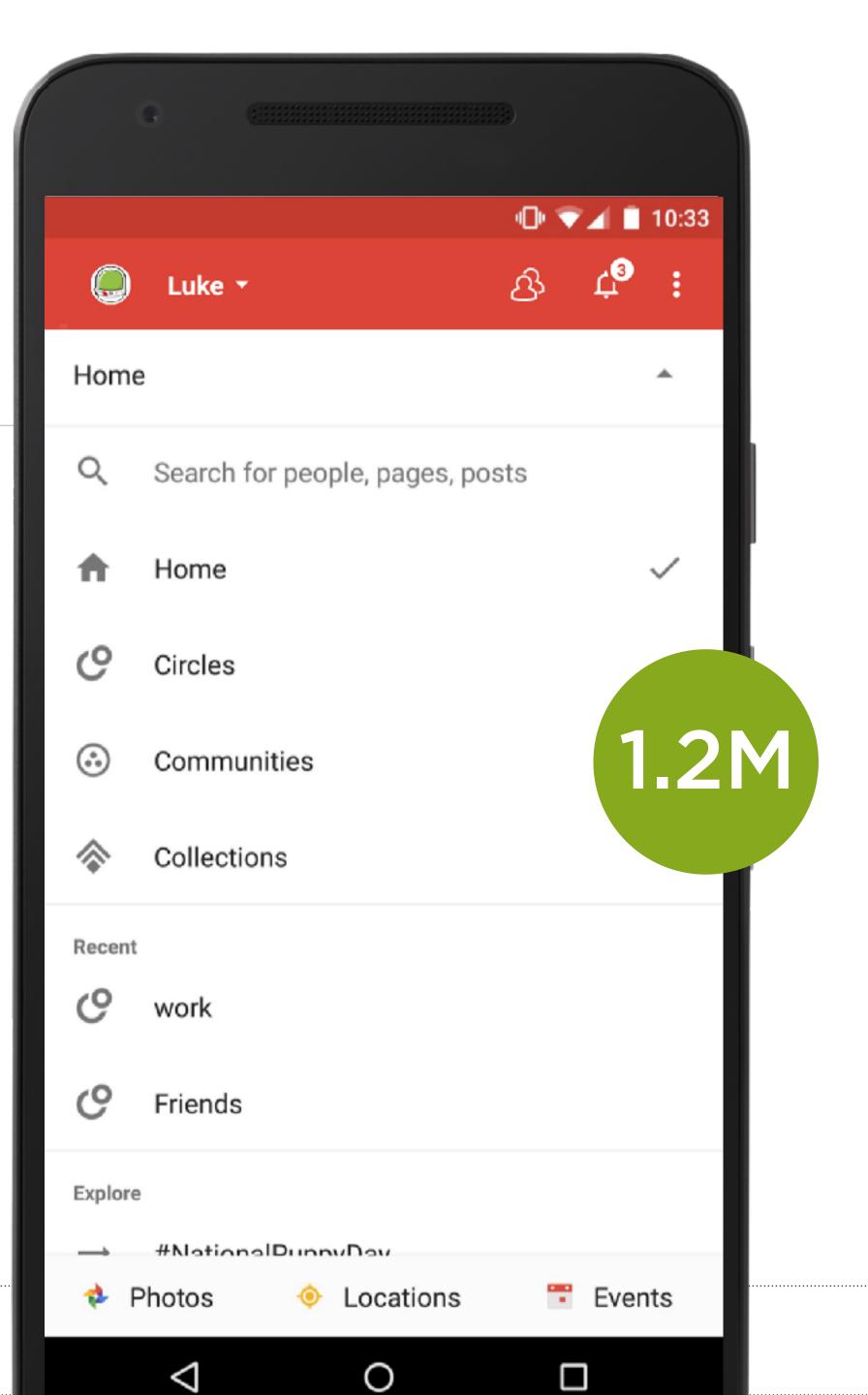


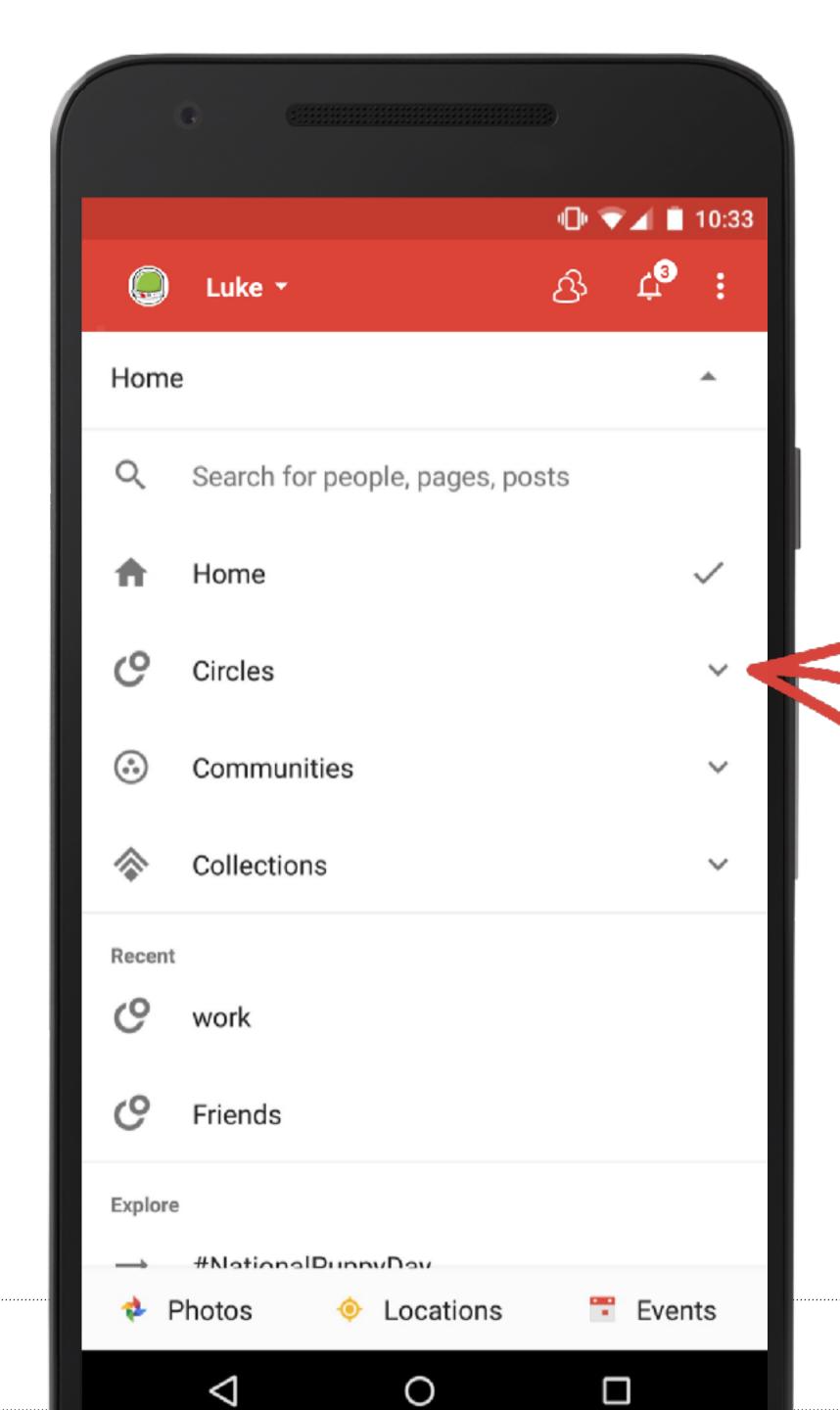






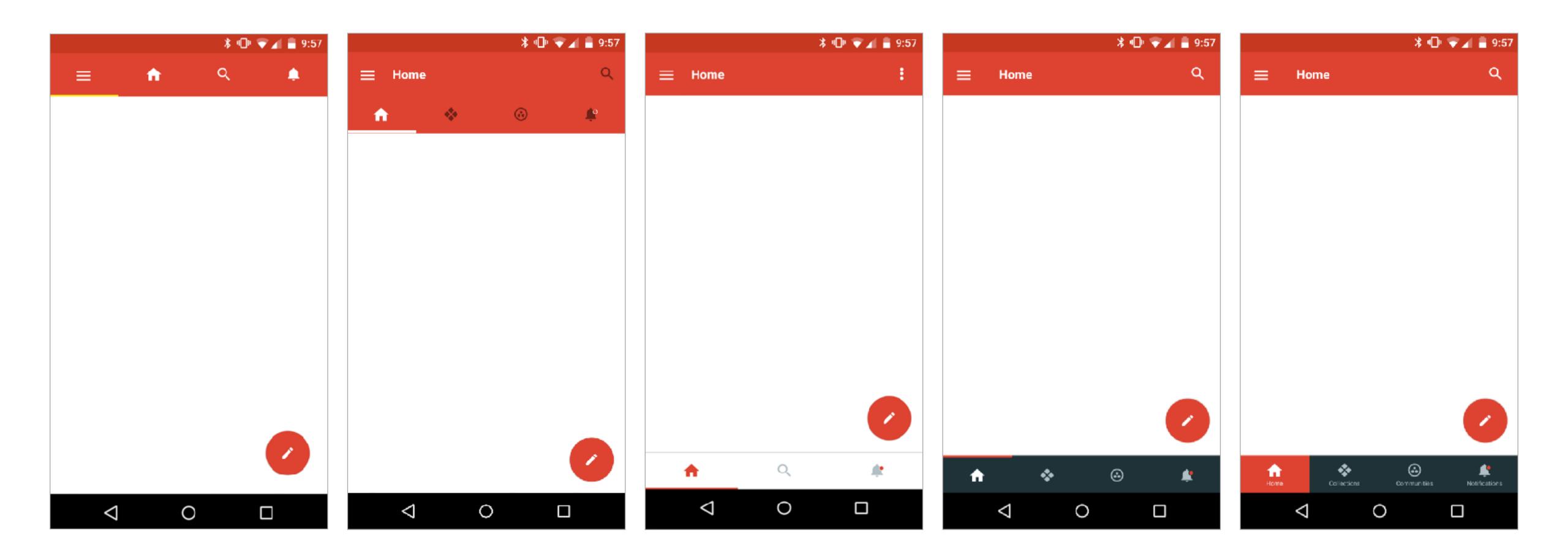




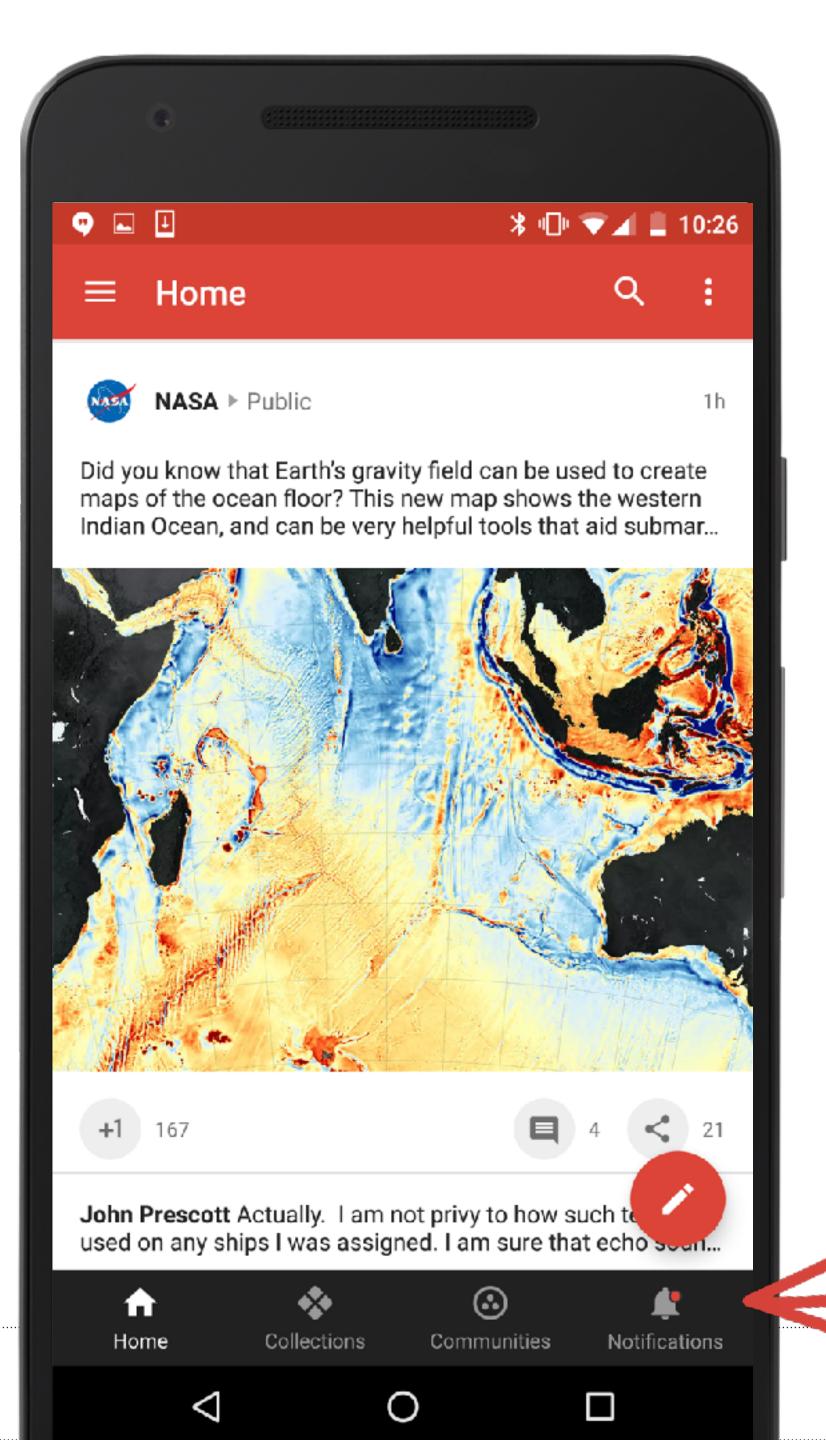


and new users were overwhelmed by too many choices

Navigation Explorations



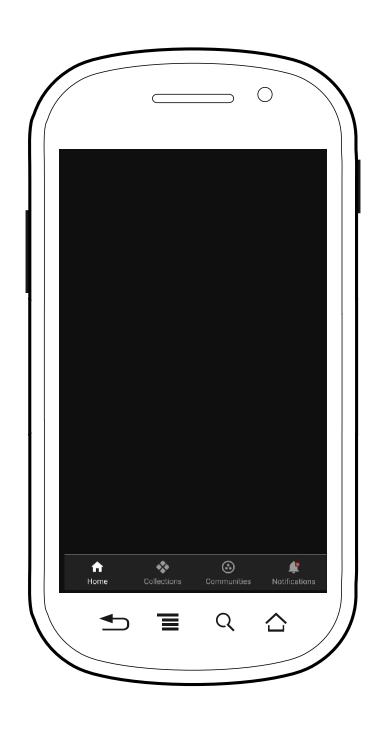




Usability Studies

Used menu to right away to explore the rest of Google+ experience

Liked how the menu brought focus to features they used most



WHY A BOTTOM BAR?

Focus on core features/purpose

