

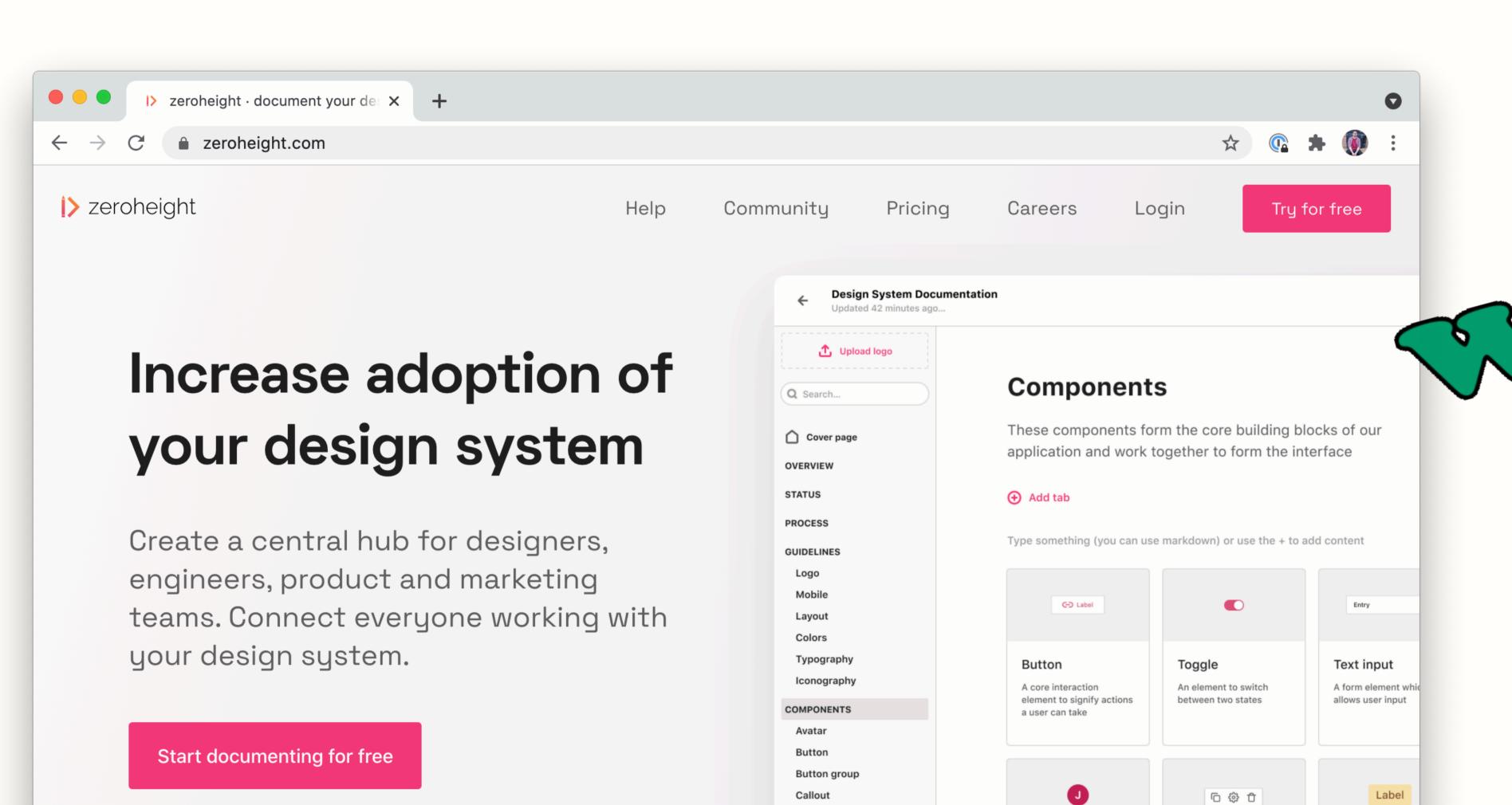


Building Delight Into your System

Luke Murphy (he/they)

Design Matters, Copenhagen — September 2022

@lurkmoophy @zeroheight





Trusted by some of the world's leading organizations

Card

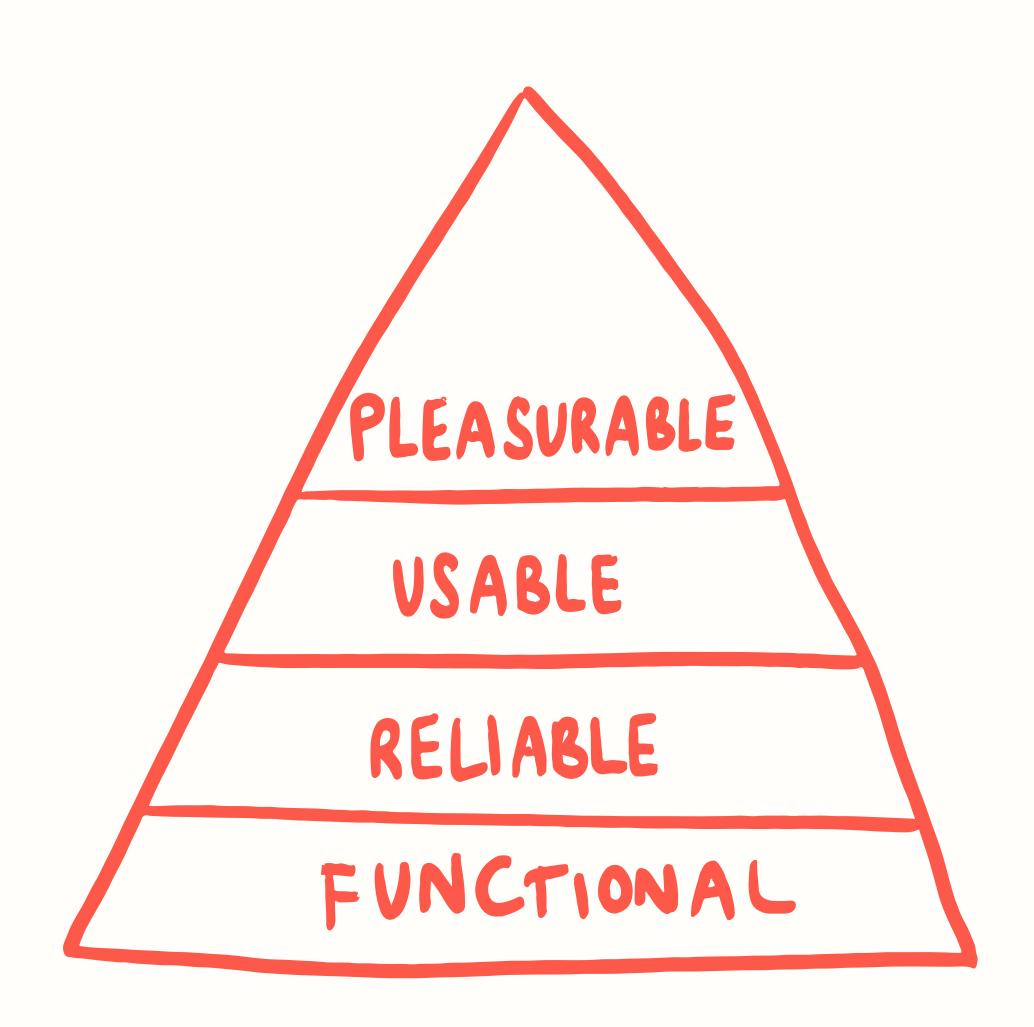
Collapse

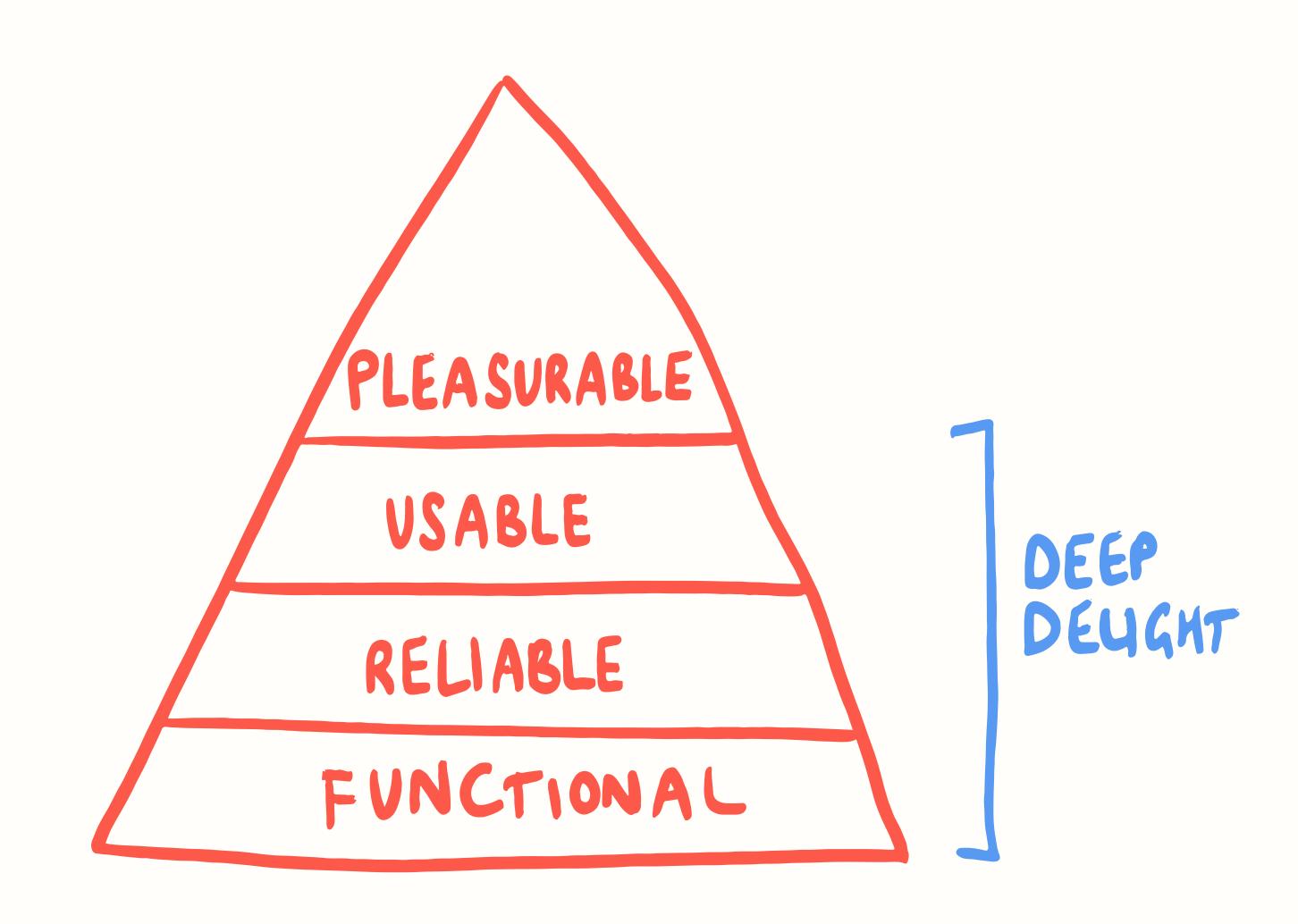
It's about the heckin delight

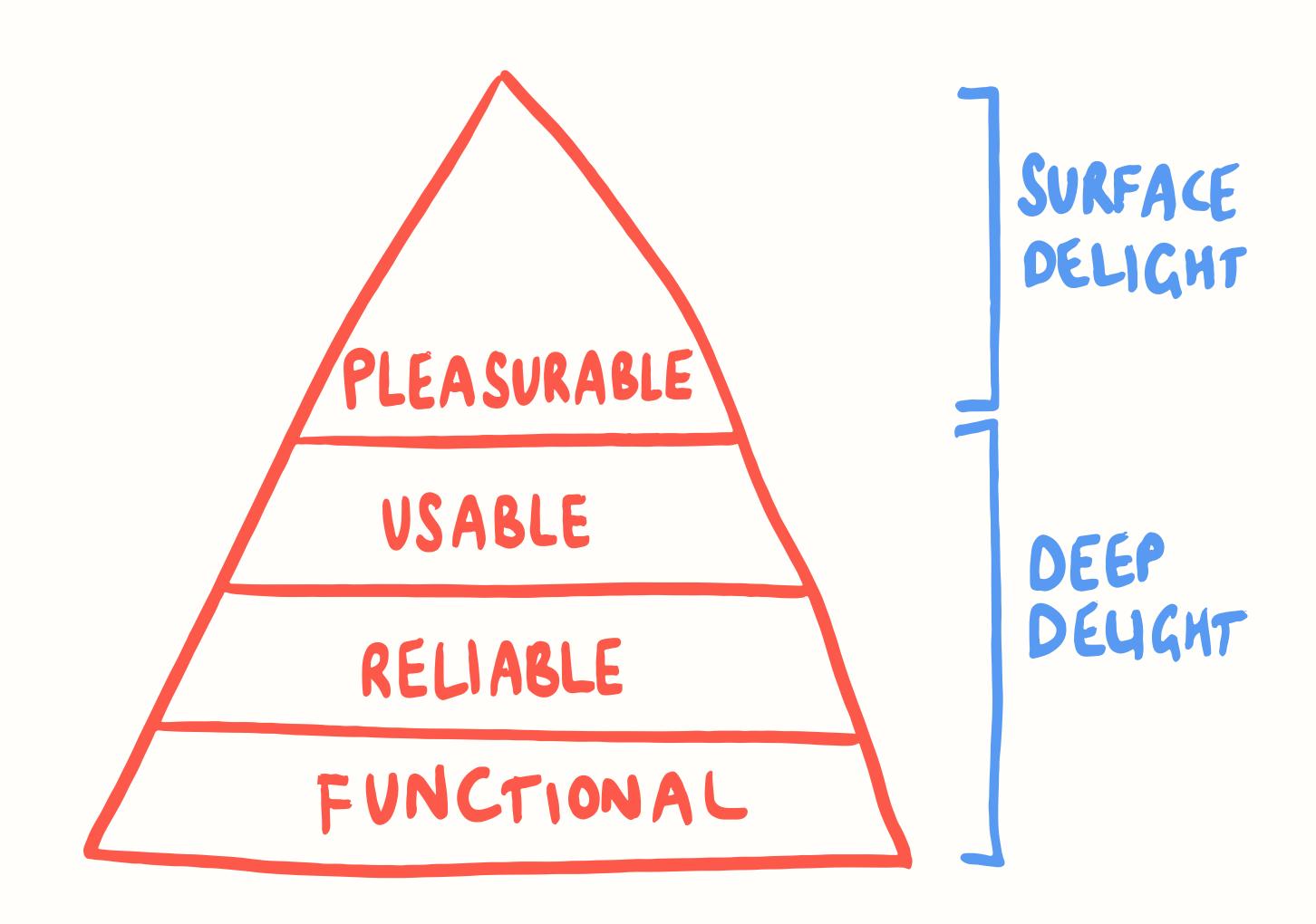


To give joy or satisfaction to

Using definitions in presentations delight the audience and make you look smart







1. Works as it's expected (or better)

- 1. Works as it's expected (or better)
- 2. Delivers things when they're expected