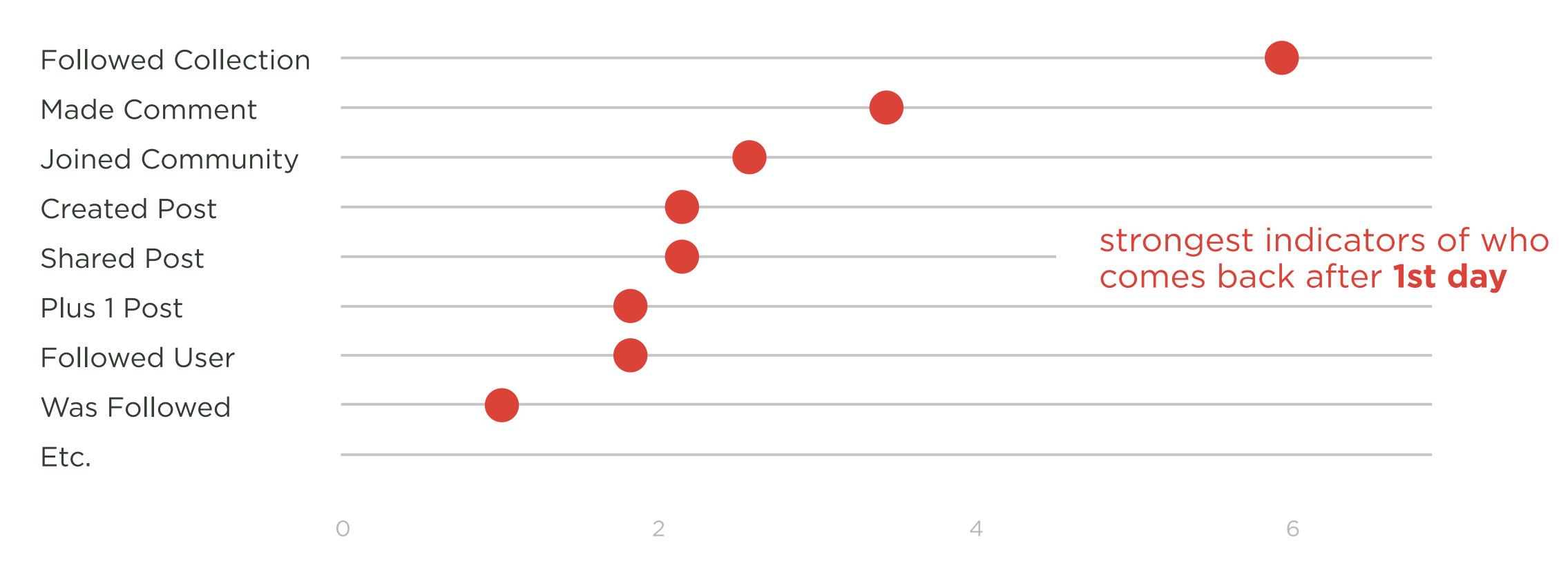
Grow critical engagement

Ergonomics



Survival Analysis

ACTION





Survival Analysis

ACTION Joined Community **Shared Post** Made Comment Plus 1 Post strongest indicators of who Followed Collection comes back after 3 weeks **Created Post** Followed User Etc. 1.0 1.4

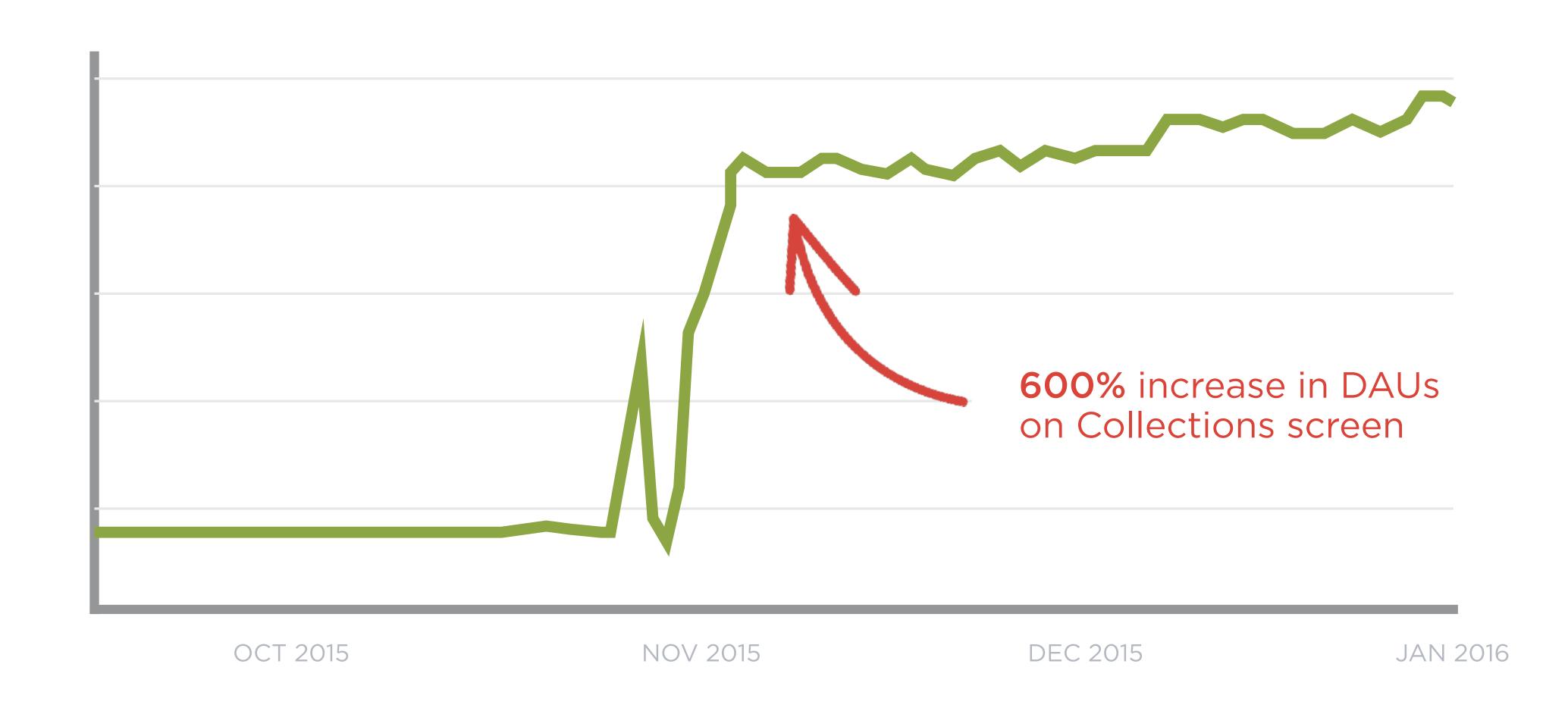




so Collections & Communities are critical for engagement

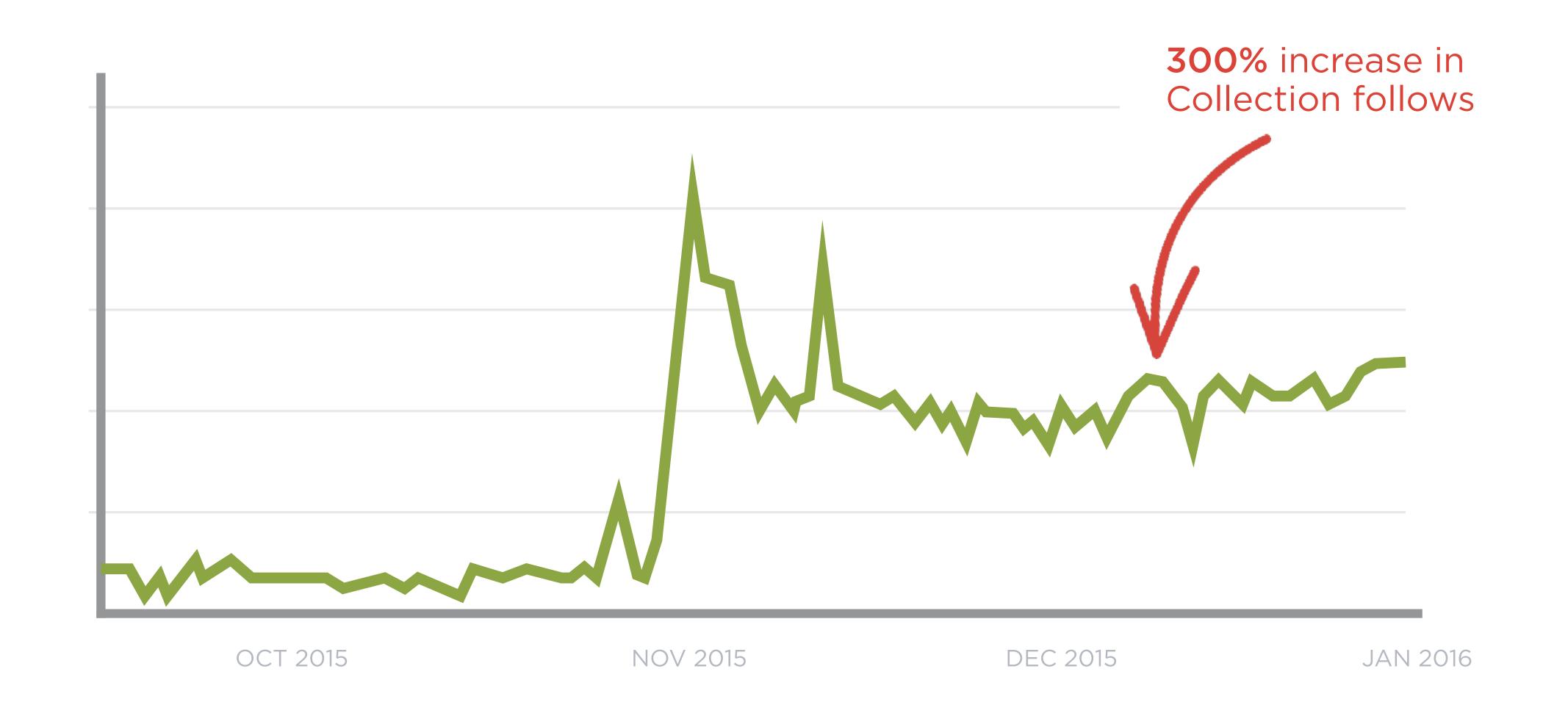
what happened when we put them in a bottom navigation menu?

Daily Active Users





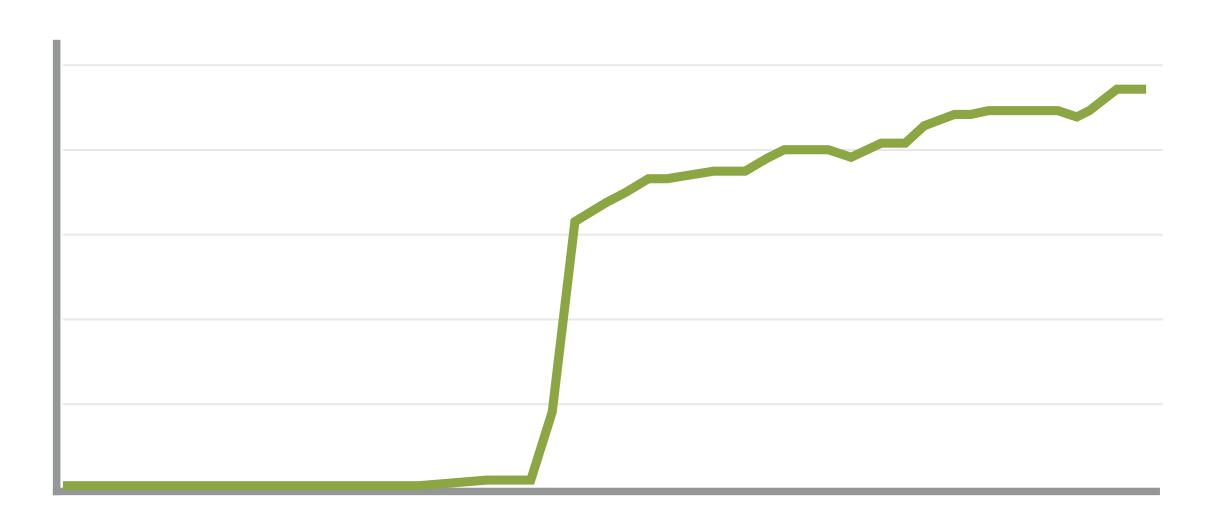
Daily Active Users



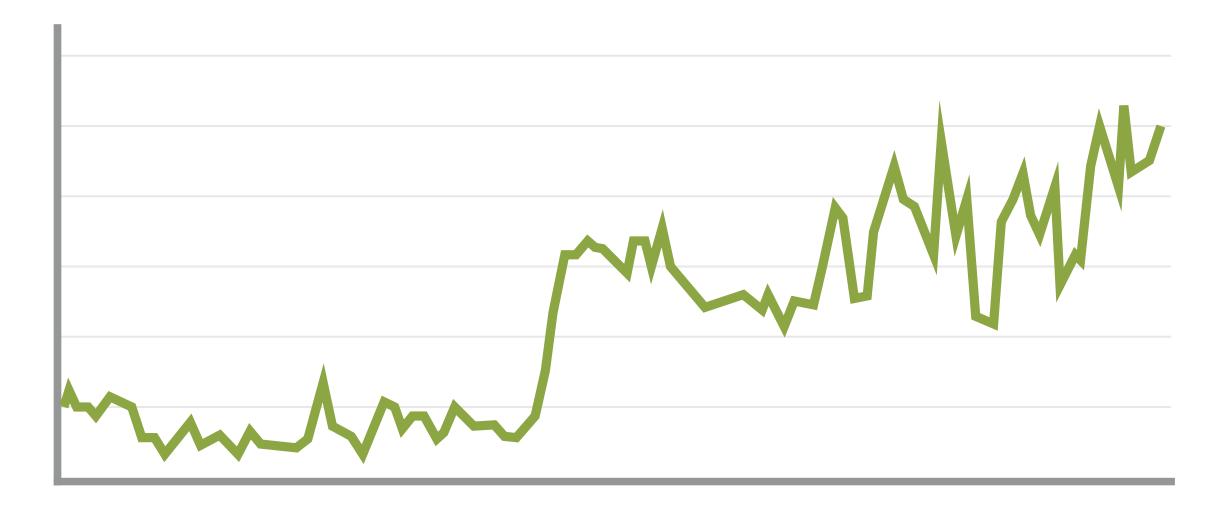


Daily Active Users

we saw similar increases for Communities





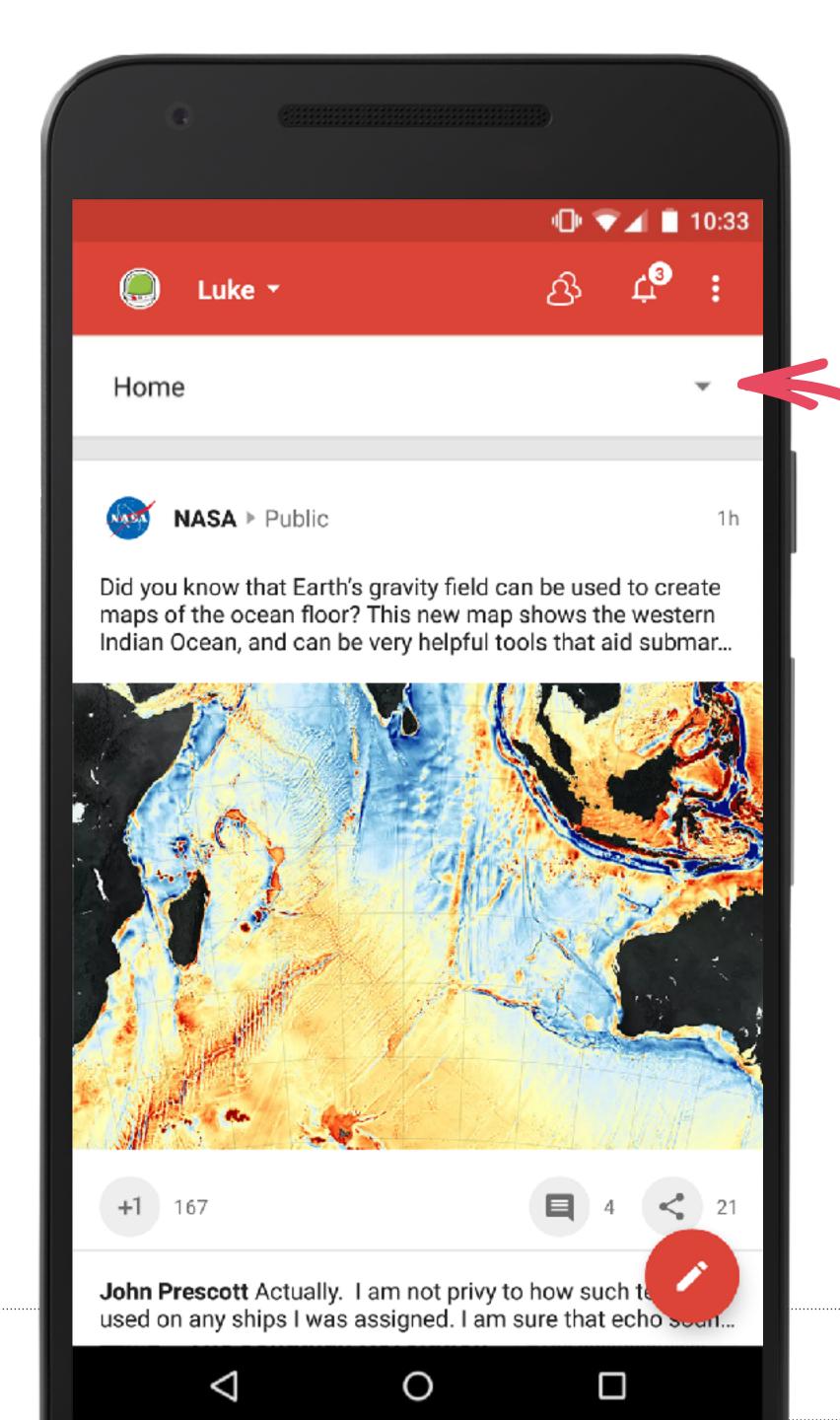


DAILY COMMUNITY JOINS

Grow critical engagement