- 1. Works as it's expected (or better)
- 2. Delivers things when they're expected
- 3. Anticipates user needs

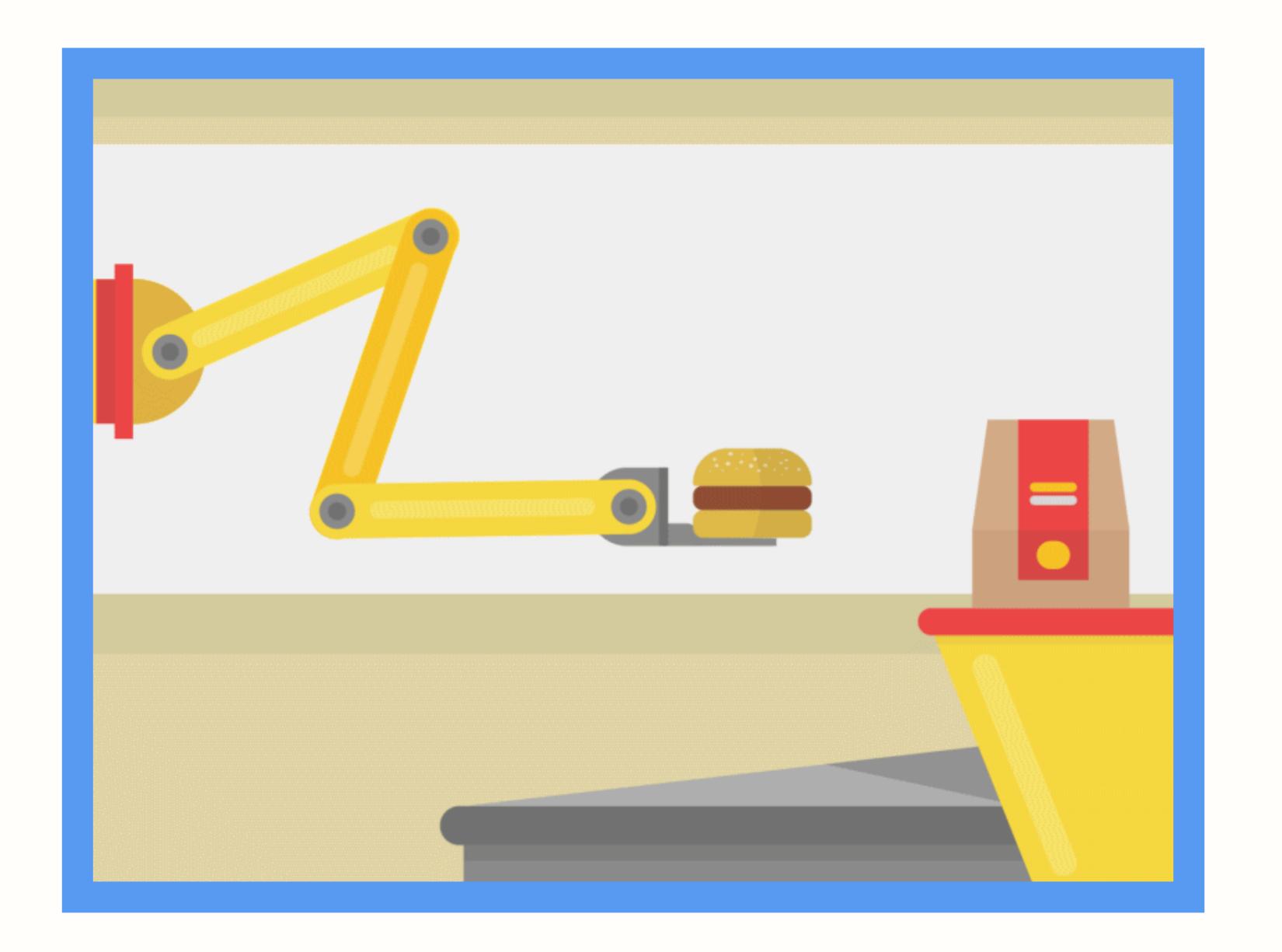
- 1. Works as it's expected (or better)
- 2. Delivers things when they're expected
- 3. Anticipates user needs
- 4. Adapts to the user

- 1. Works as it's expected (or better)
- 2. Delivers things when they're expected
- 3. Anticipates user needs
- 4. Adapts to the user
- 5. Does all this reliably and consistently



Surface delight?









YOUR WEBSITE HOME | INFO | ABOUT | CONTACT WE ARE UNIQUE READ MORE We are extremely unique and different from our competitors

We are extremely unique and different from our competitors by having a website that looks exactly the same.



Always.

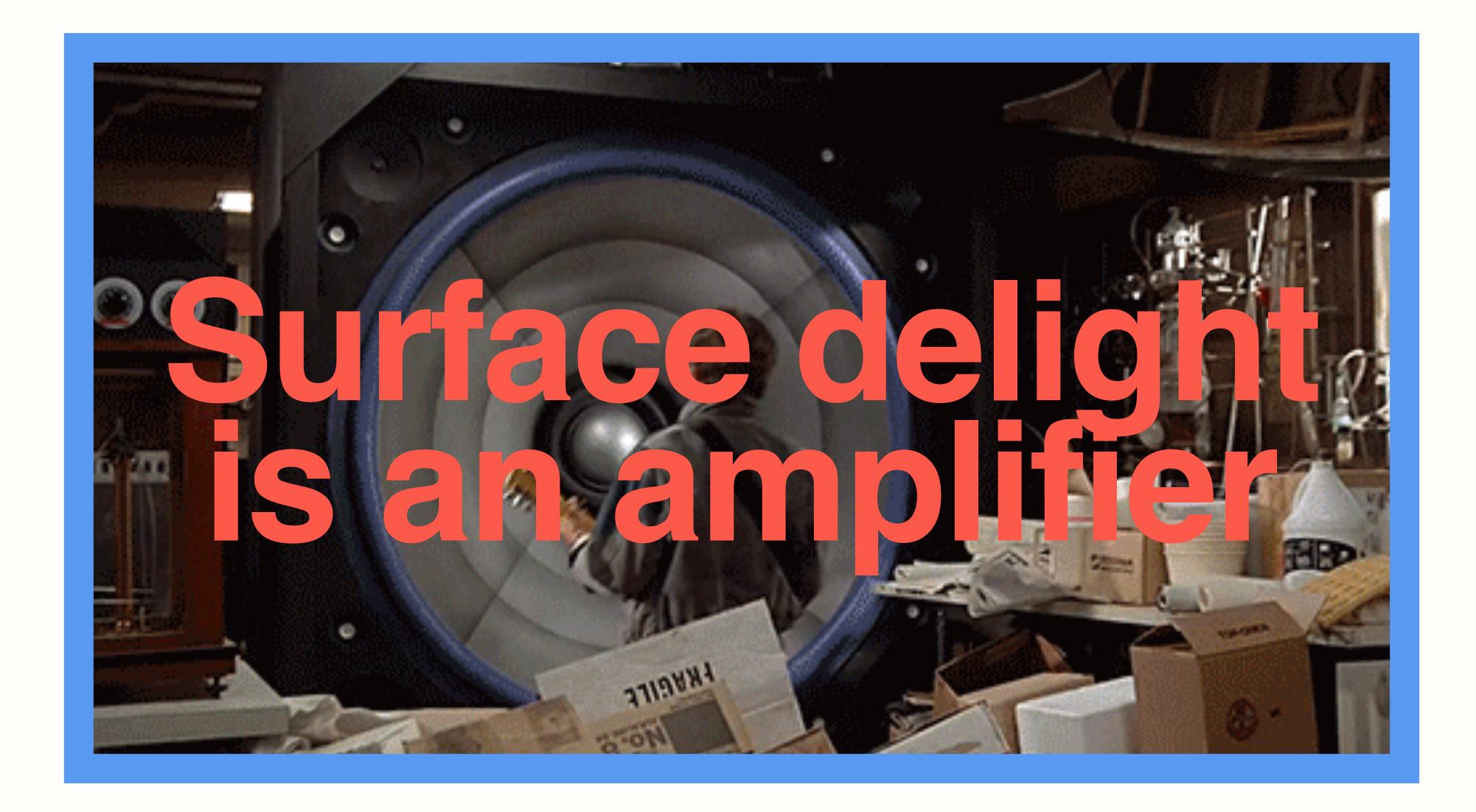
We could have four columns. But everyone else has three.

Three.

Feeling creative we added pic of smiling woman here. Columns.

Yup, the website layout says we can offer only 3 services.

Idea stolen, with utmost respect, from Dave Ellis. / novolume.co.uk





1. "Must-be" qualities (basic needs) expected by everyone

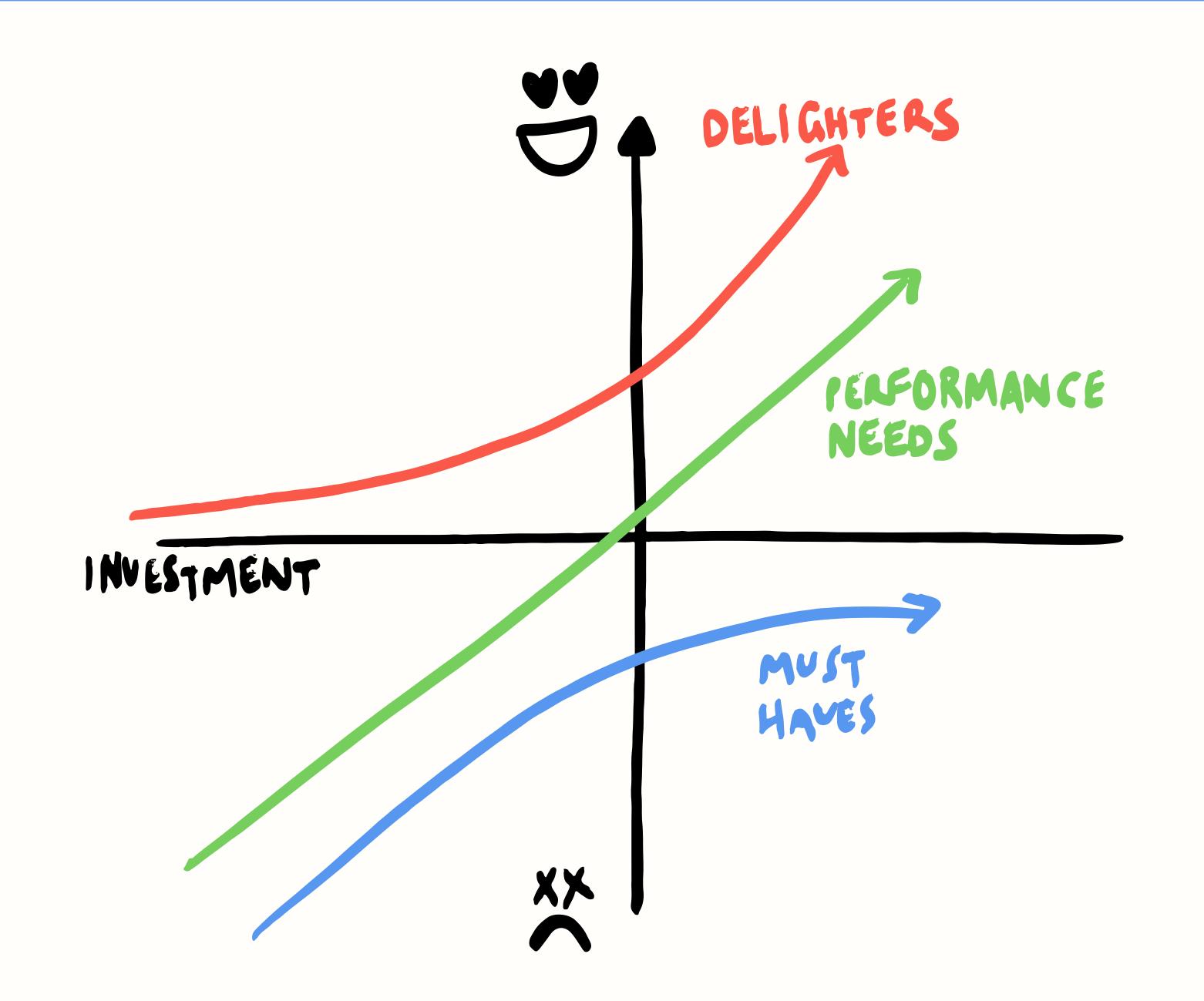


- 1. "Must-be" qualities (basic needs) expected by everyone
- 2. "one-dimensional" qualities (performance needs) satisfaction when fulfilled, dissatisfaction when not fulfilled