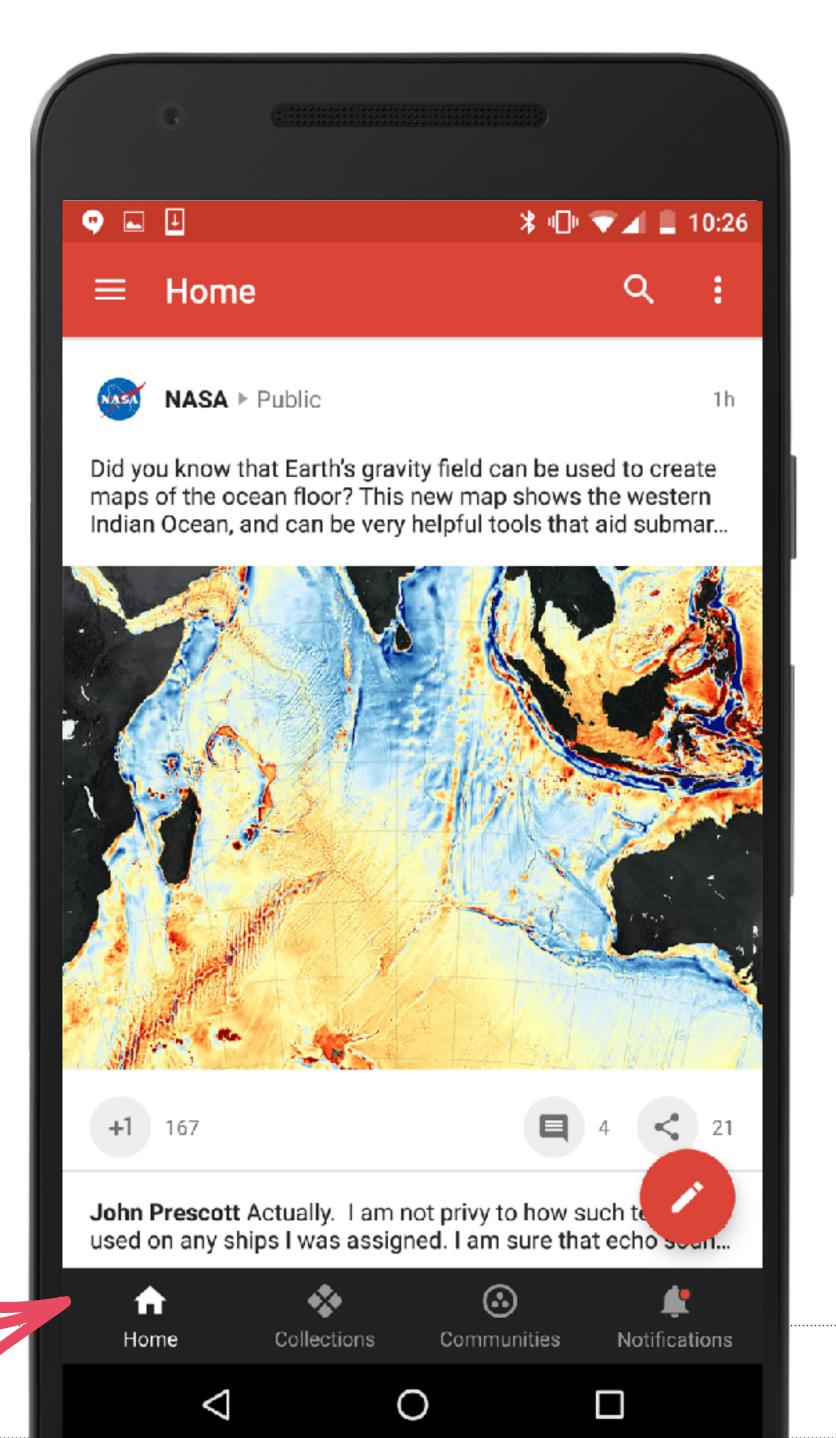


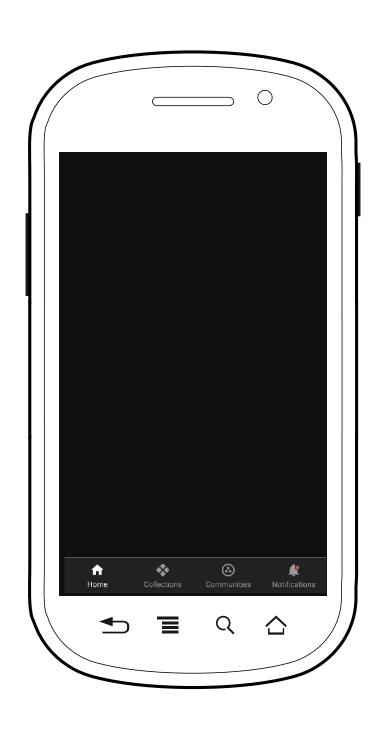




out of sight really was out of mind

as we saw a huge impact on critical metrics when we added the bottom menu

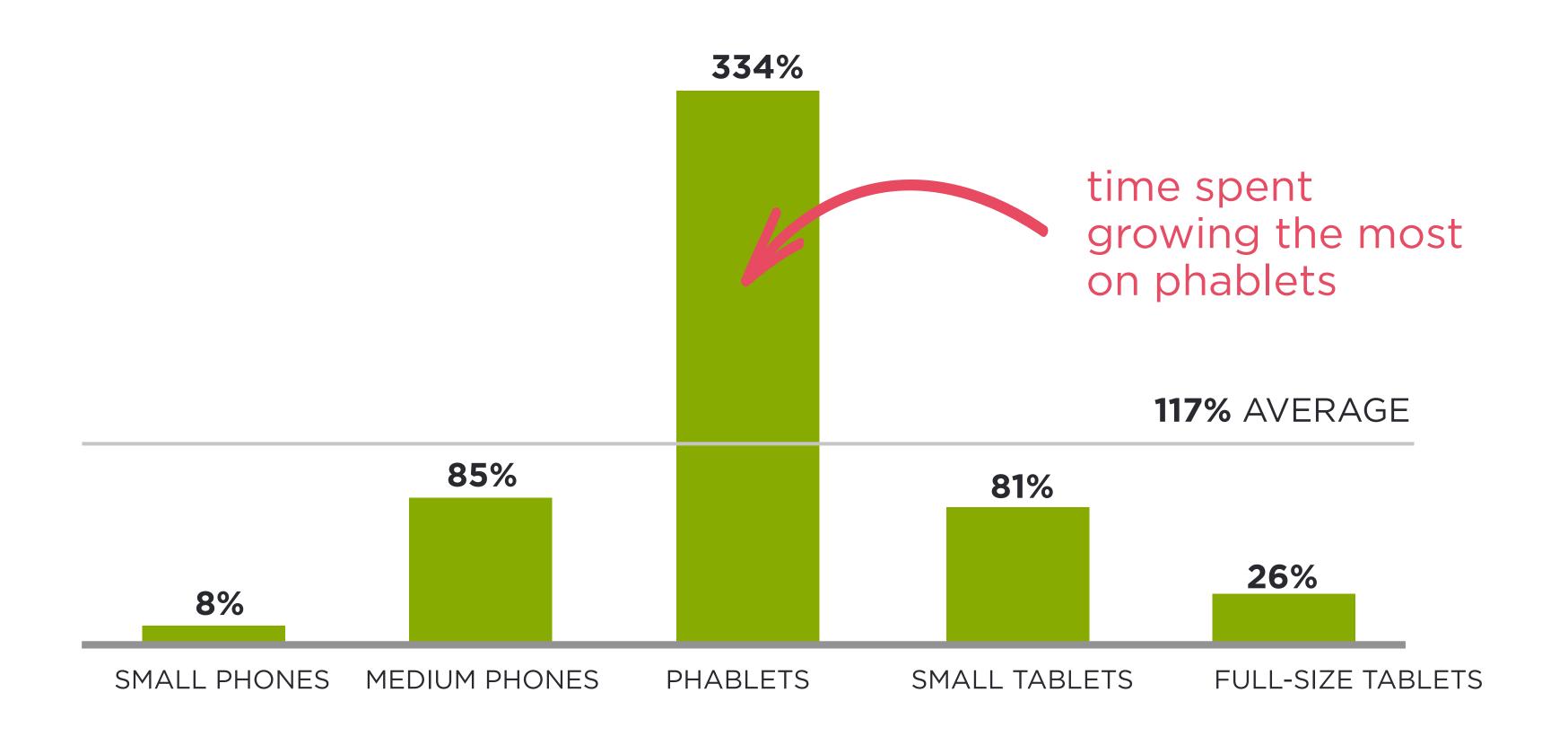




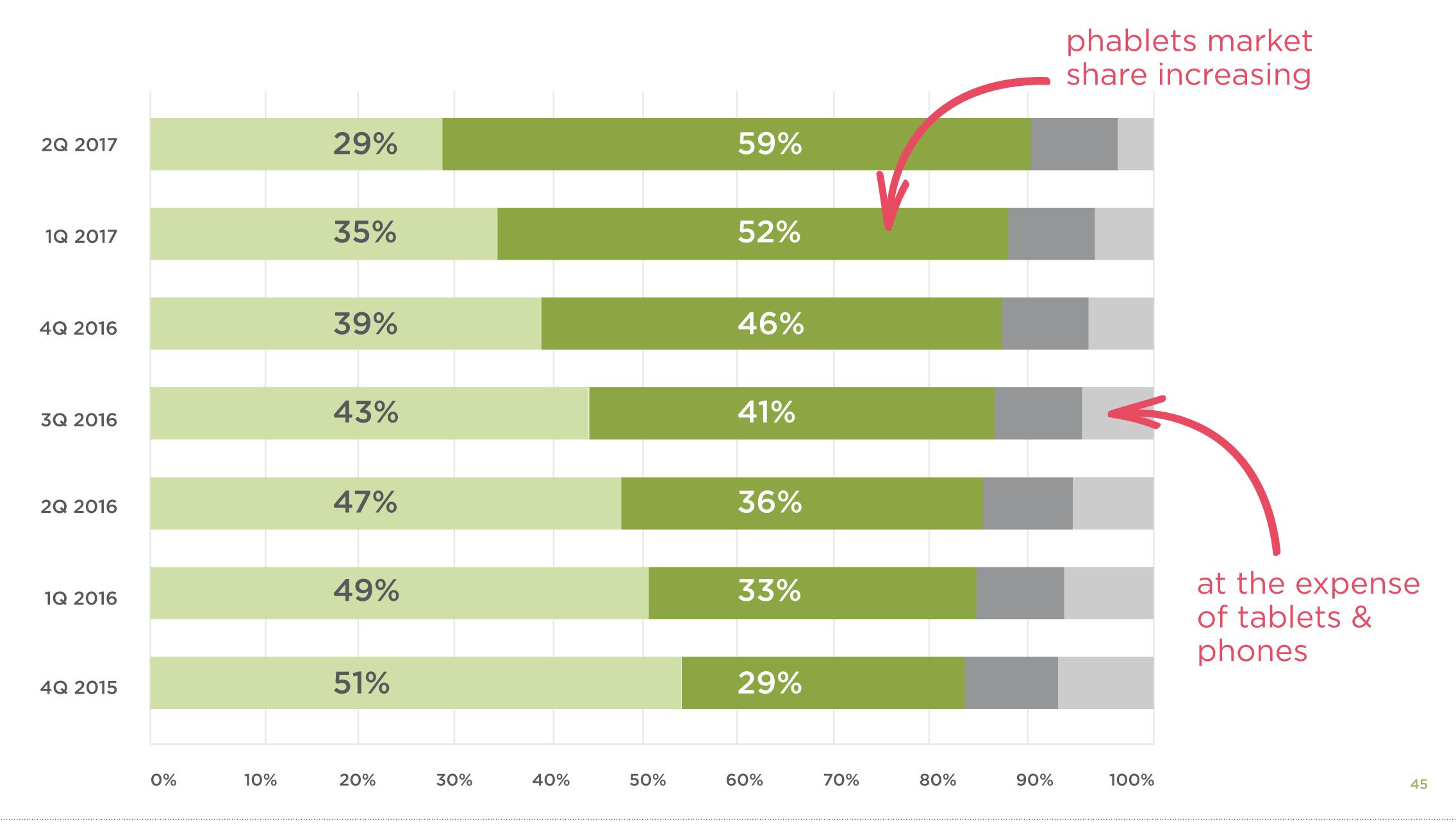
WHY A BOTTOM BAR?

Focus on core features/purpose
Grow critical engagement
Ergonomics

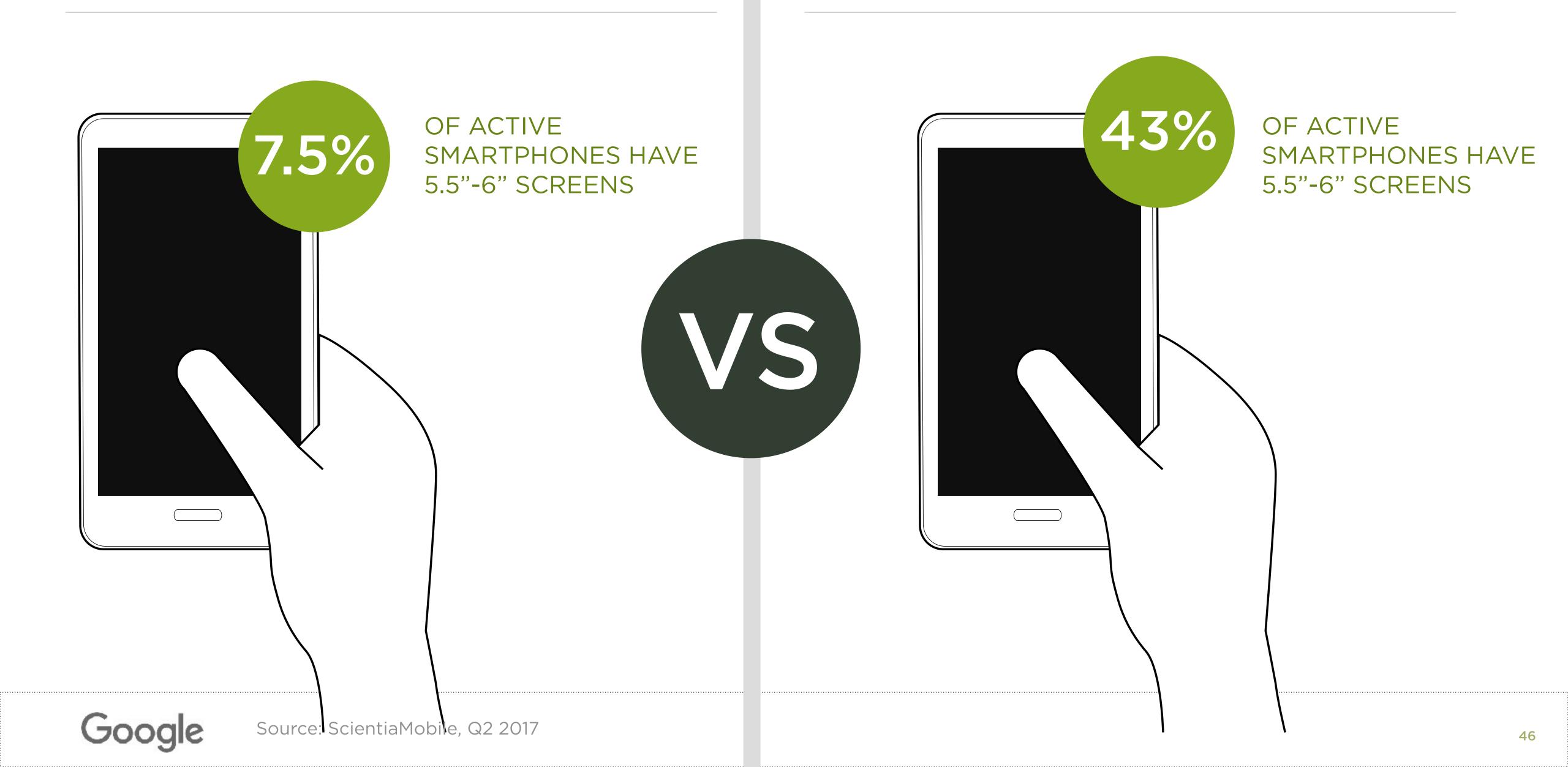
Mobile Time Spent



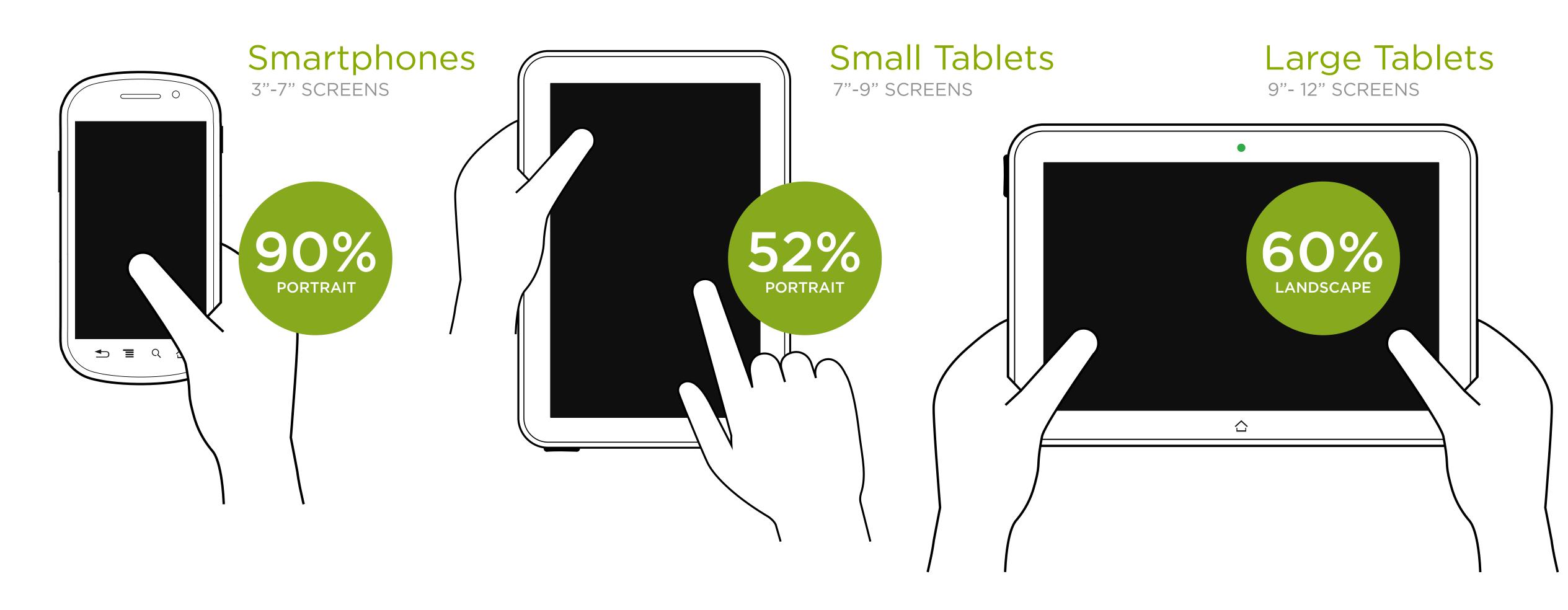






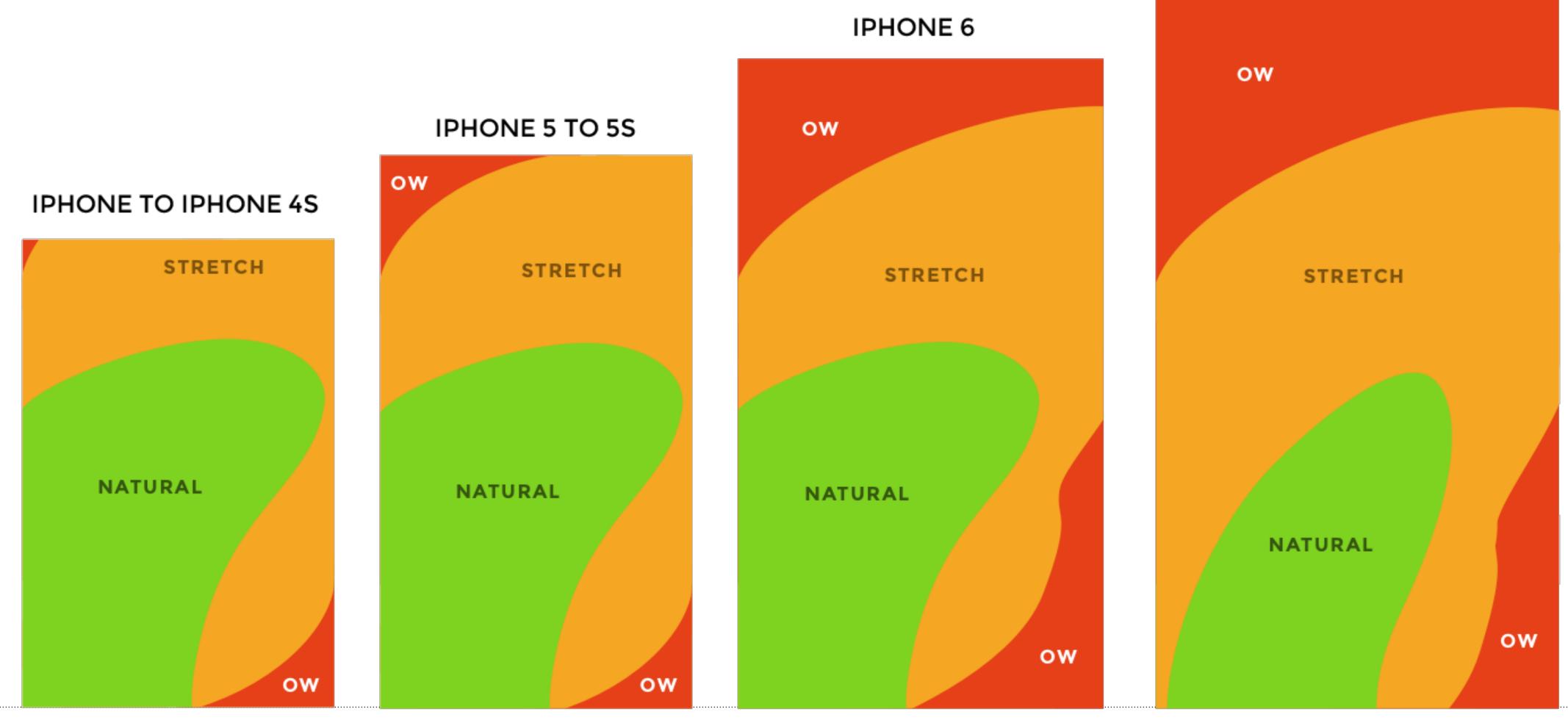


Global Device Orientation



as phone size increases getting to controls on top is harder

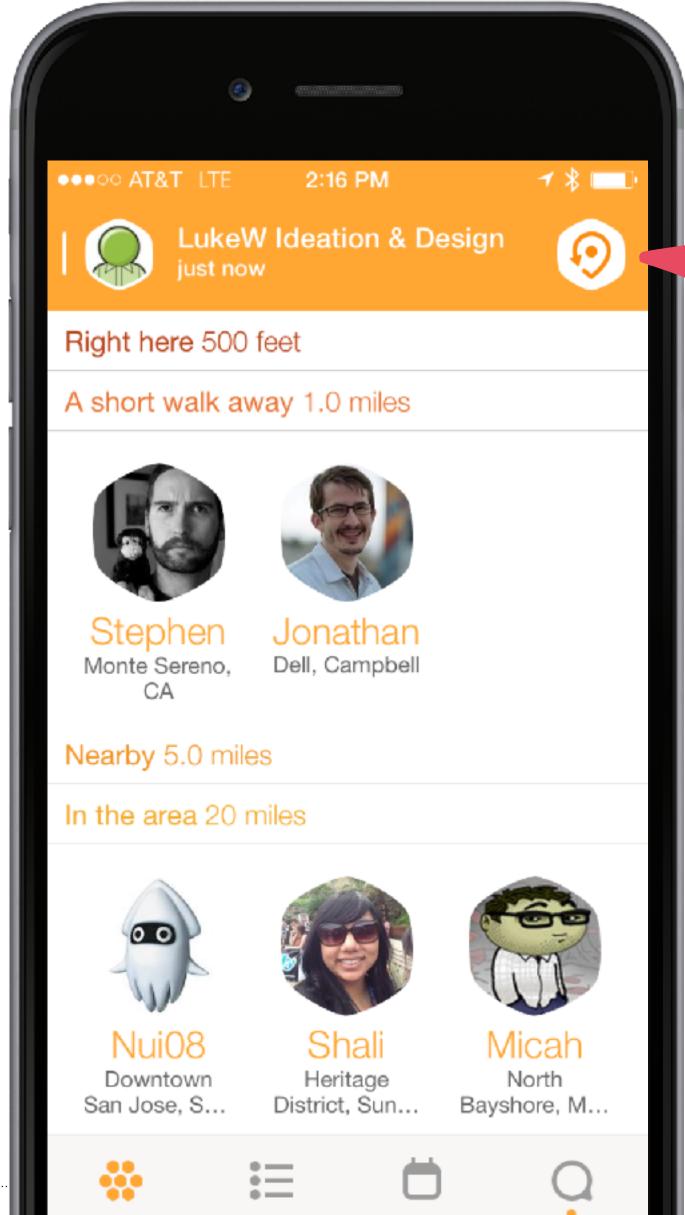




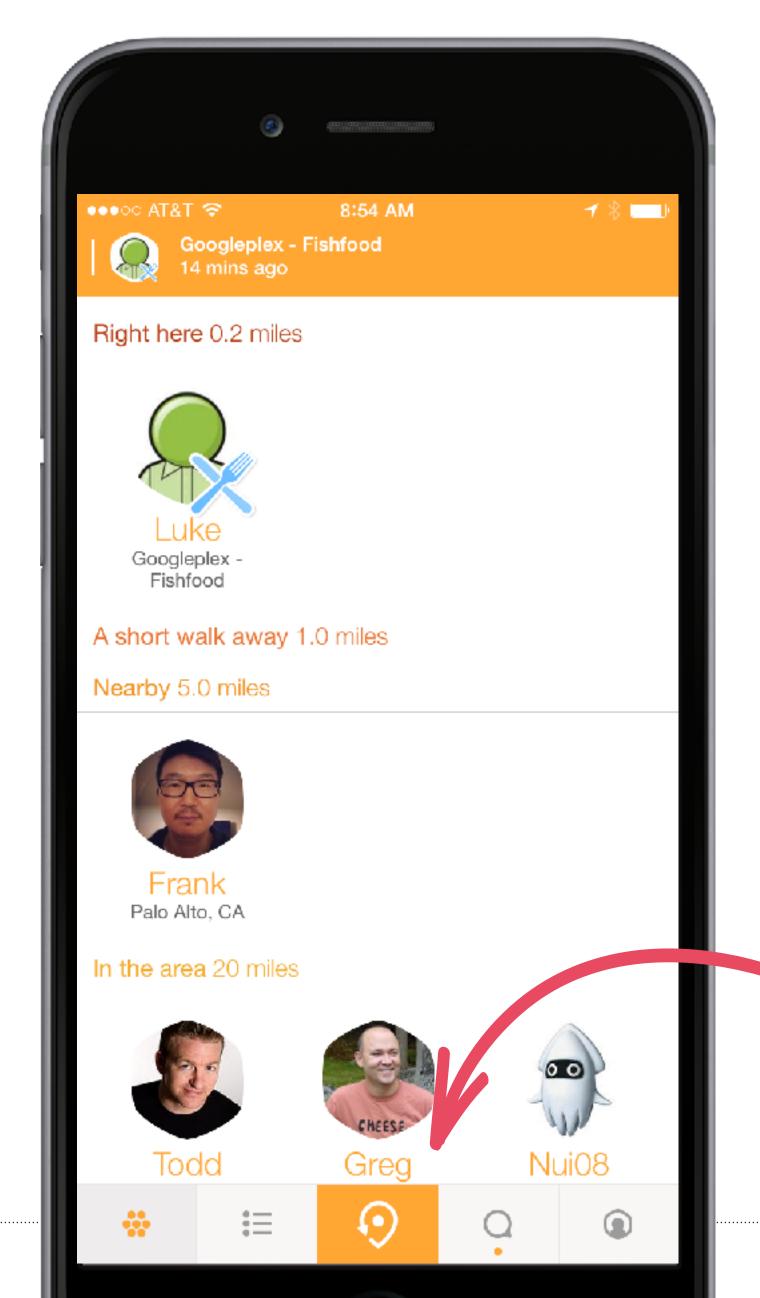


BEFORE