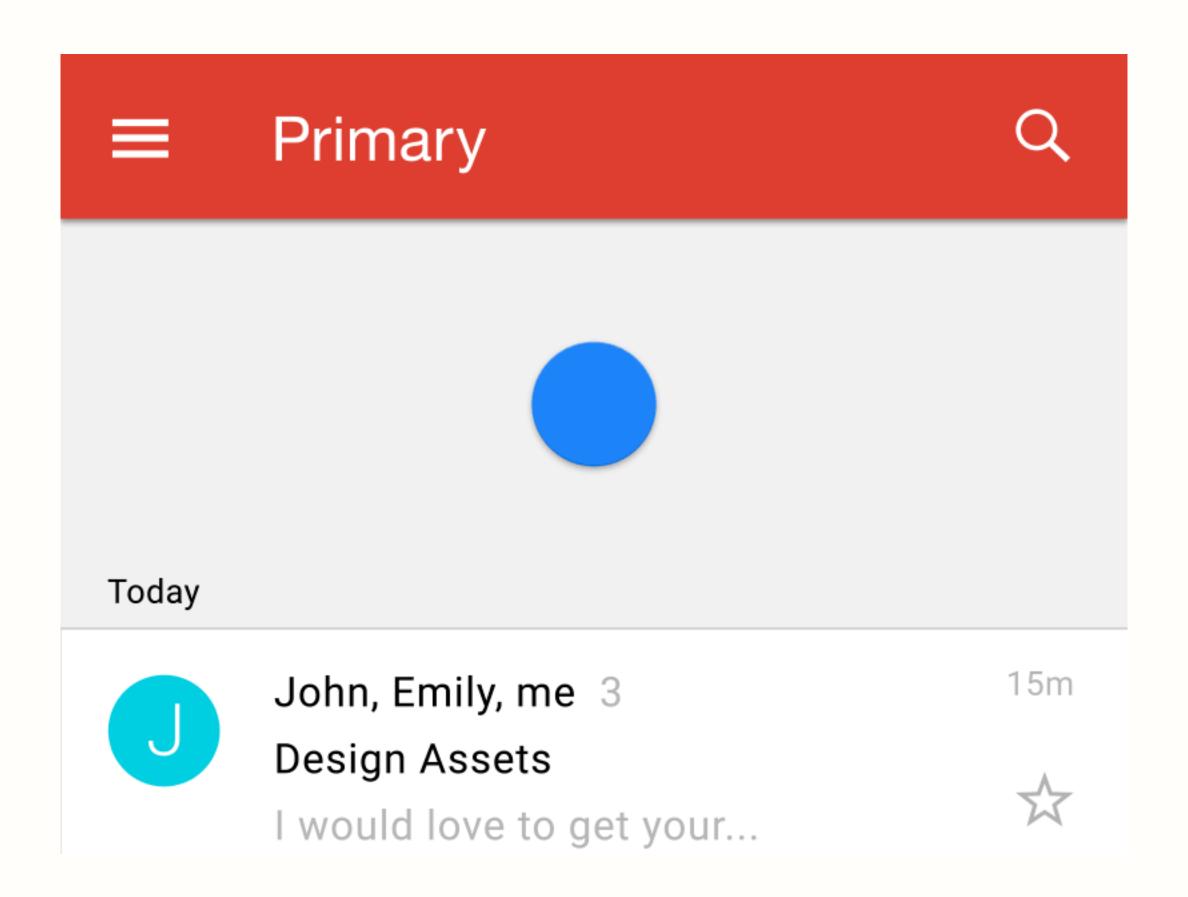
- 1. "Must-be" qualities (basic needs) expected by everyone
- 2. "one-dimensional" qualities (performance needs) satisfaction when fulfilled, dissatisfaction when not fulfilled
- 3. "Attractive" qualities (delighters) satisfaction when fulfilled, no change when not fulfilled

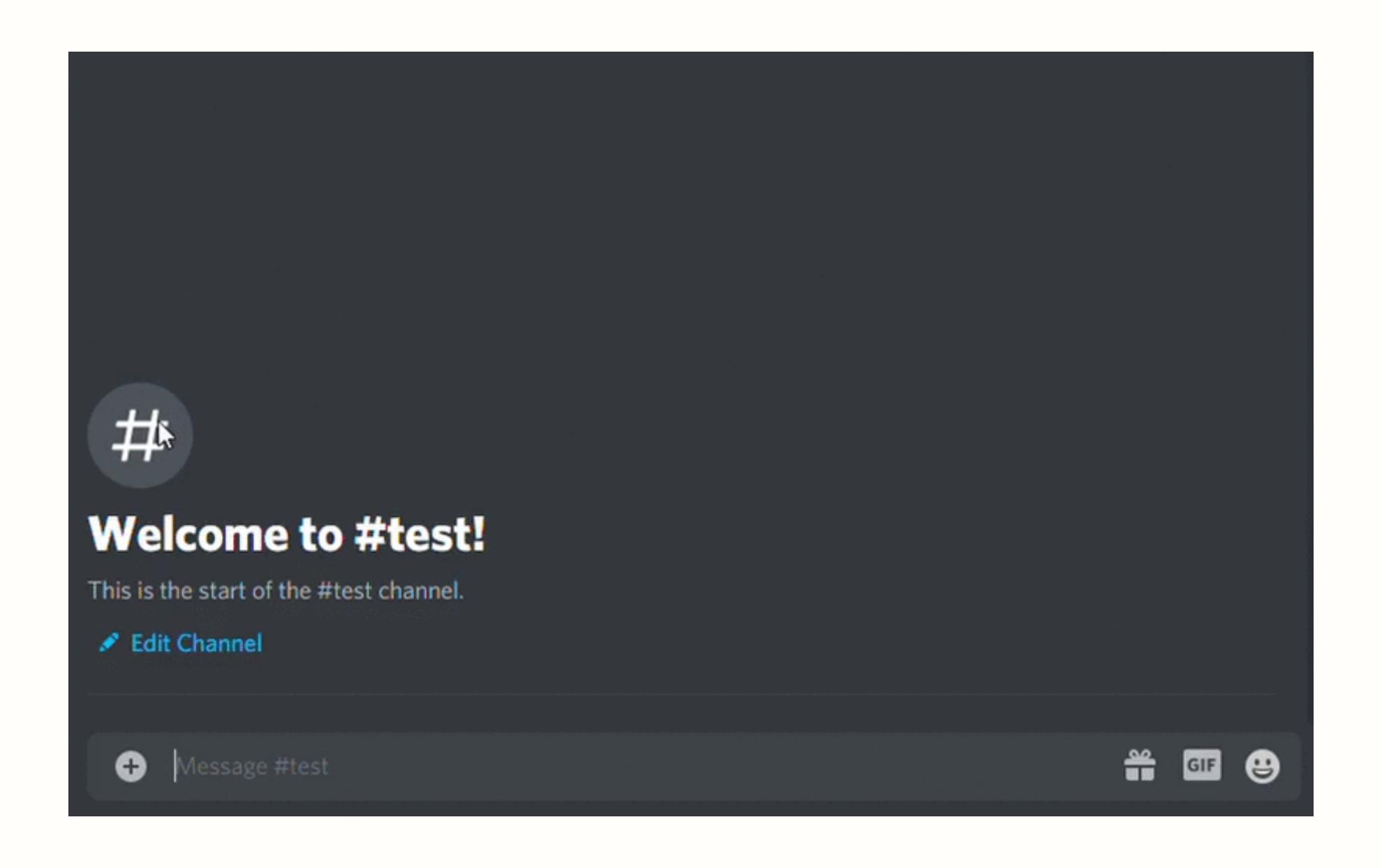


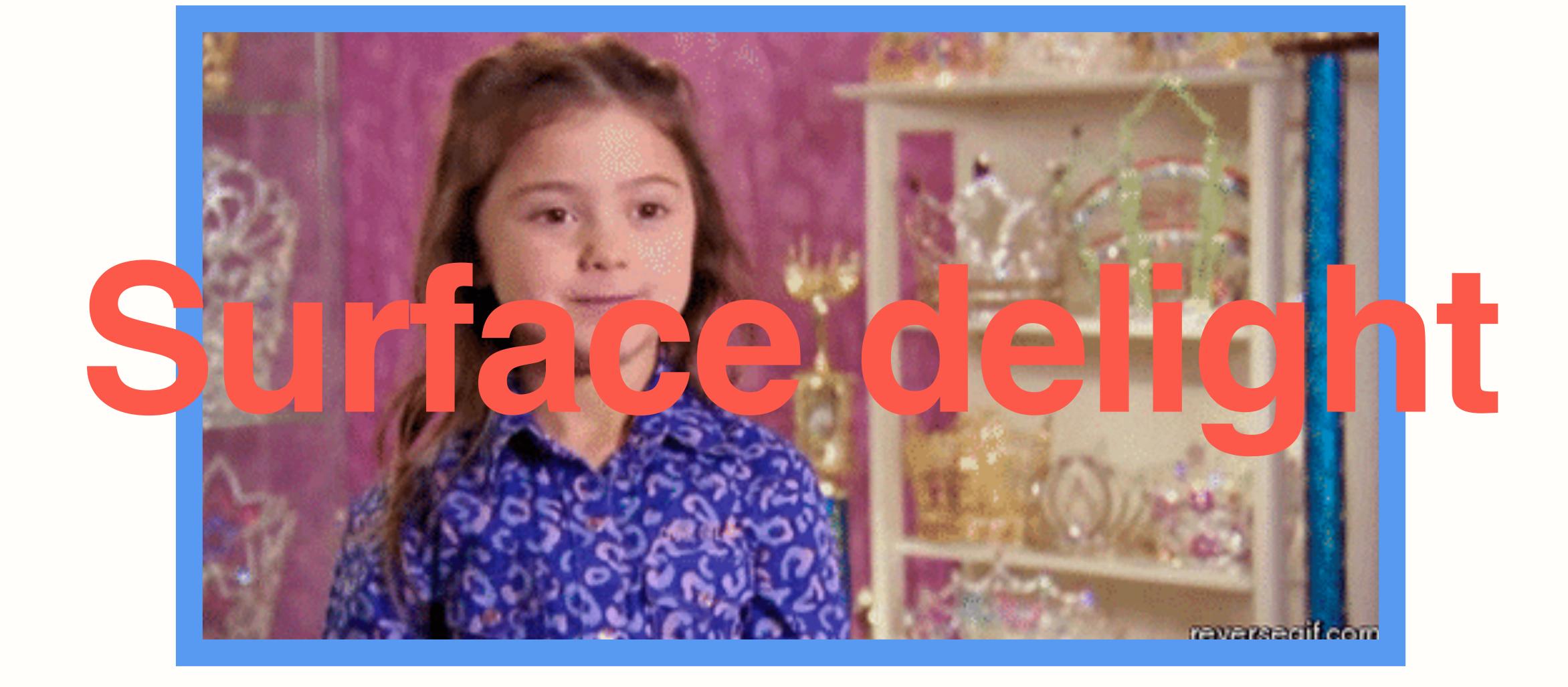


Today's Shiny Shiny

Is tomorrow's table stakes







5 types of delight

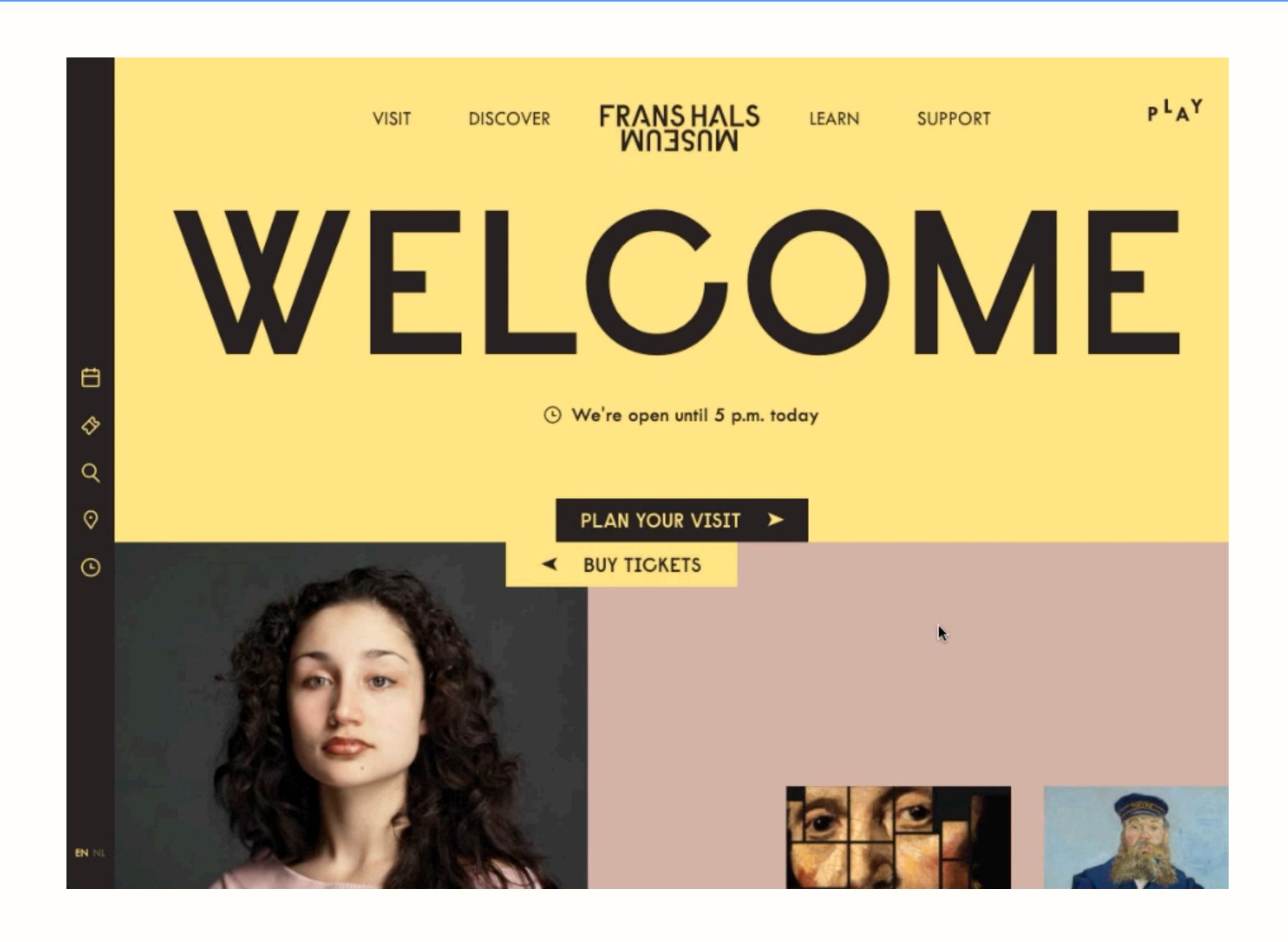
- 1. Playful
- 2. Attractive
- 3. Natural
- 4. Personal
- 5. Empowered



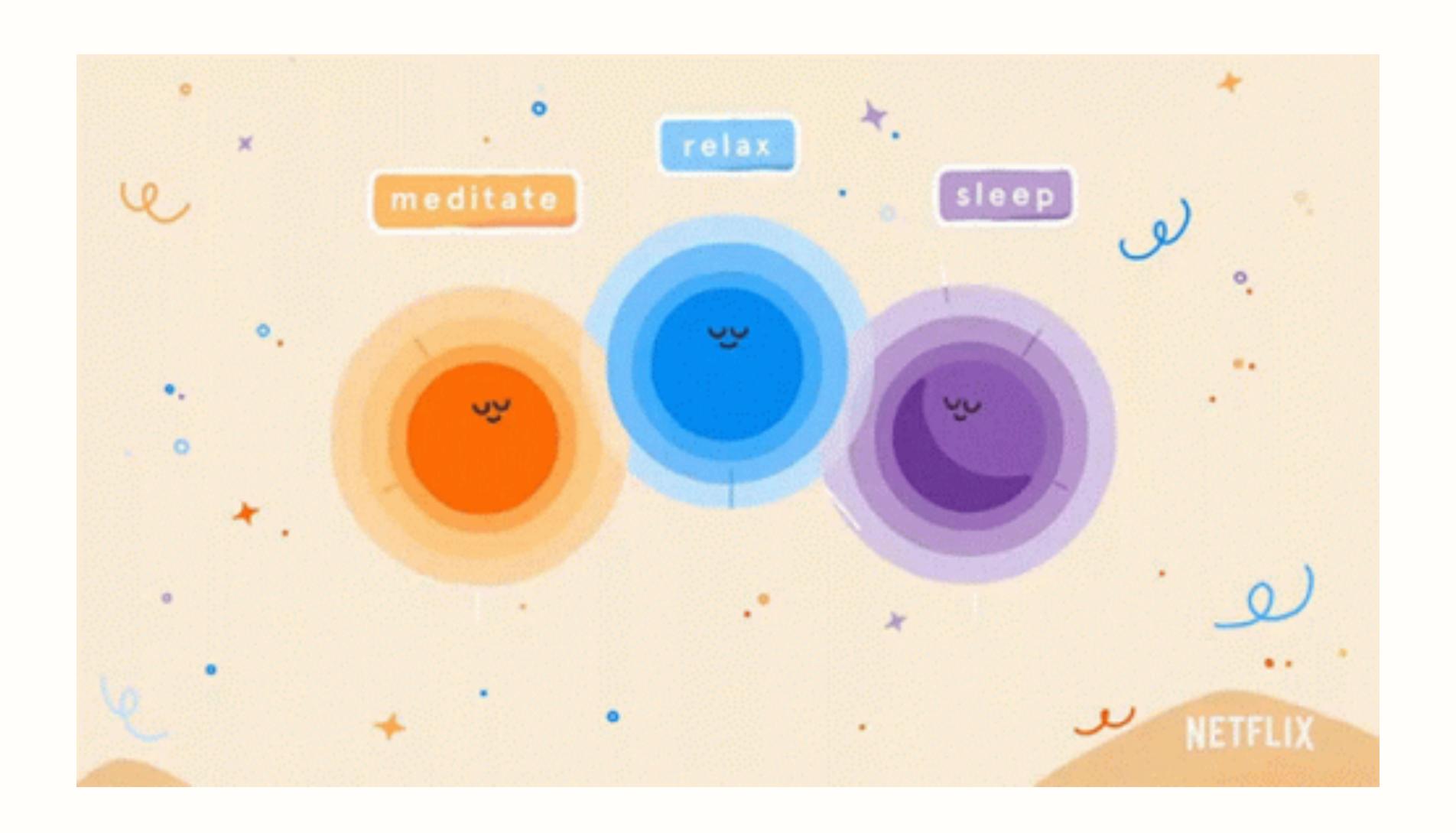


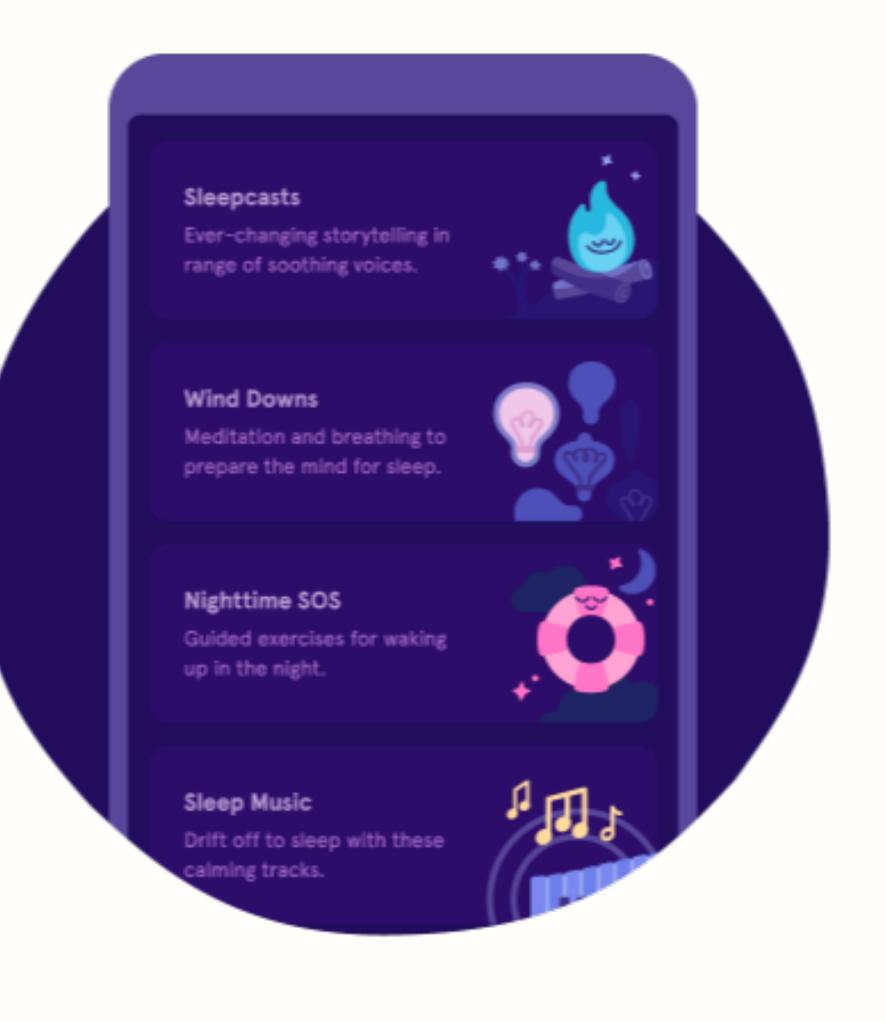




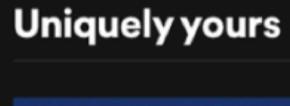








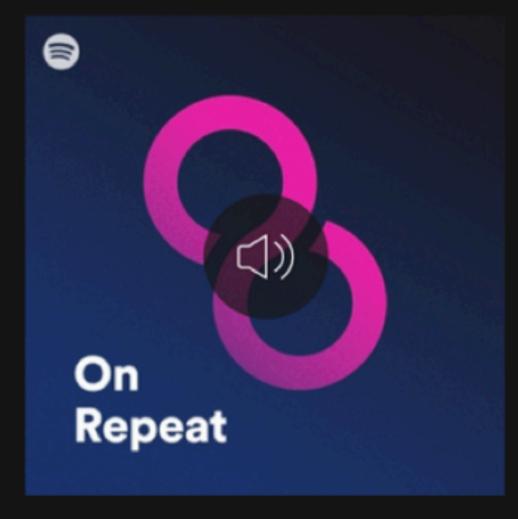






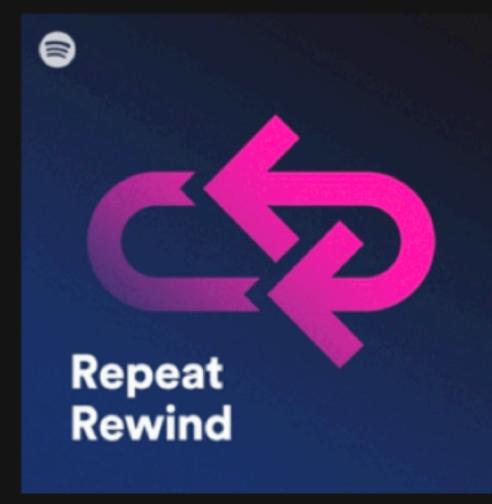
Time Capsule

We made you a playlist with songs to take you back in time.



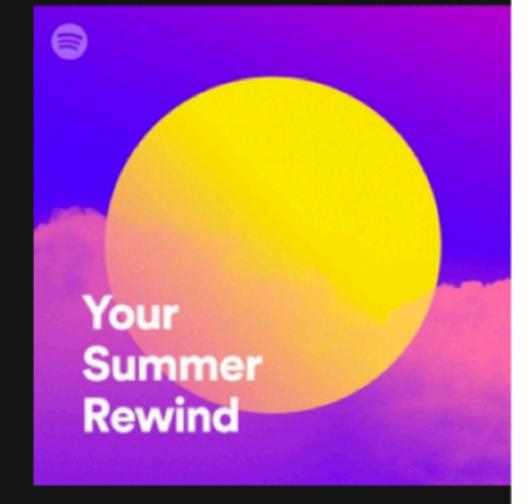
On Repeat

The songs you can't get enough of right now.



Repeat Rewind

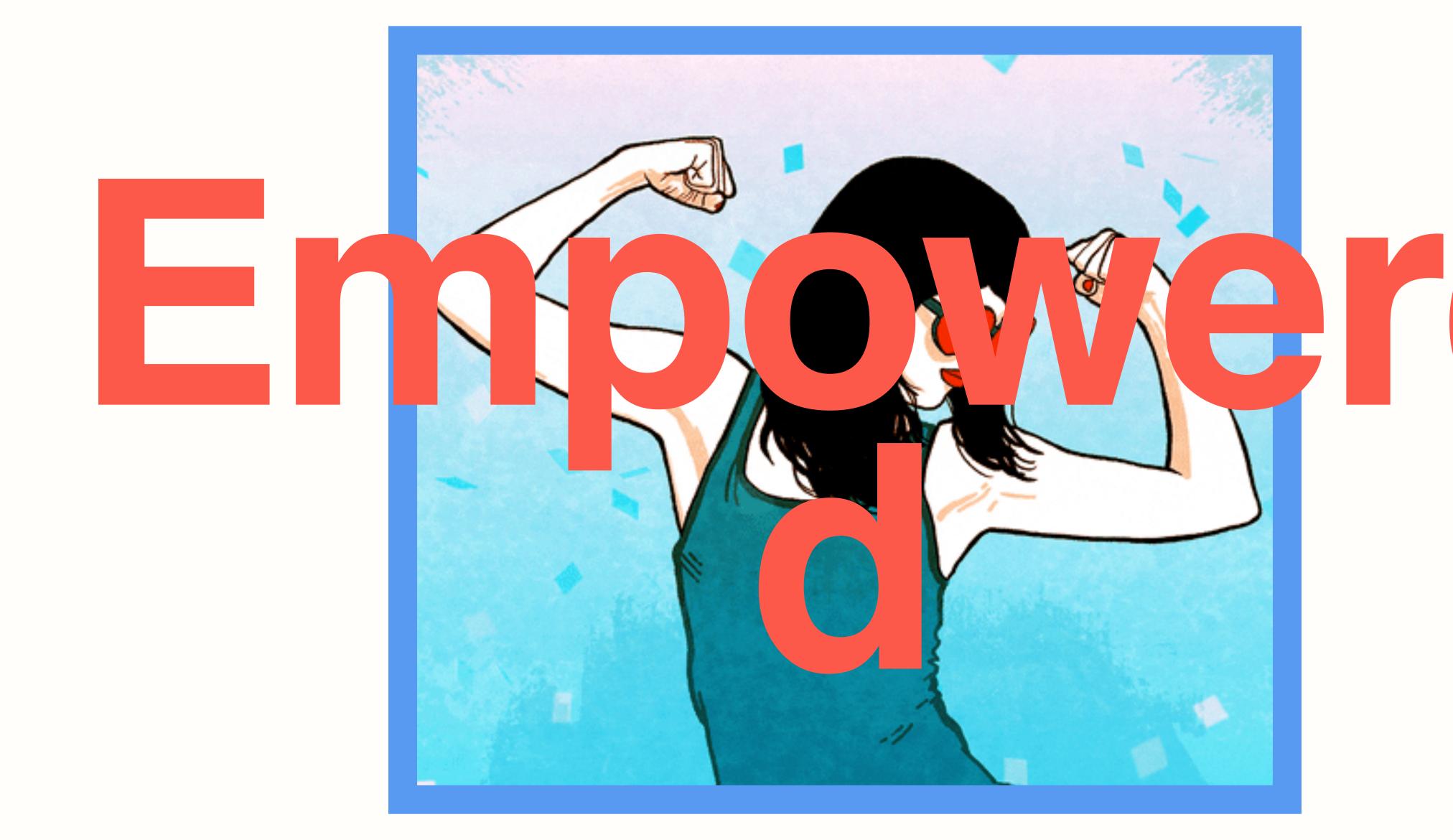
Past songs that you couldn't get enough of.