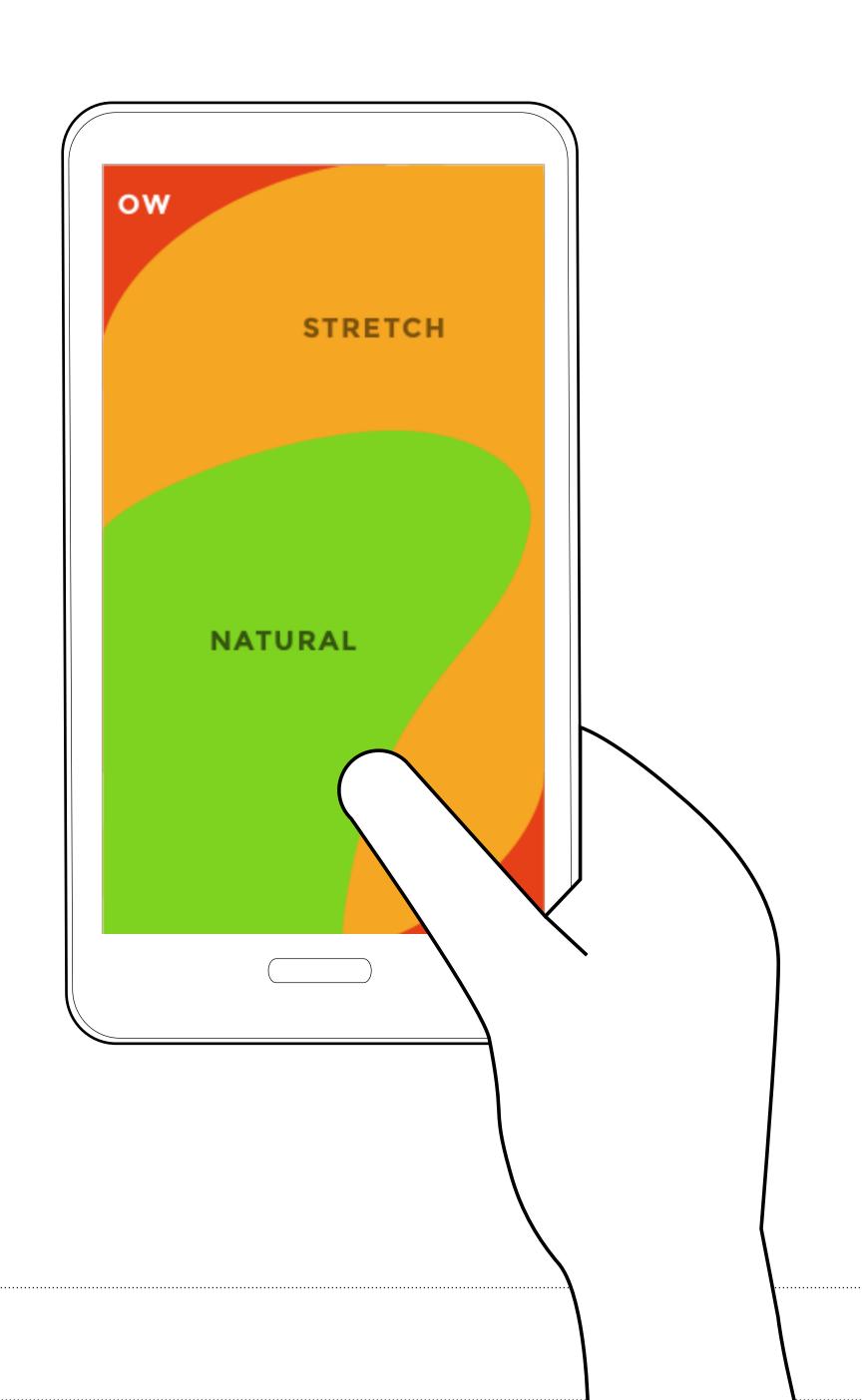
AFTER

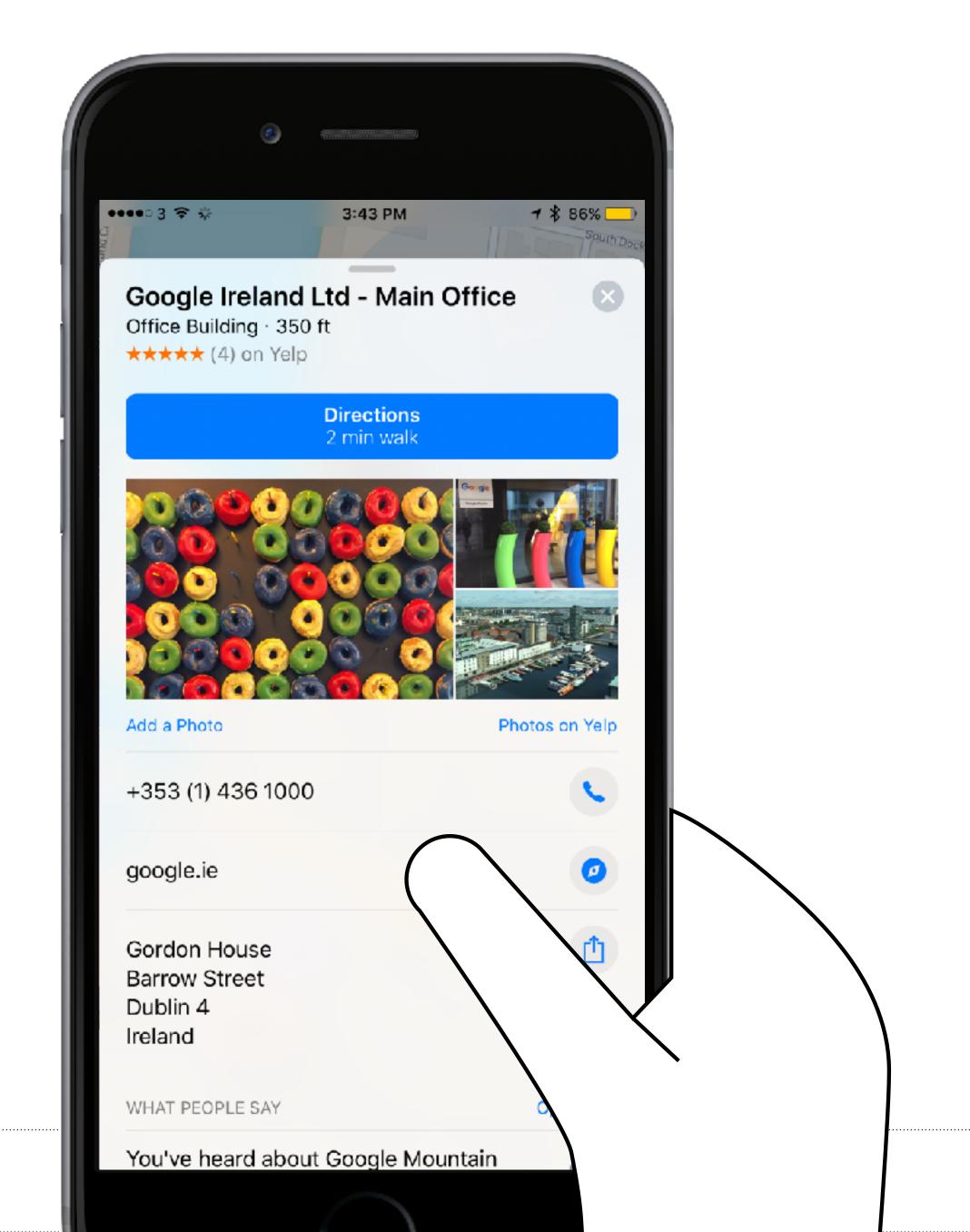


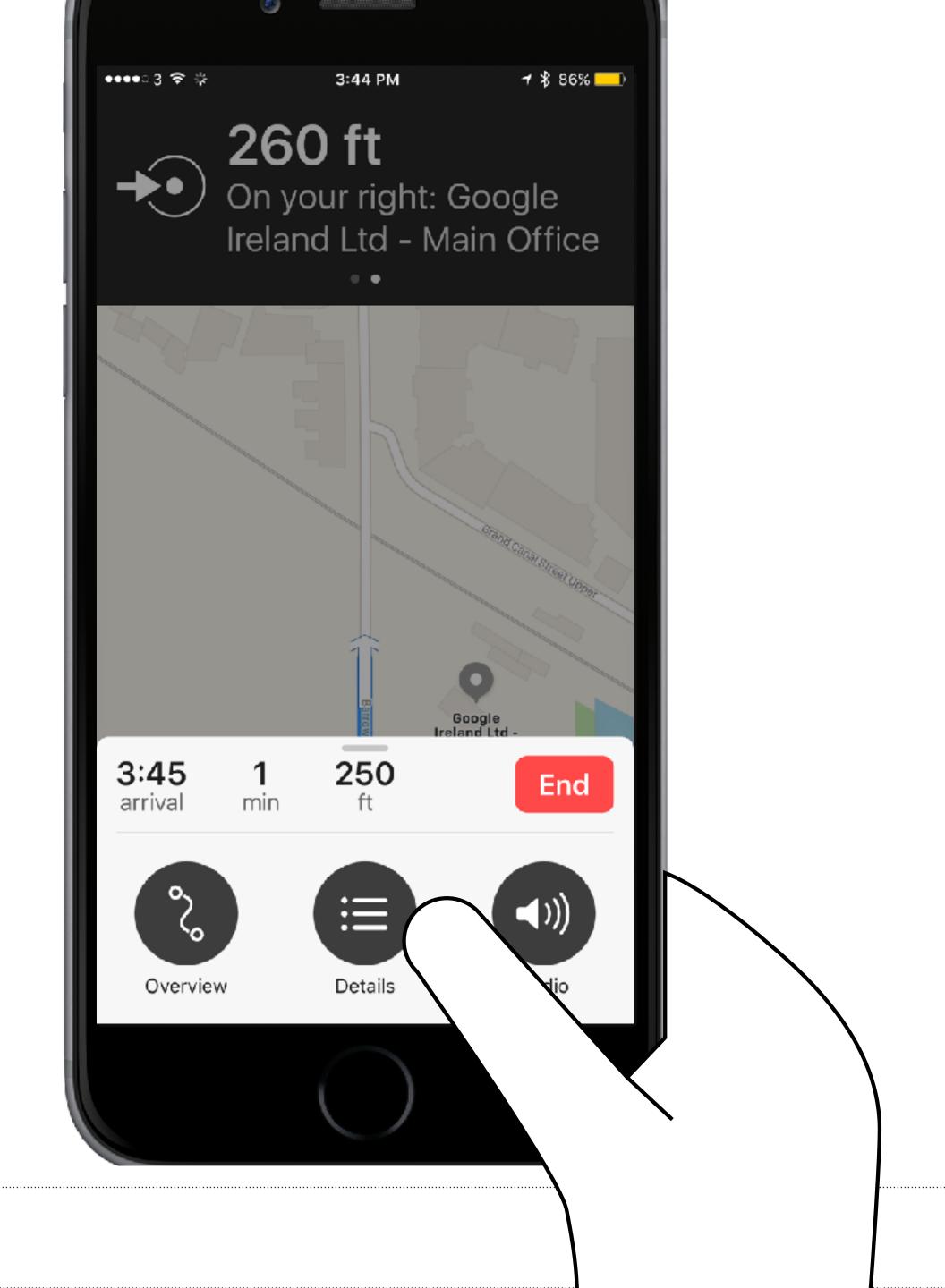
primary action

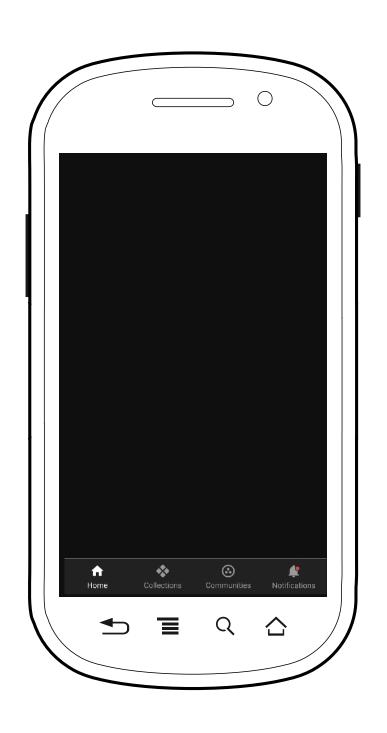


primary action







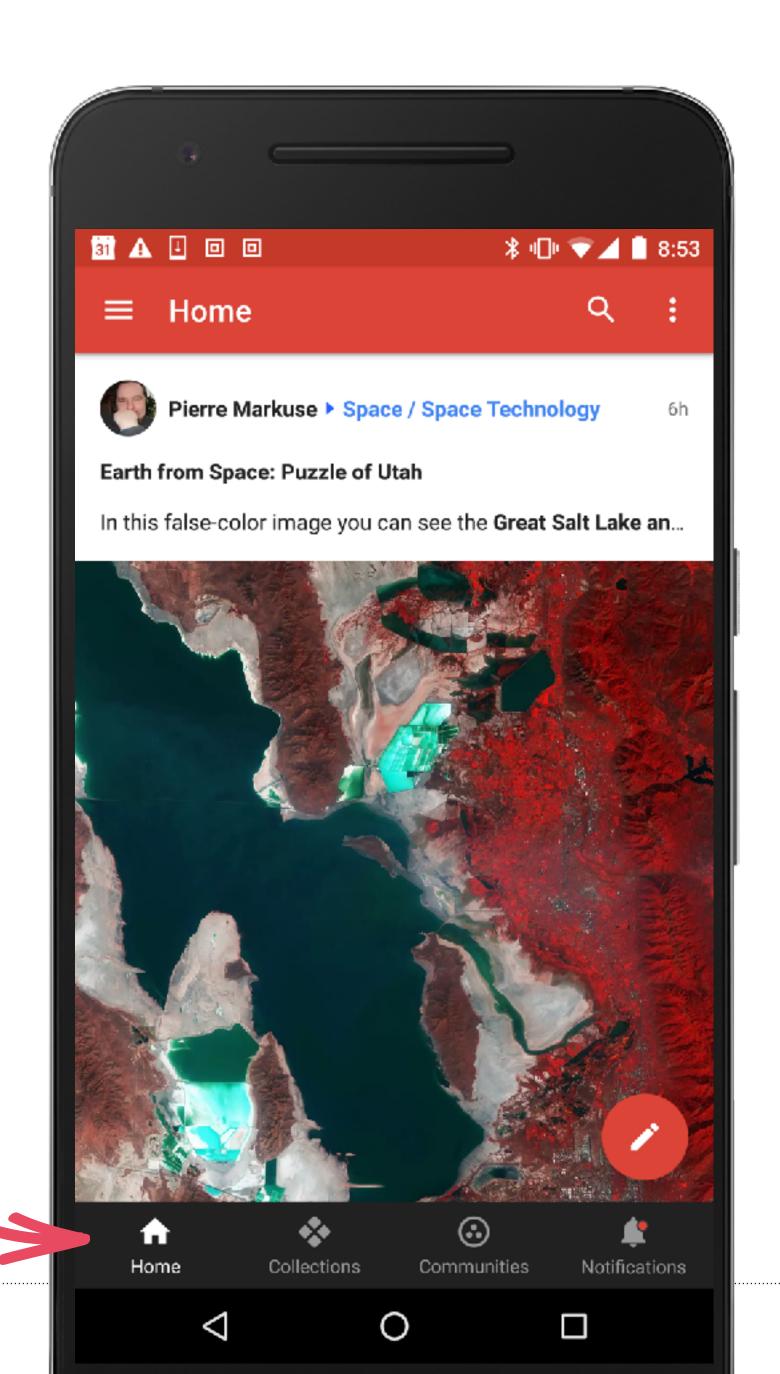


WHY A BOTTOM BAR?

Focus on core features/purpose
Grow critical engagement
Ergonomics

this is all positive. what about the negative stuff?