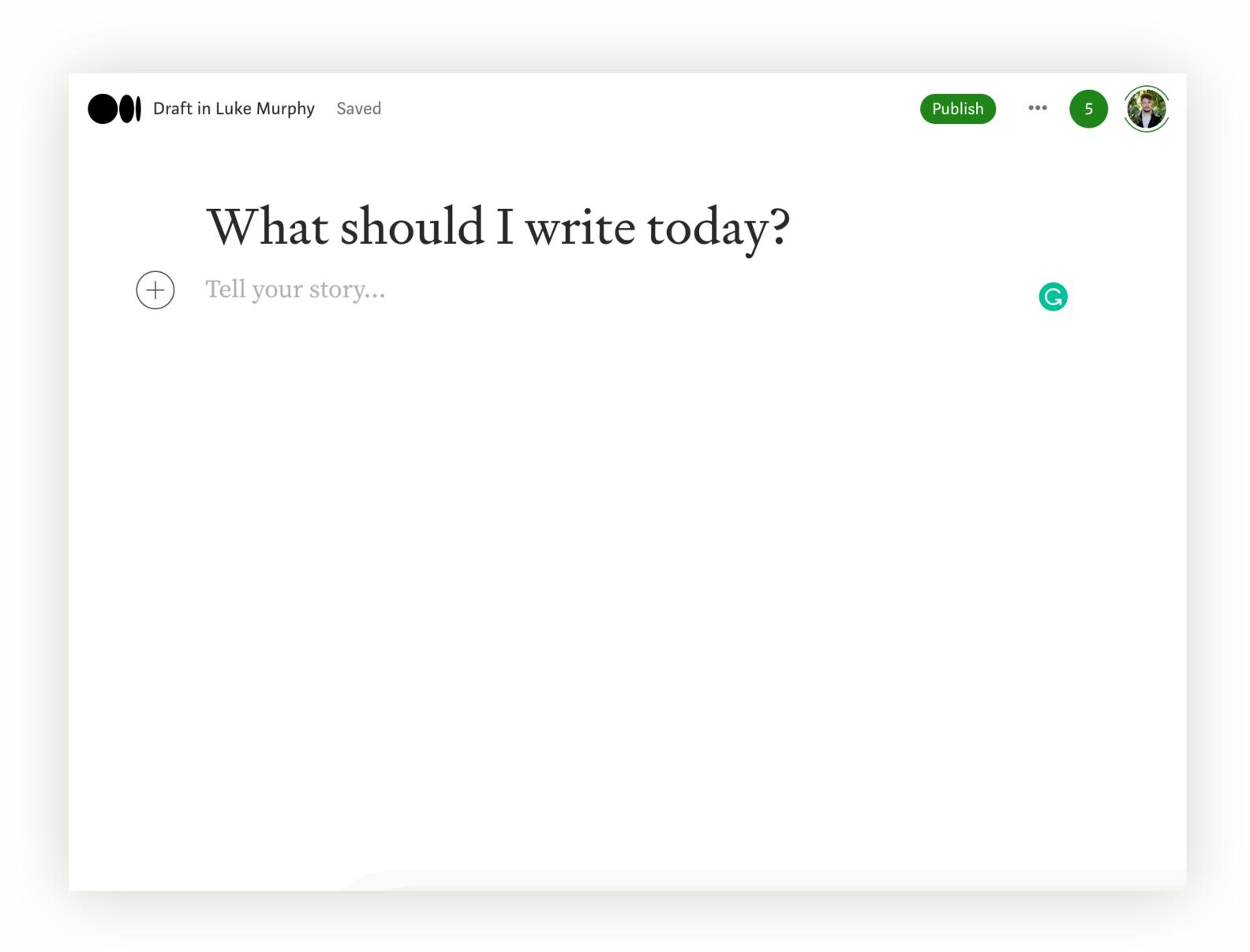


Your Summer Rewind

Time for Your Summer Rewind! We've made you a new playlist featuring your old summer...

PLAYLIST . BY SPOTIFY

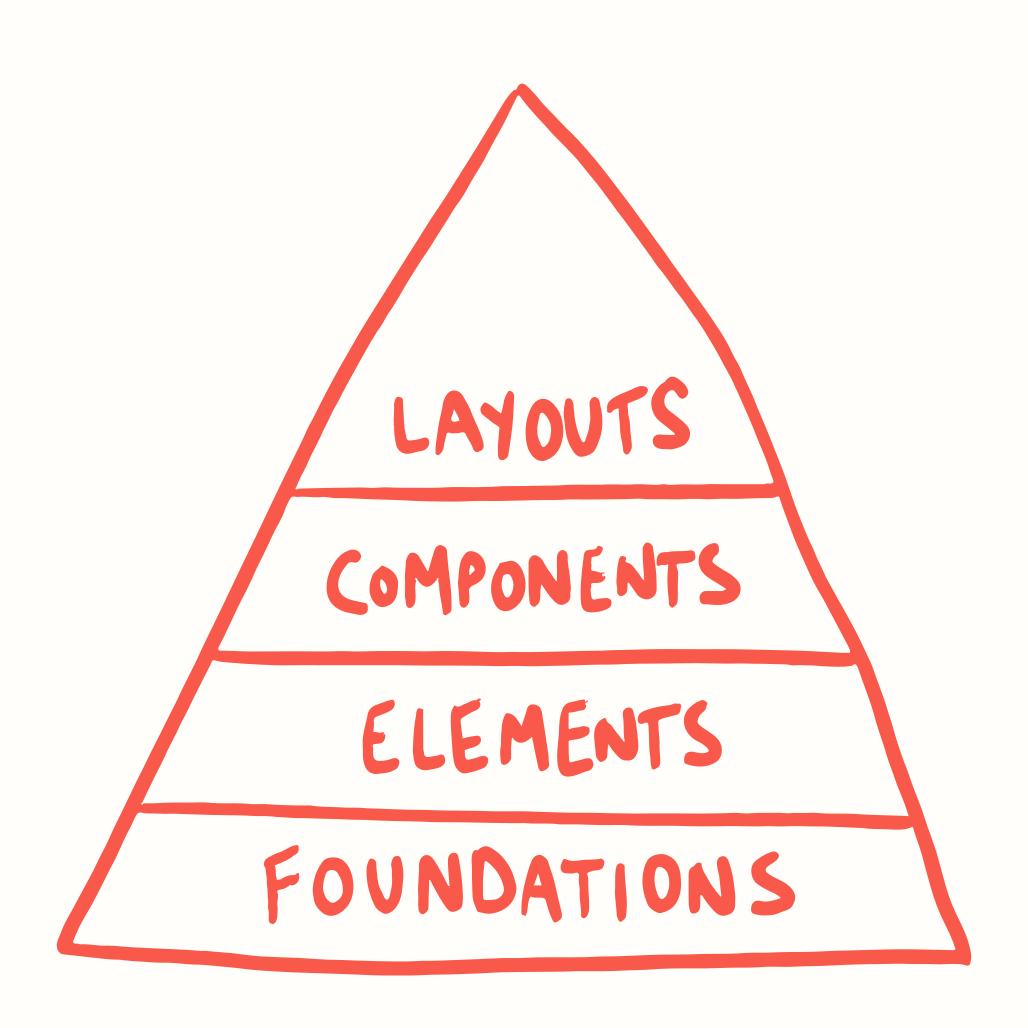


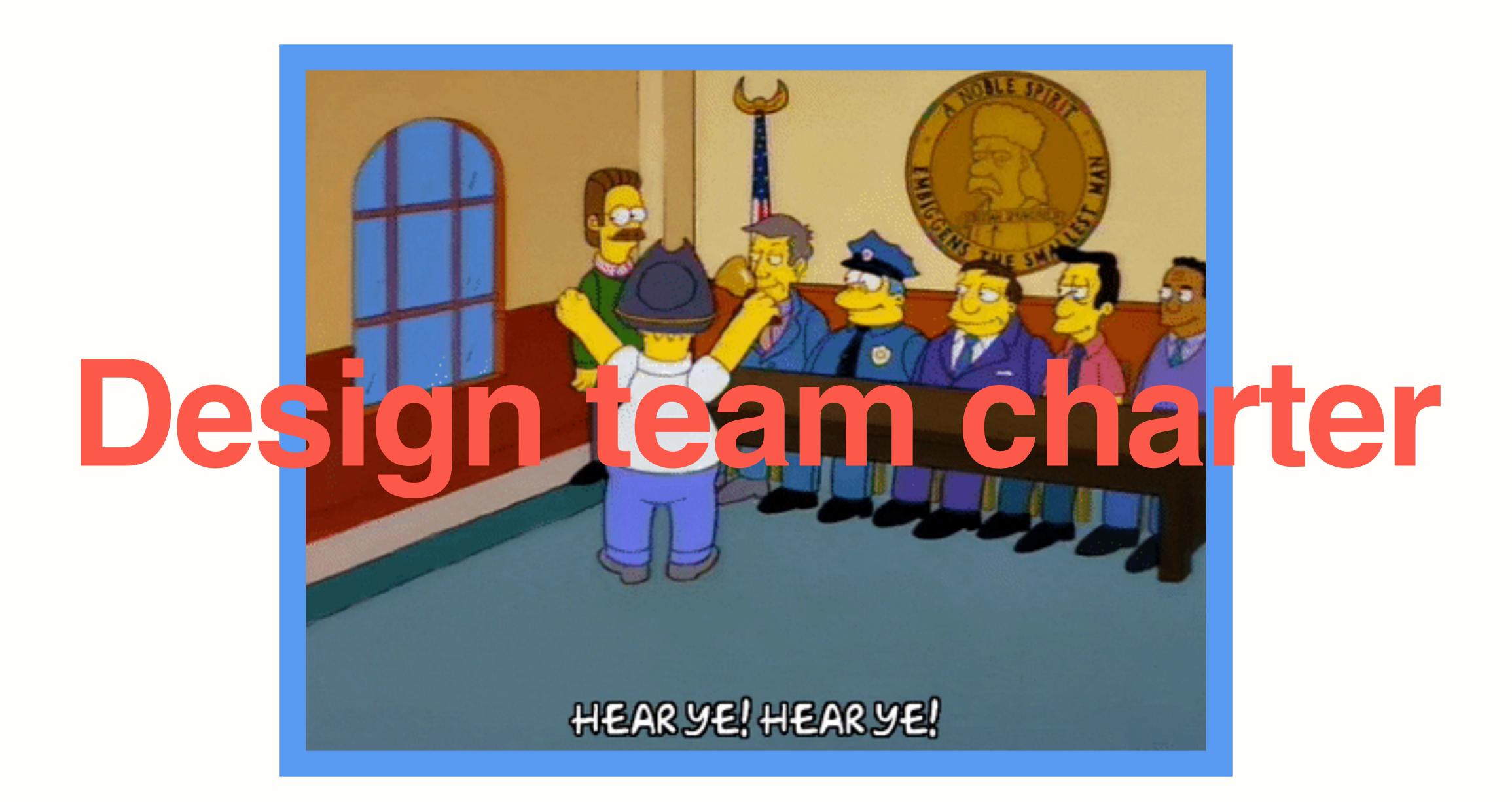


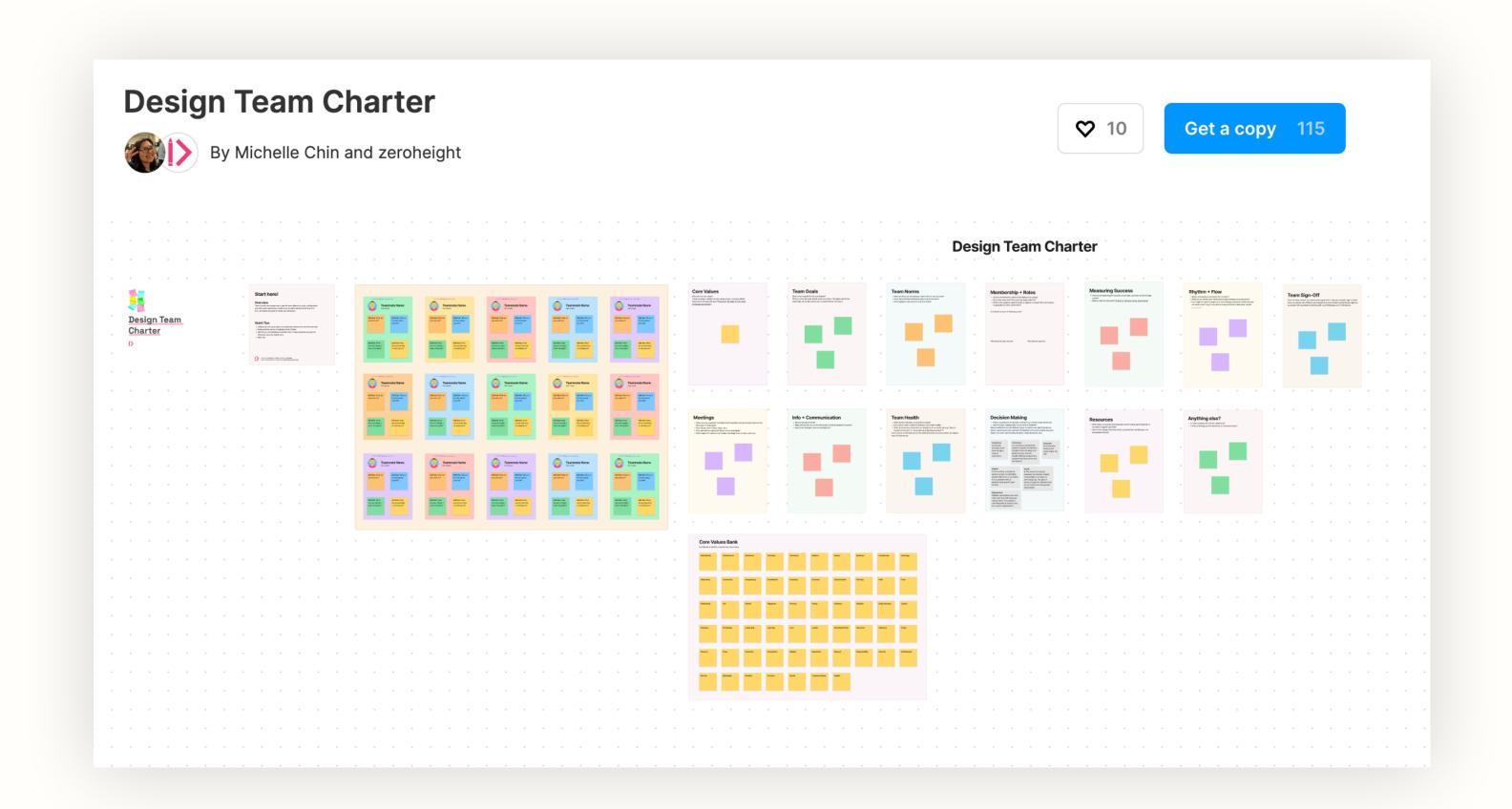
ps.
you might not be suited to any of these...

So how do you systematise delight?

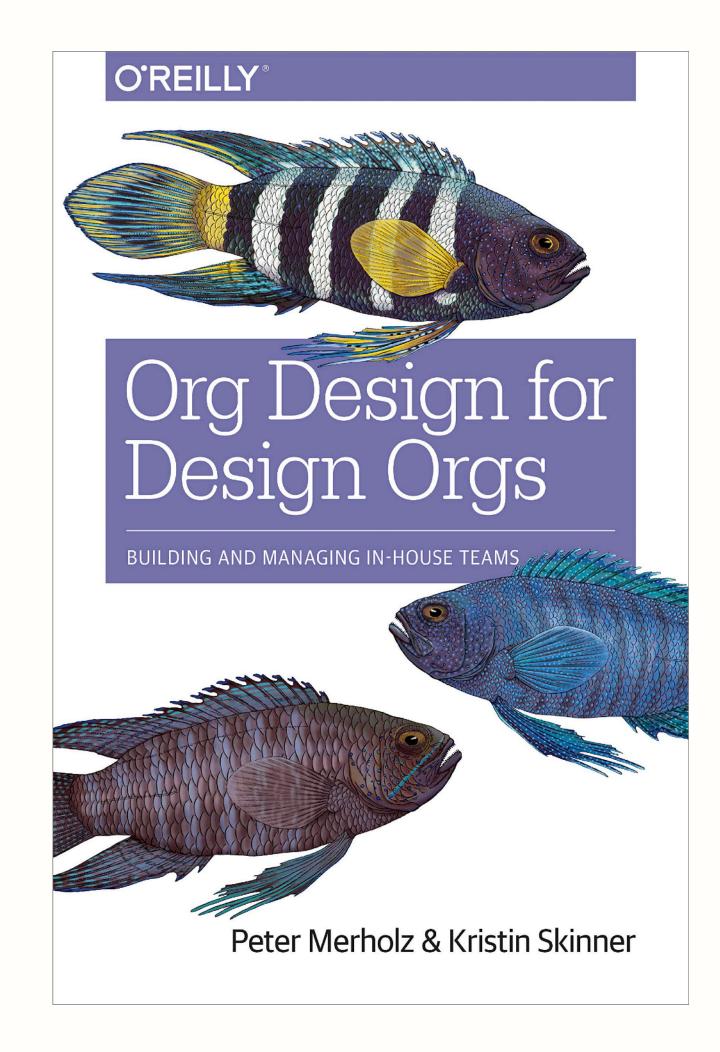
foundations







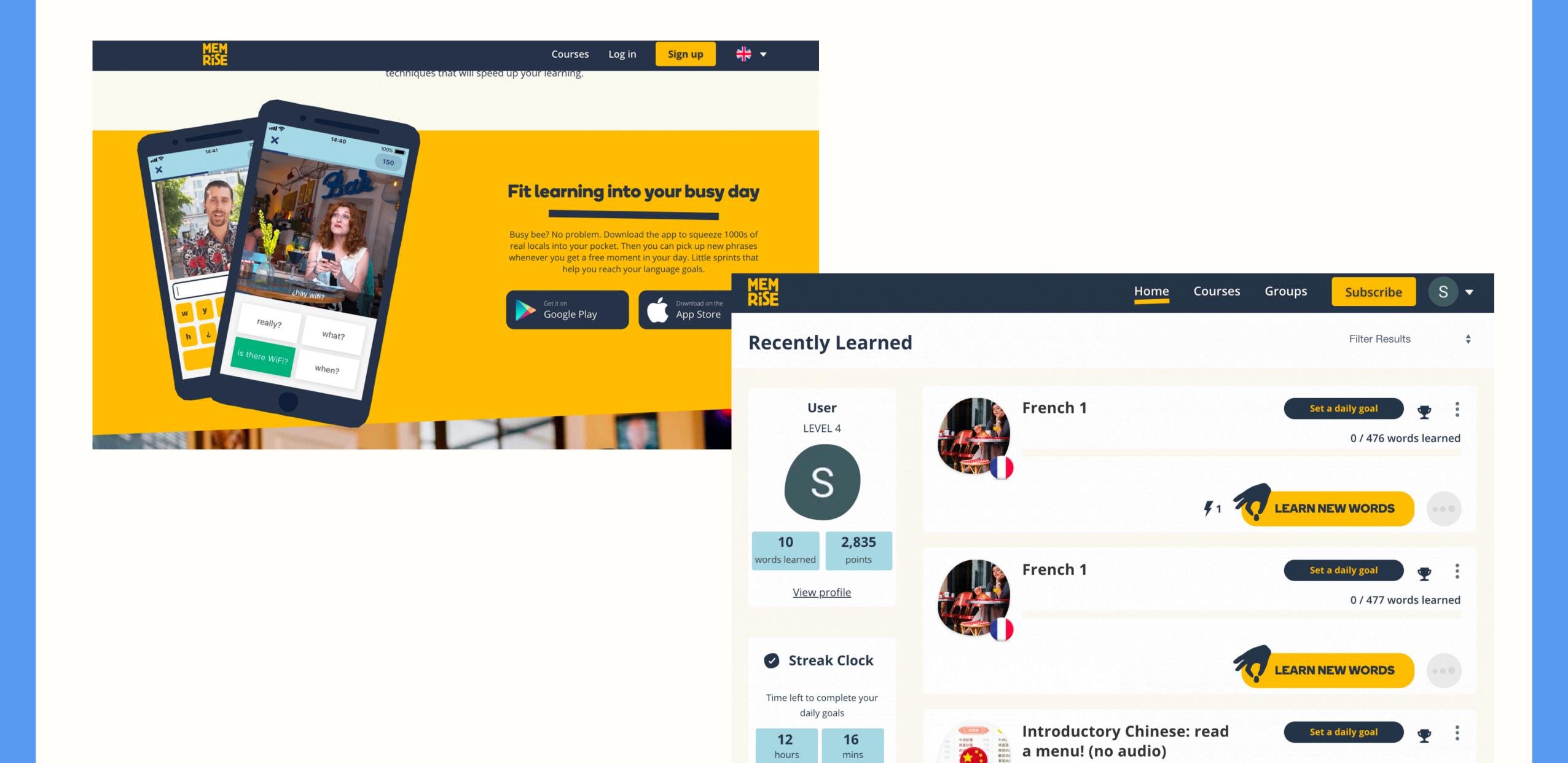
bit.ly/design-team-charter





"Keep it wonky"

Our brand is playful, tactile and squishy. Folks using us should be able to *feel* the buttons they're pressing. There's nothing about us that says 'straight lines' or 'clean Swiss design'. If you have a hard corner or straight line, put a wonk on it.