COMPLAINT NO. 1

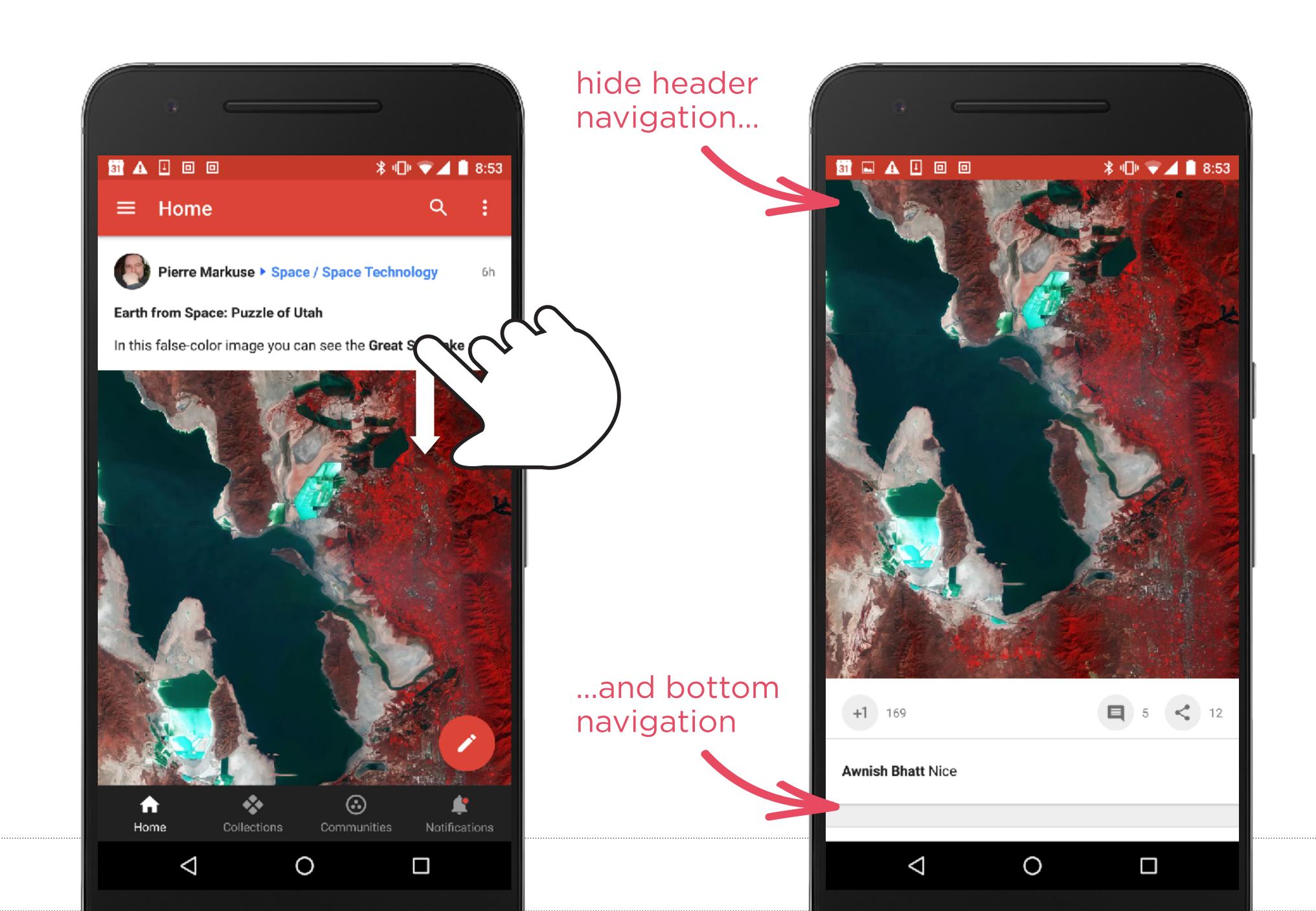
and easily our top complaint about the bottom menu

scrolling

launched without

having bottom

menu hide when

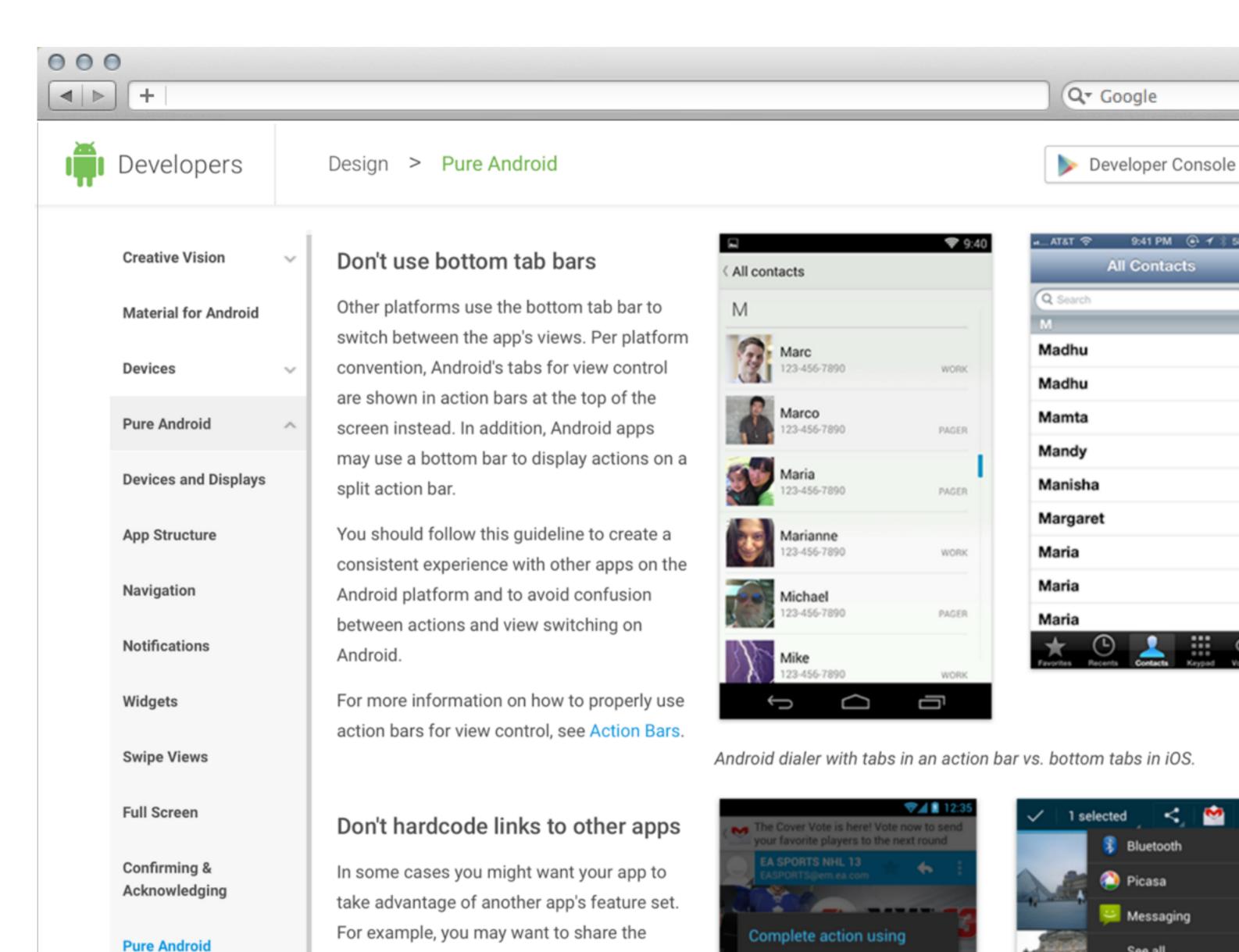


COMPLAINT NO. 2

That's soooooooo Anti-Material-Design

There are other non-iOS ways to have tabs on the screen. Such as...I dunno, ActionBar tabs like every other Android app?

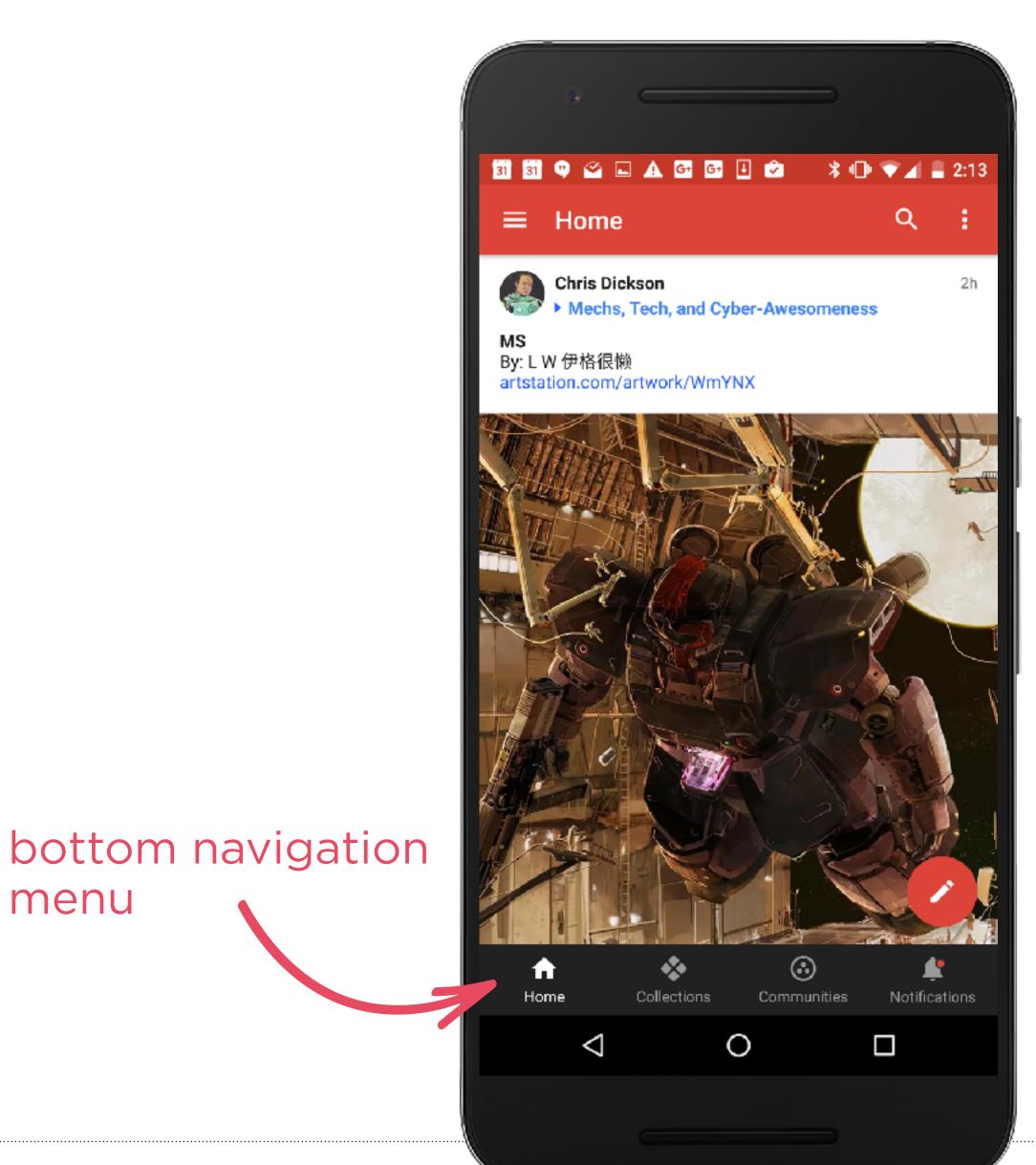
Please don't use iOS style to design Android Google+. Android is NOT iOS