16

mins

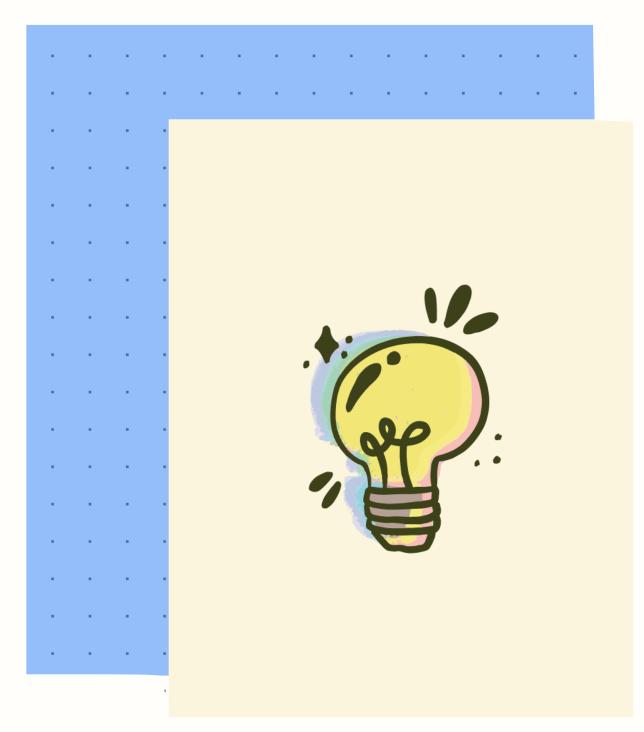
0 / 86 words learned

hours

a rear ago by cake Murony and ead

5 Tips for writing effective design principles

Design Systems



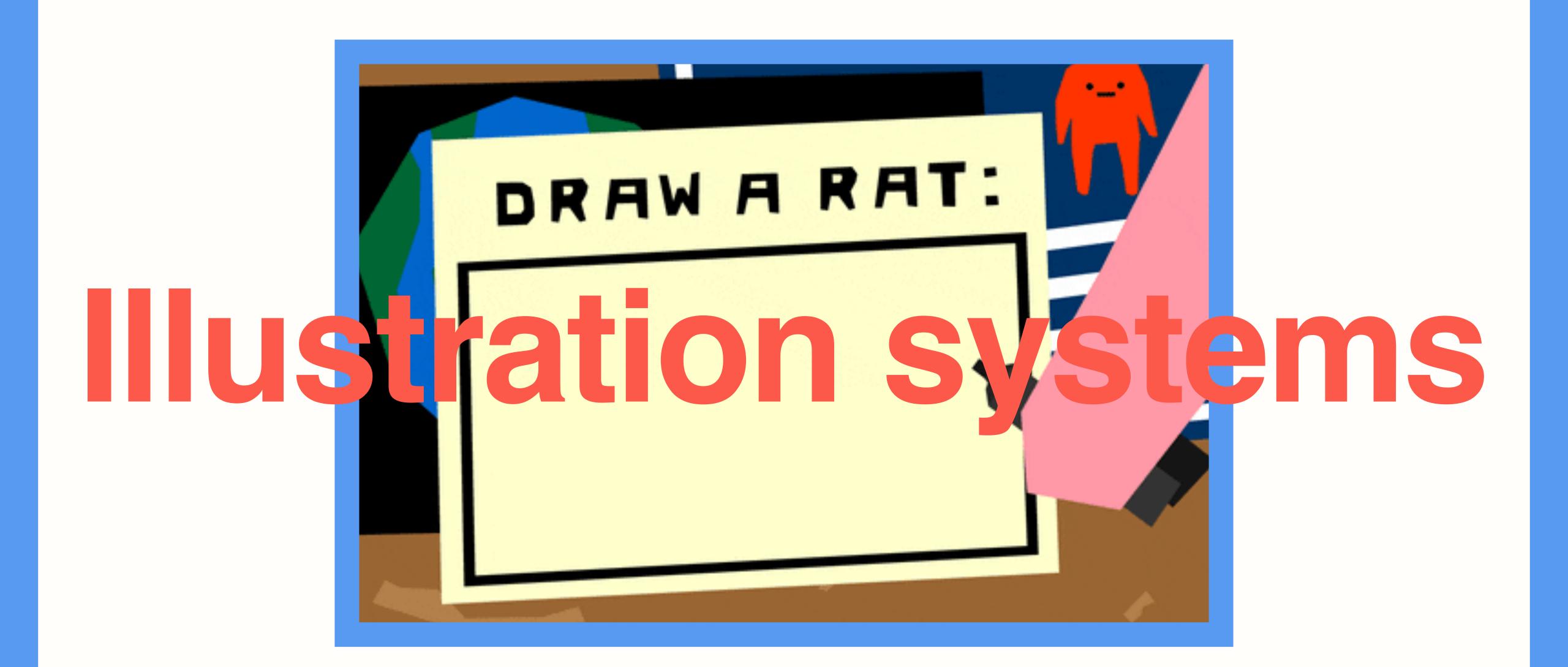
bit.ly/zh-principles

Delightful' Product



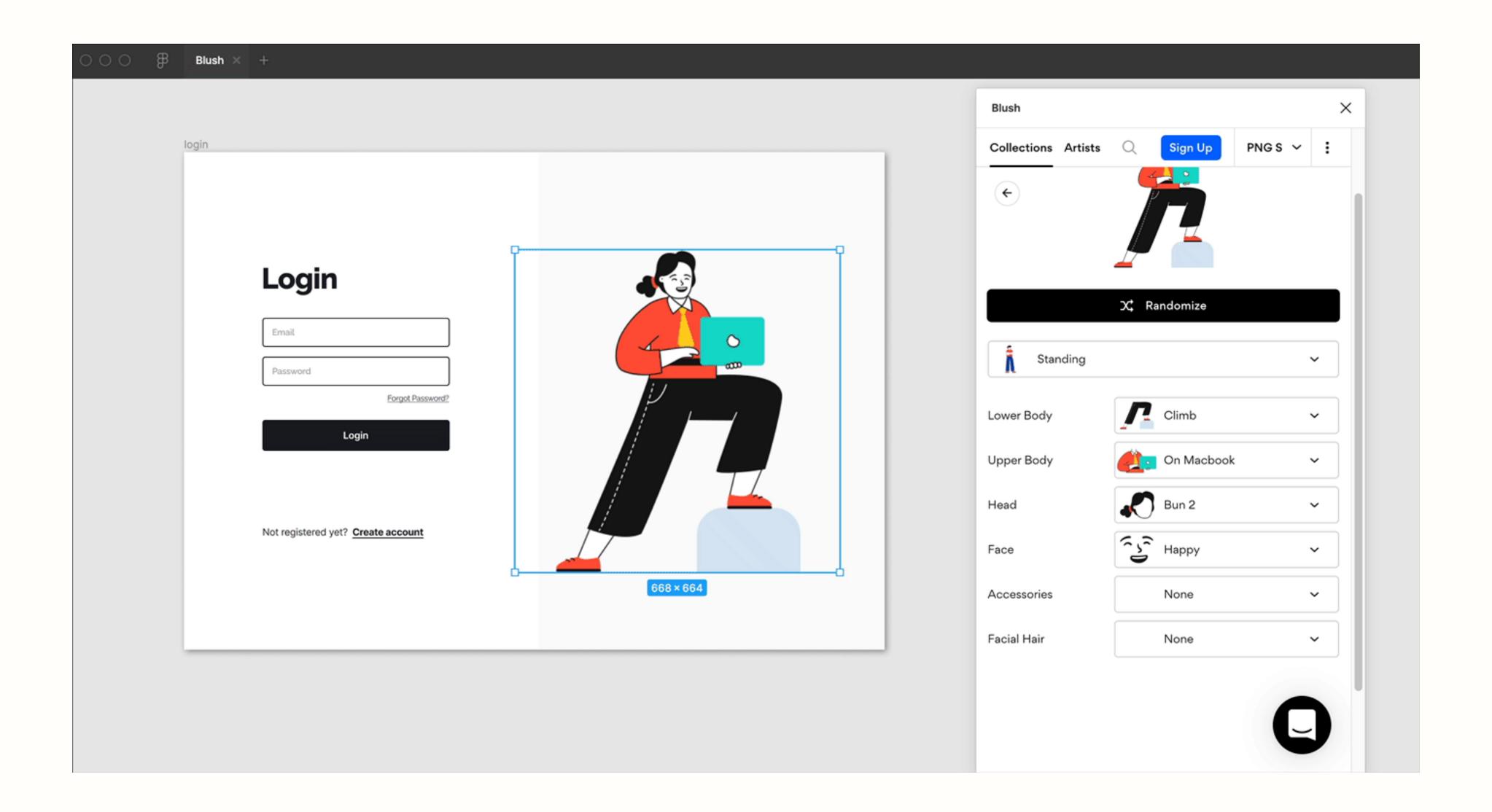
Calling it anything other than viable is devaluing what you're trying to do

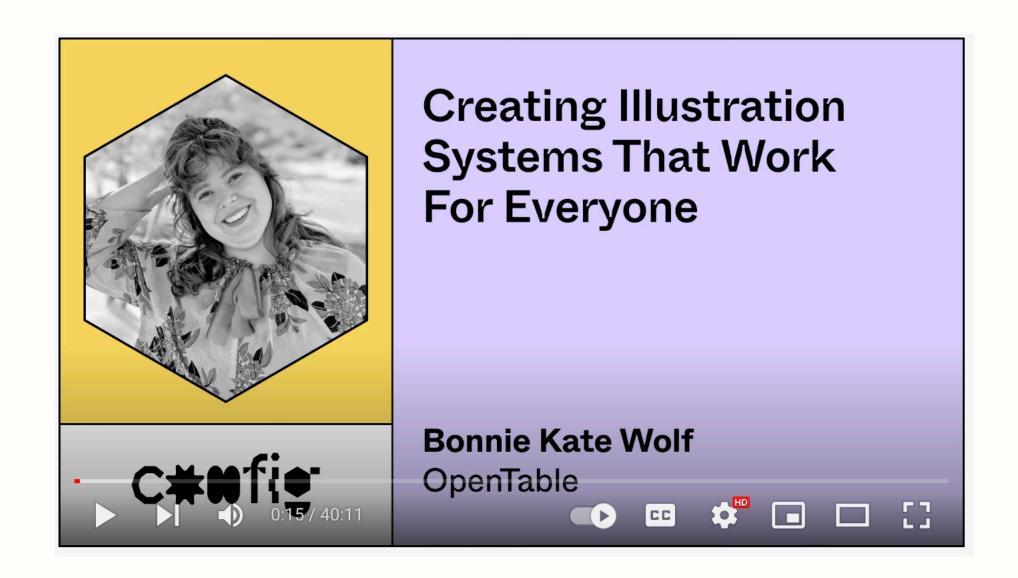
Making delight repeatable



A set of Standards guidelines that enables the creation of artwork in a house style







bit.ly/bonnie-illustration-systems



bit.ly/luke-illustration-systems



primary discipline

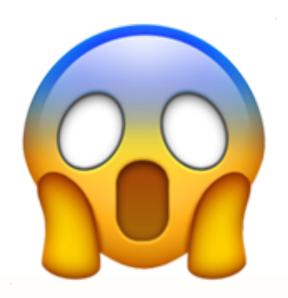
of job titles were Design & UX

10% engineering

3% product management

3% design program management





The "design" in design systems is still holding strong (which is not necessarily a good thing). Unsurprisingly, 83% of respondents were in Design and UX, with the majority of these being individual contributors (52% of respondents)



Please check your entry and try again.

Get started with your account

Find your people. Engage your customers. Build your brand. Do it all with Mailchimp's Marketing Platform. Already have an account? Log in

Email

Username

shiran

Another user with this username already exists. Maybe it's your evil twin. Spooky.

Password



Show

•••••

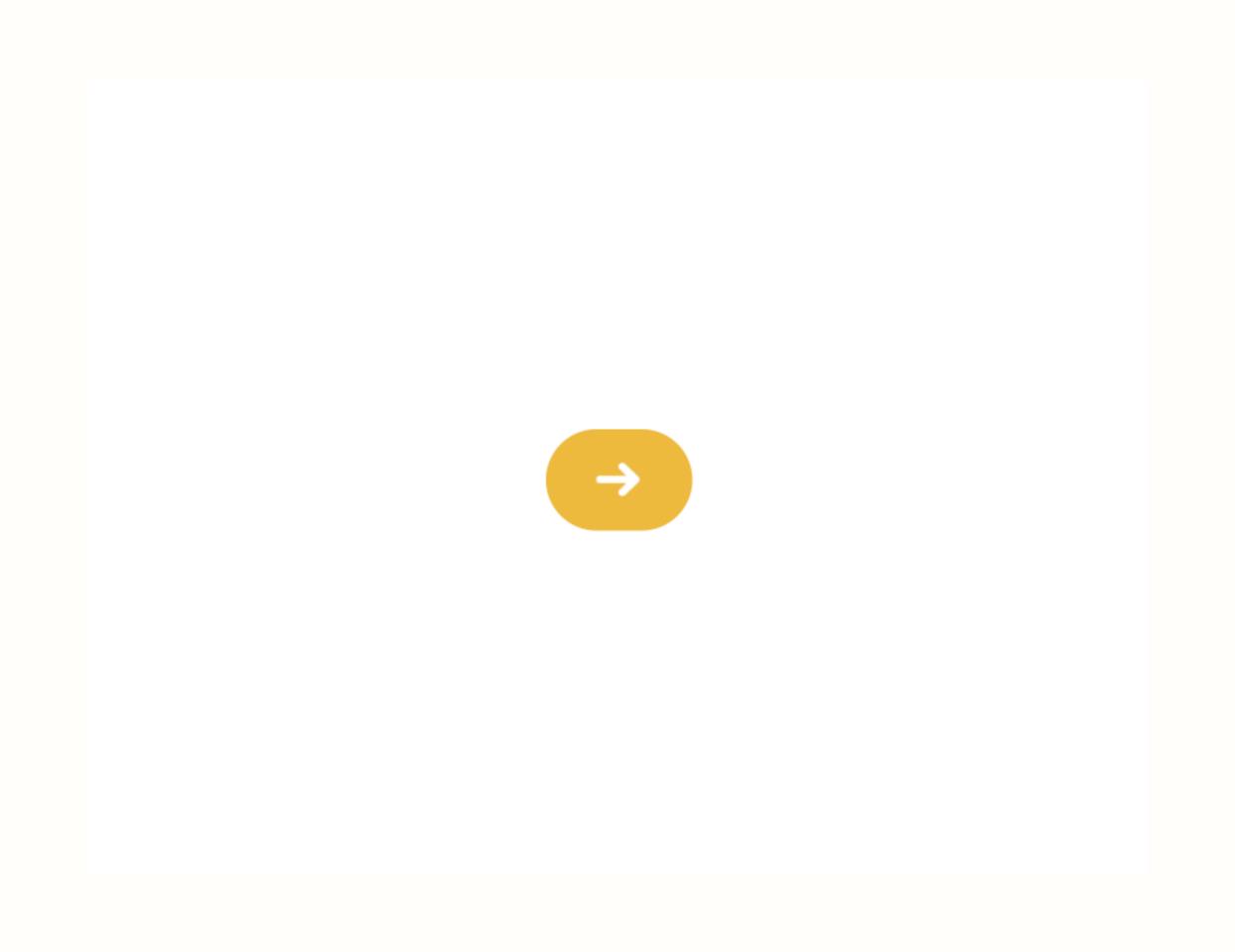
2 steps to good microcopy

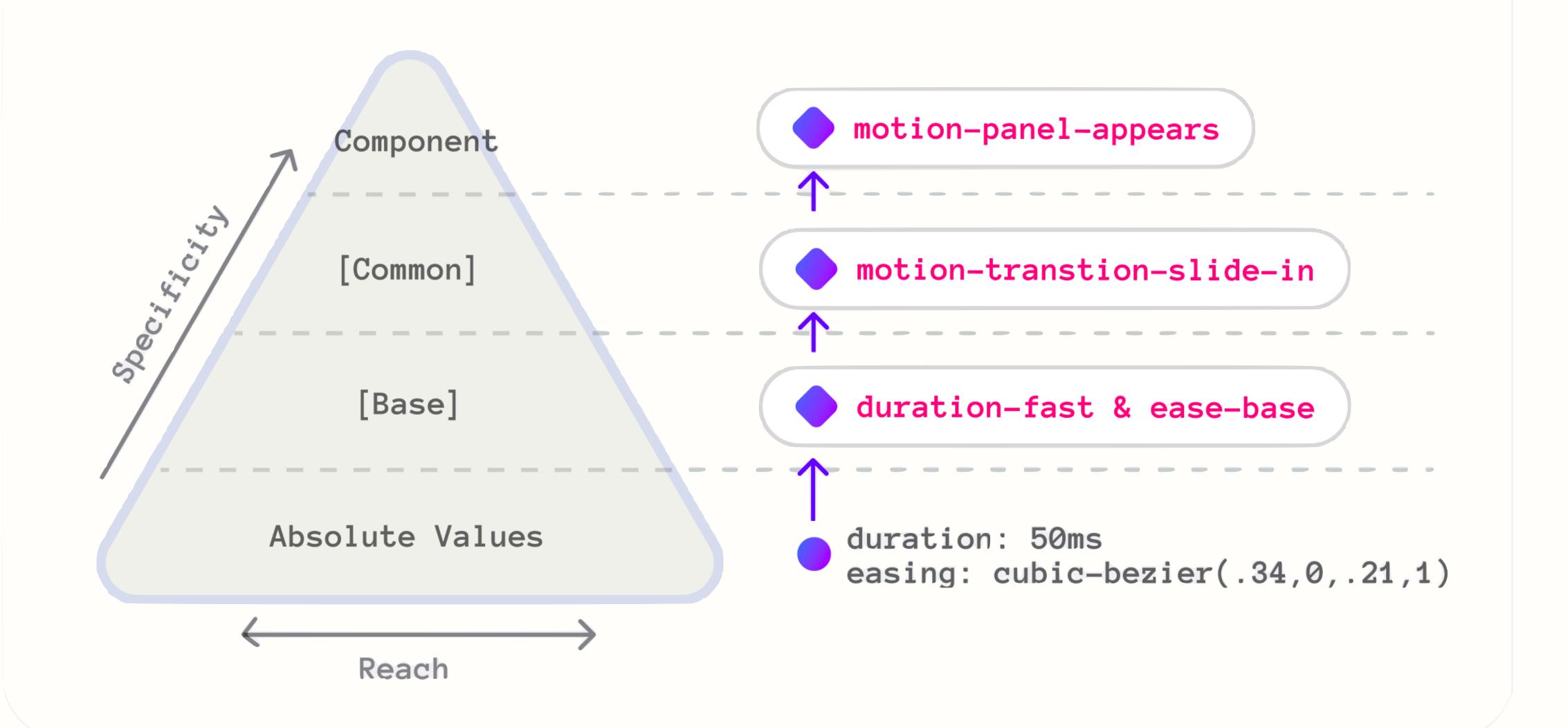
1. Hire a content specialist

2 steps to good microcopy

- 1. Hire a content specialist
- 2. Actually write some content guidelines

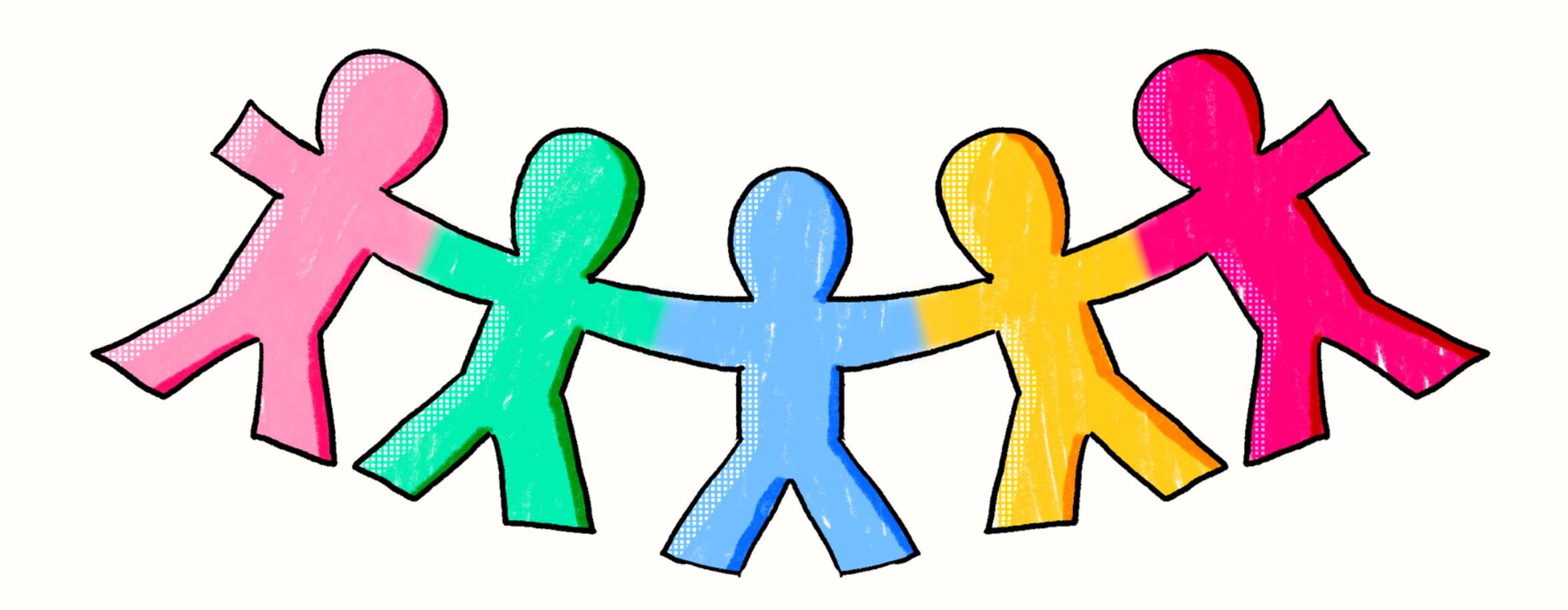








Pon't forget your Internal Users

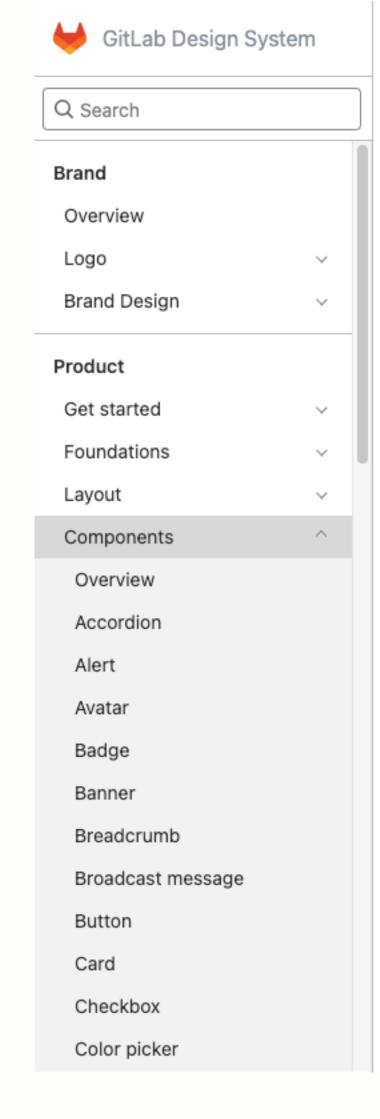


Reasons happy teams are good teams

- 1. They're more productive
- 2. They won't bugger off
- 3. It makes you feel warm and fuzzy

418 I'm a teapot

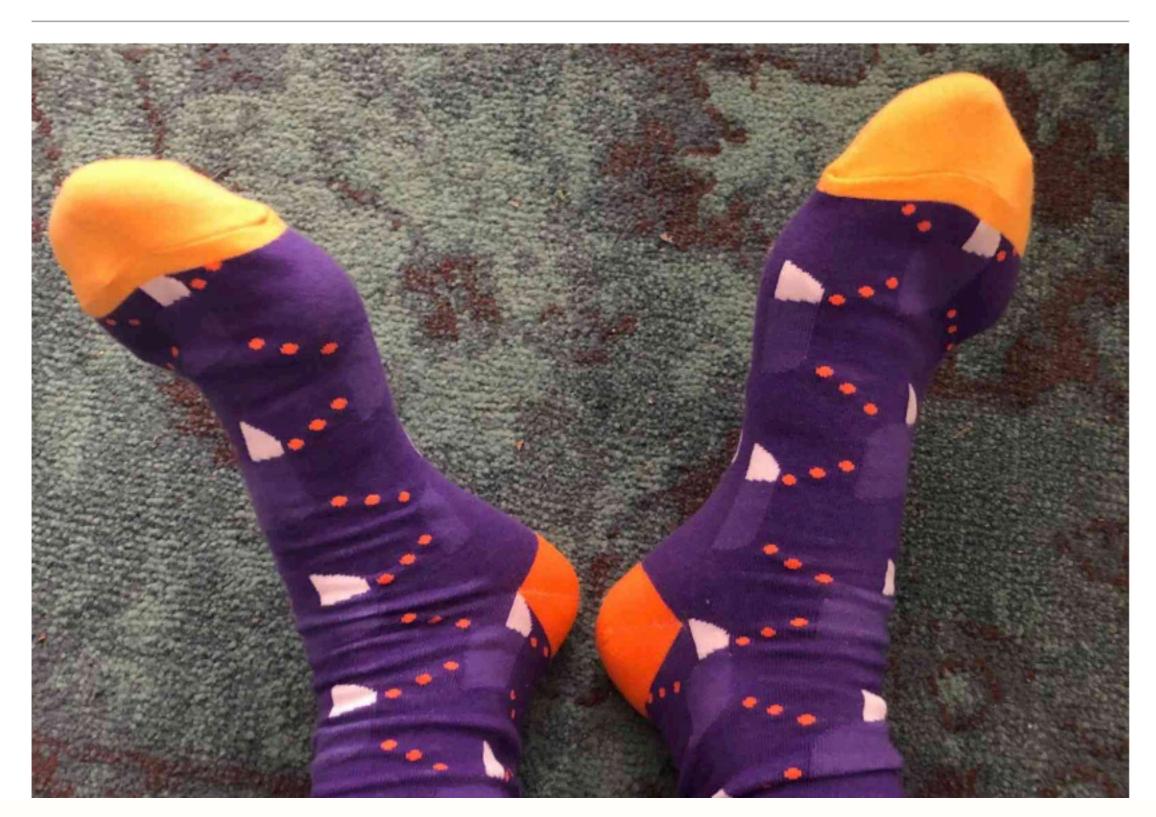
The HTTP 418 I'm a teapot client error response code indicates that the server refuses to brew coffee because it is, permanently, a teapot. A combined coffee/tea pot that is temporarily out of coffee should instead return 503. This error is a reference to Hyper Text Coffee Pot Control Protocol defined in April Fools' jokes in 1998 and 2014.

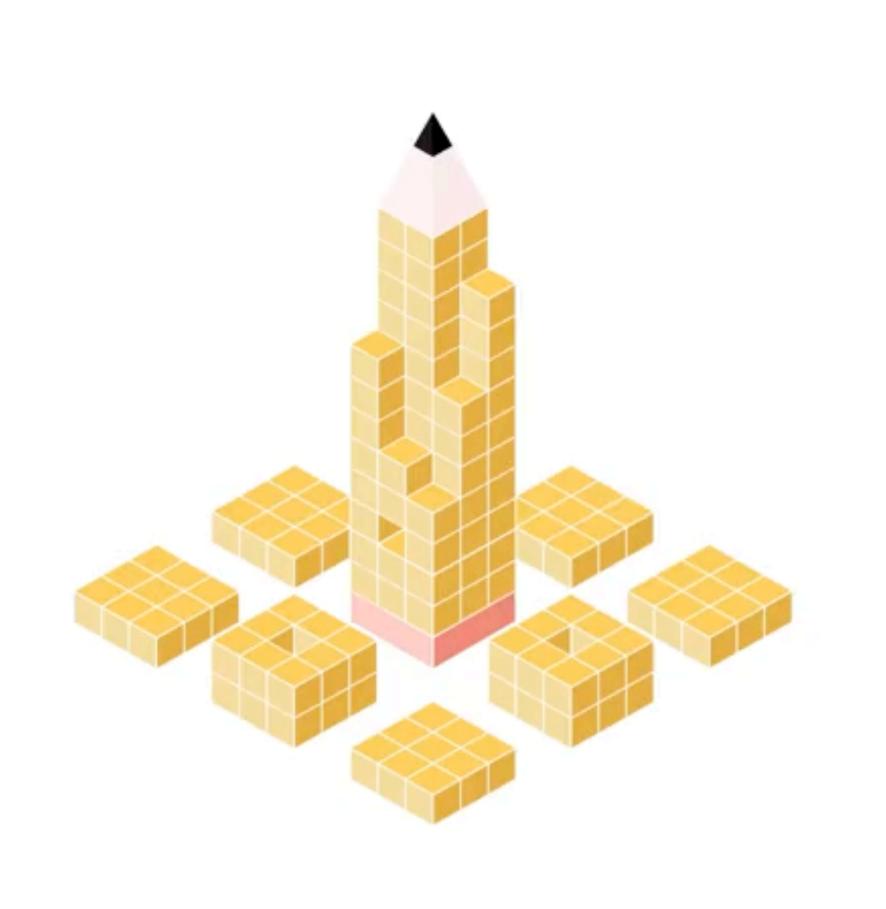


Socks

Socks represent a unique way to warm your feet.

Examples





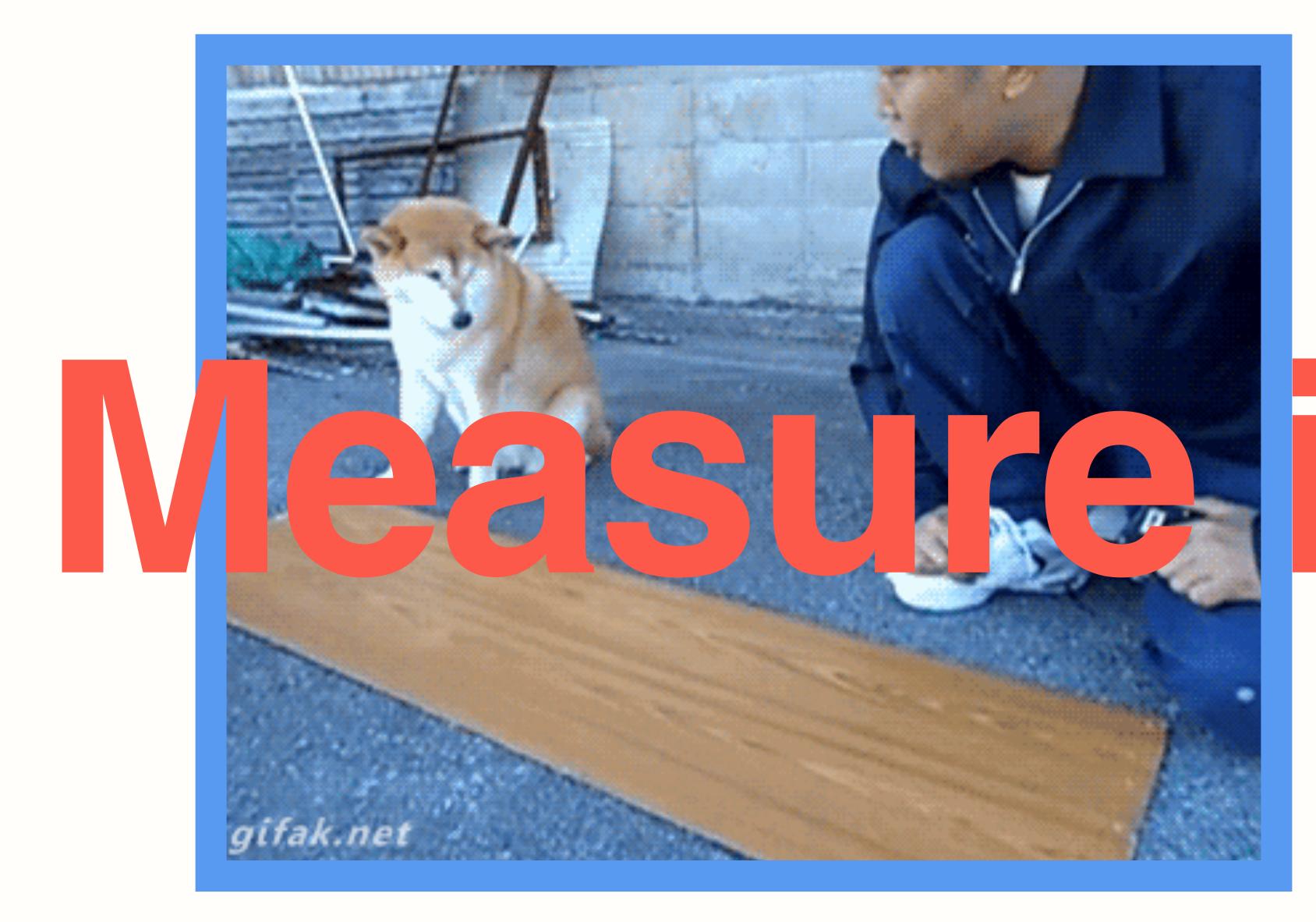


Figure out your leading metrics

mvP your measurement

internal happiness

Make Sure your measures are enshrined in your success metrics









Thank you!

@lurkmoophy @zeroheight
luke@zeroheight.com
zeroheight.com/blog
lurkmoophy.com