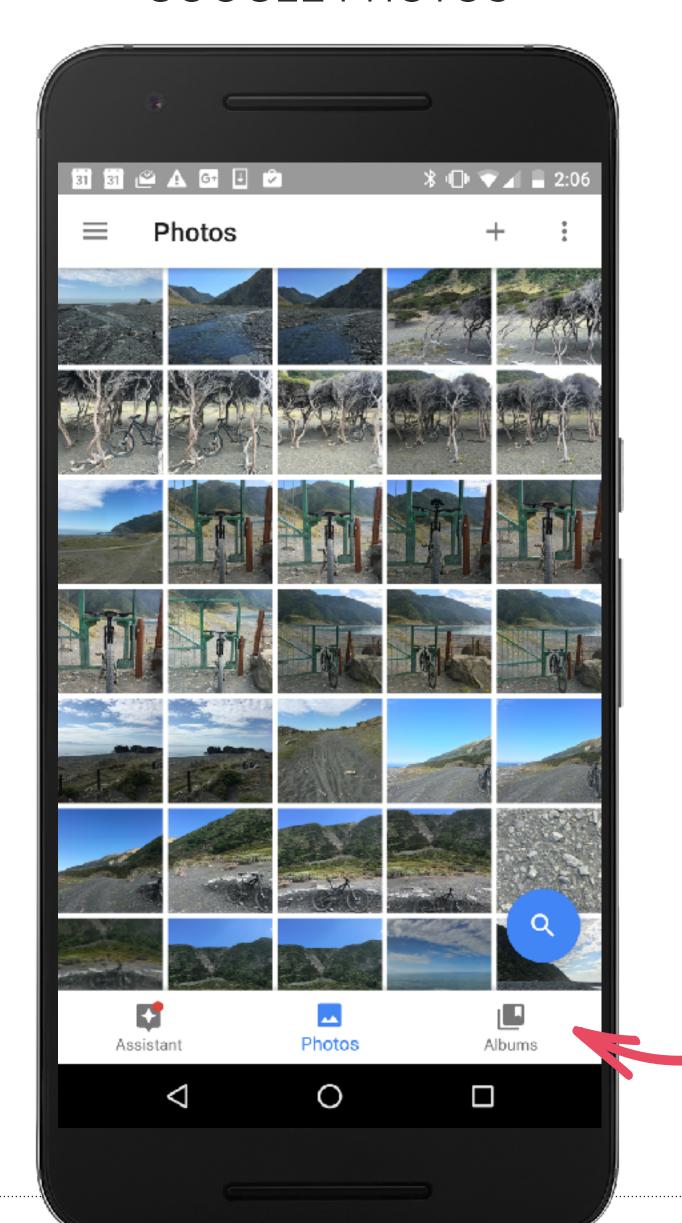
Bluetooth

All Contacts

GOOGLE+



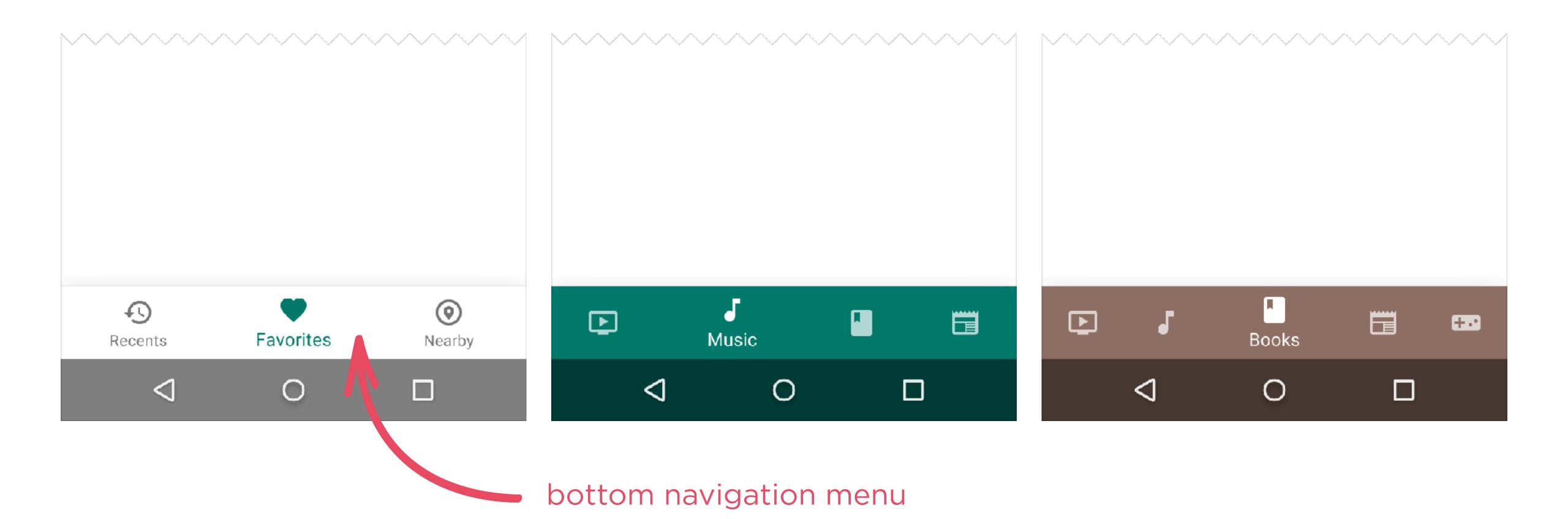
GOOGLE PHOTOS

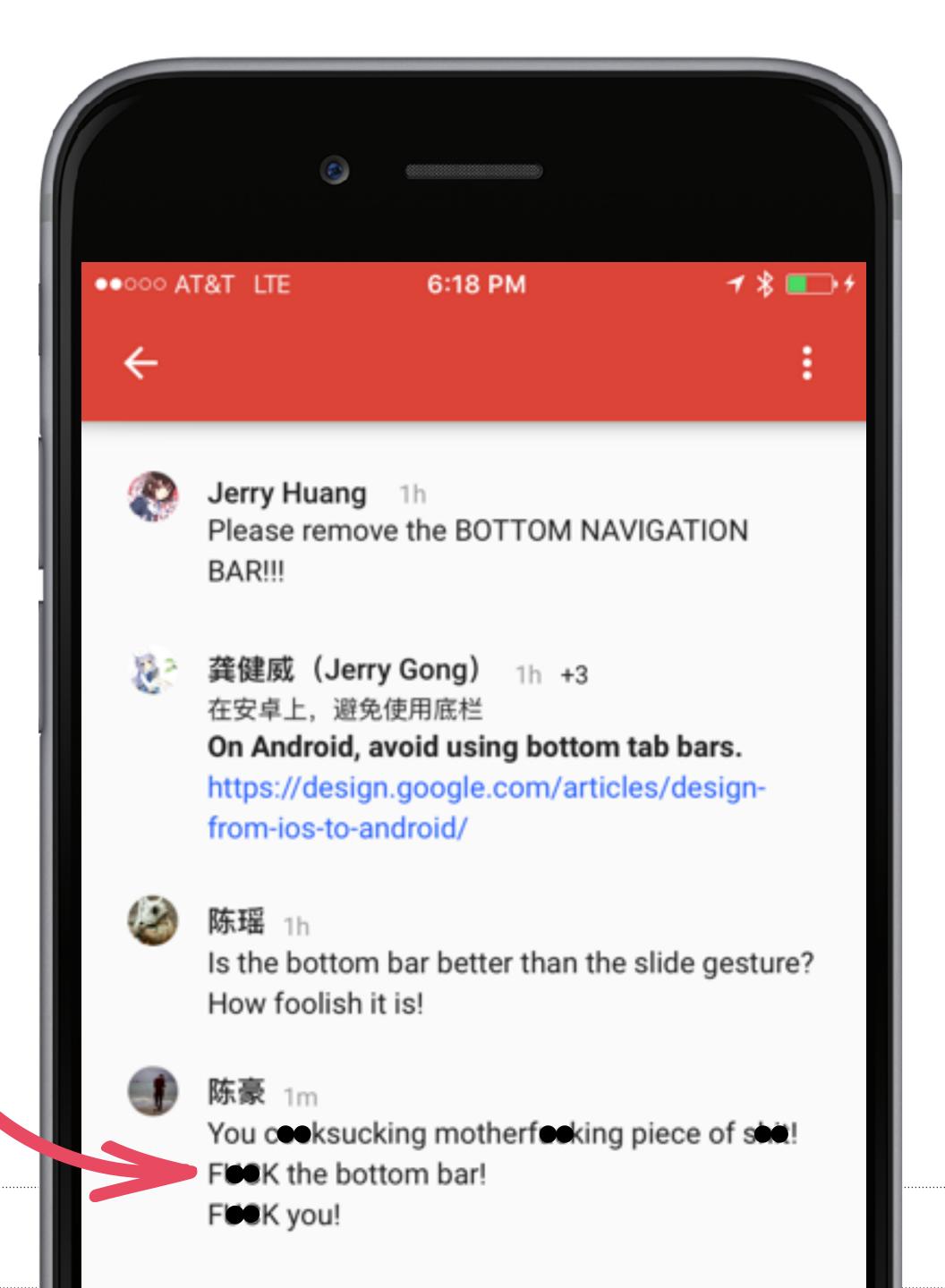


bottom navigation menu



menu





COMPLAINT NO. 3

This stupid gray bar at the bottom is a horrible thing.

We don't like the bottom tab bar.

When are you killing the ugly black bar menu?



I cannot give you the formula for success, but I can give you the formula for failure - which is:

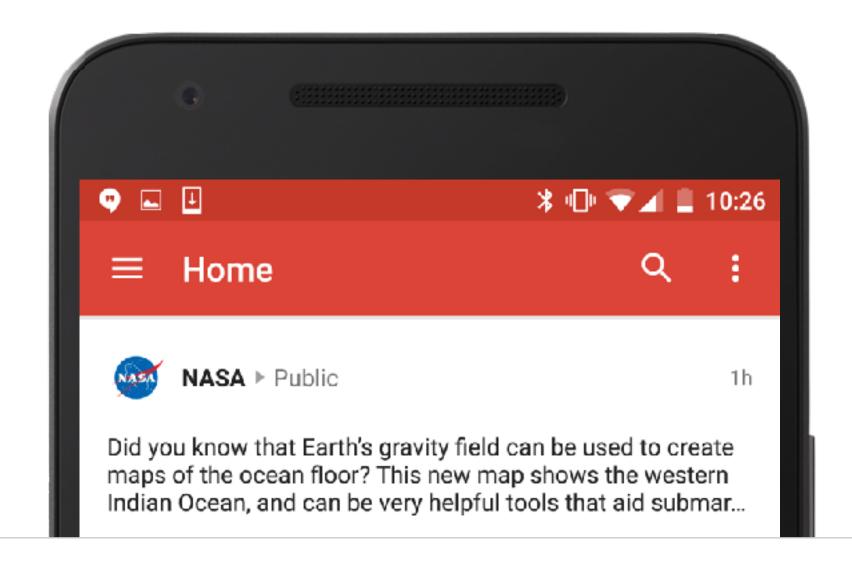
Try to please everybody.

Herbert Bayard Swope

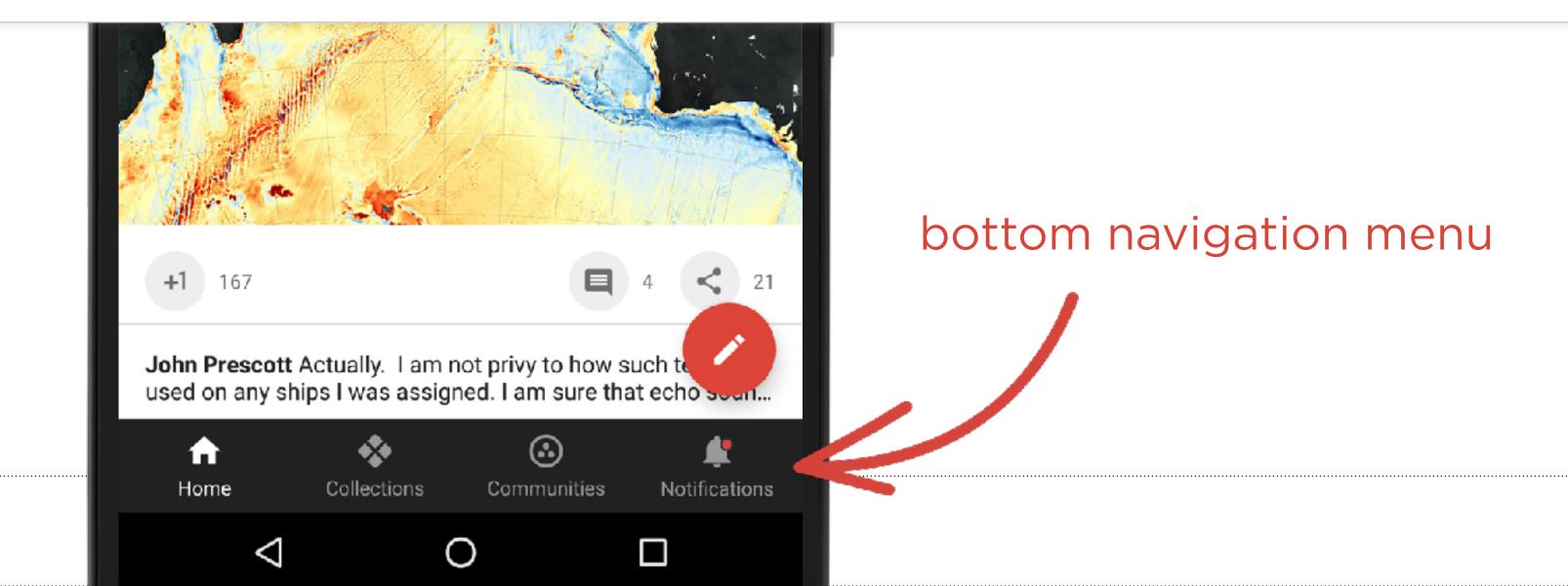


Products without a point of view have no point.

Steven Sinofsky



All this for an obvious design change?



1B
TOTAL IPHONES SOLD



\$622B

IPHONE REVENUE 2007-2016

MOBILE DESIGN...

1. Obvious in retrospect

UNDERSTAND WHY DESIGNS WORK
DON'T JUST COPY "PATTERNS"

2. Requires iteration

INFORMED BY INSIGHTS
BOTH QUANTITATIVE & QUALITATIVE

3. Won't please everyone

HAVE A POINT OF VIEW

IMPACTFUL CHANGES AREN'T ALWAYS POPULAR



