

JUNE 2024

Hi, I'm <mark>Leecy Li</mark> a UX designer

My 10-year-making of a designer



Baoji, China 1988 Beijing 2007 NYC 2013 **G** 2016

2024, Today!



Baoji, China

1988

Beijing 2007 NYC 2013 2016

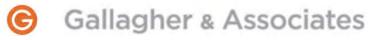
2024, Today!



MOTOROLA









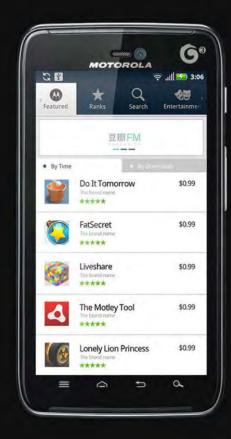






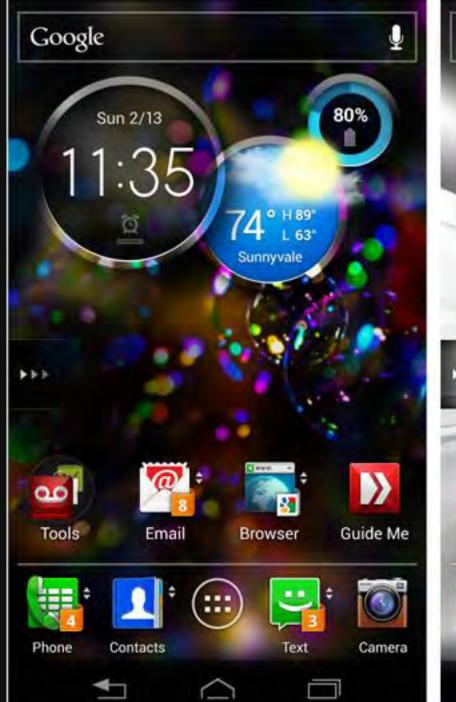
















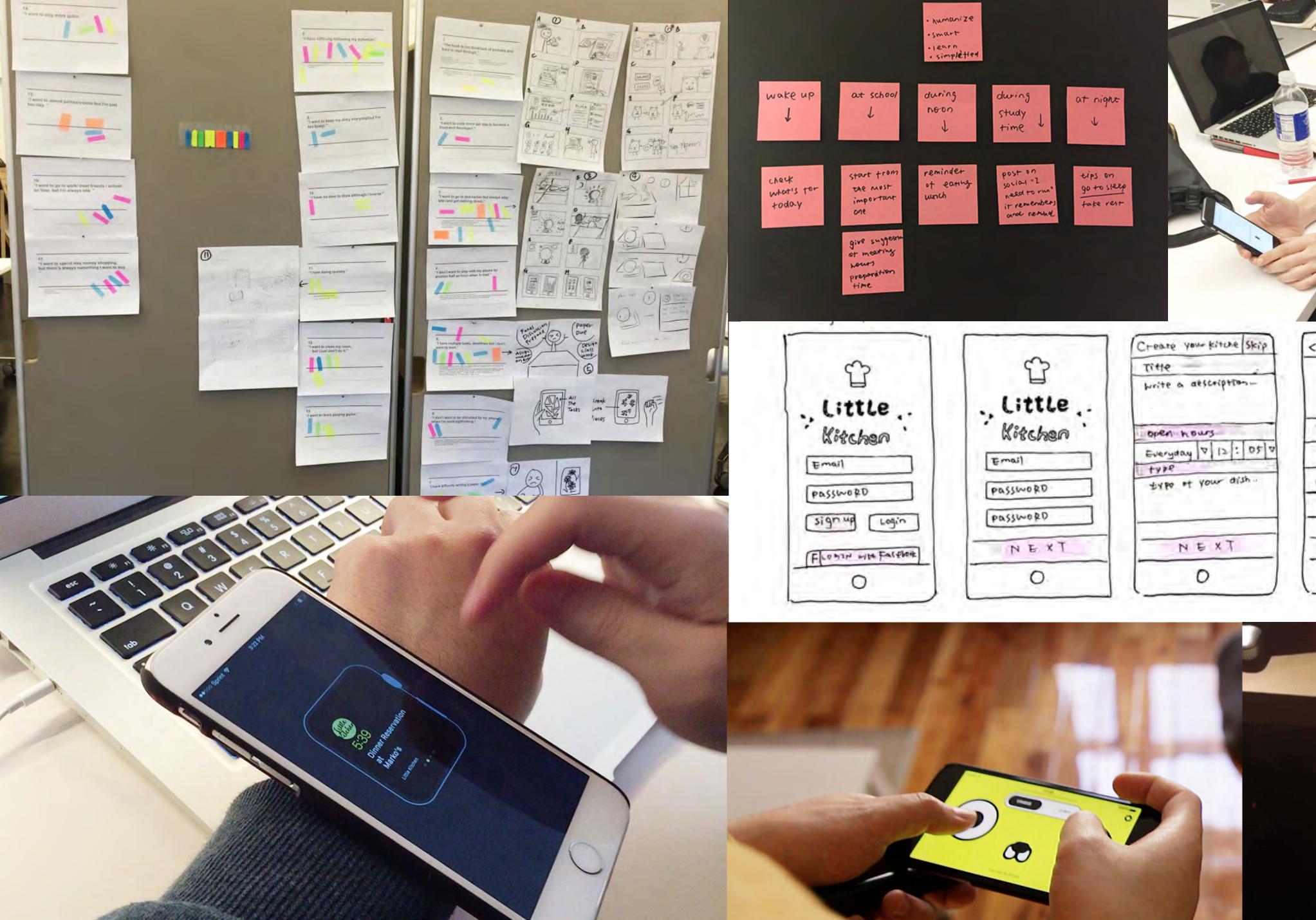




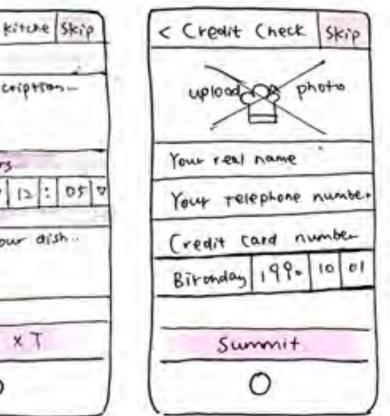


















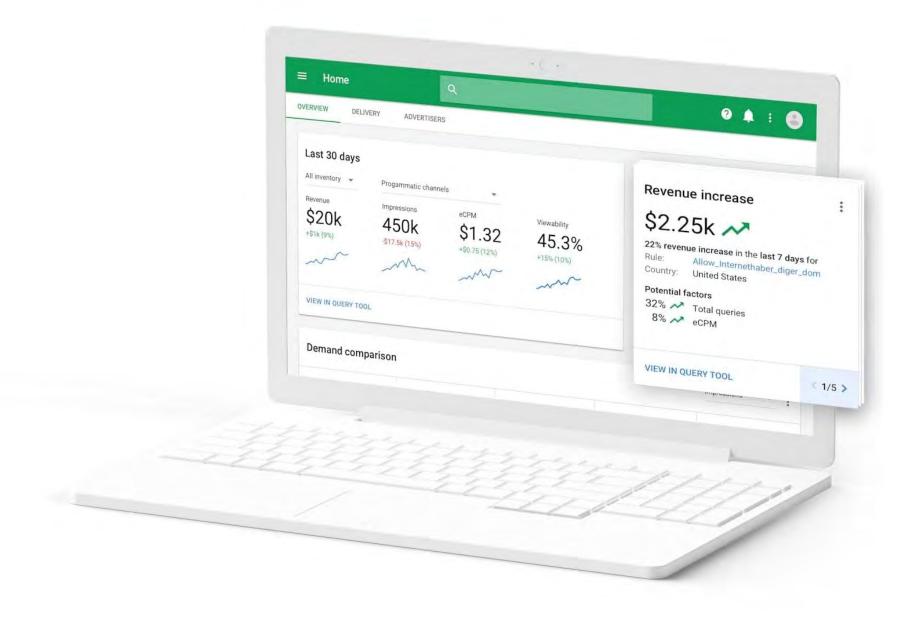






A major lesson



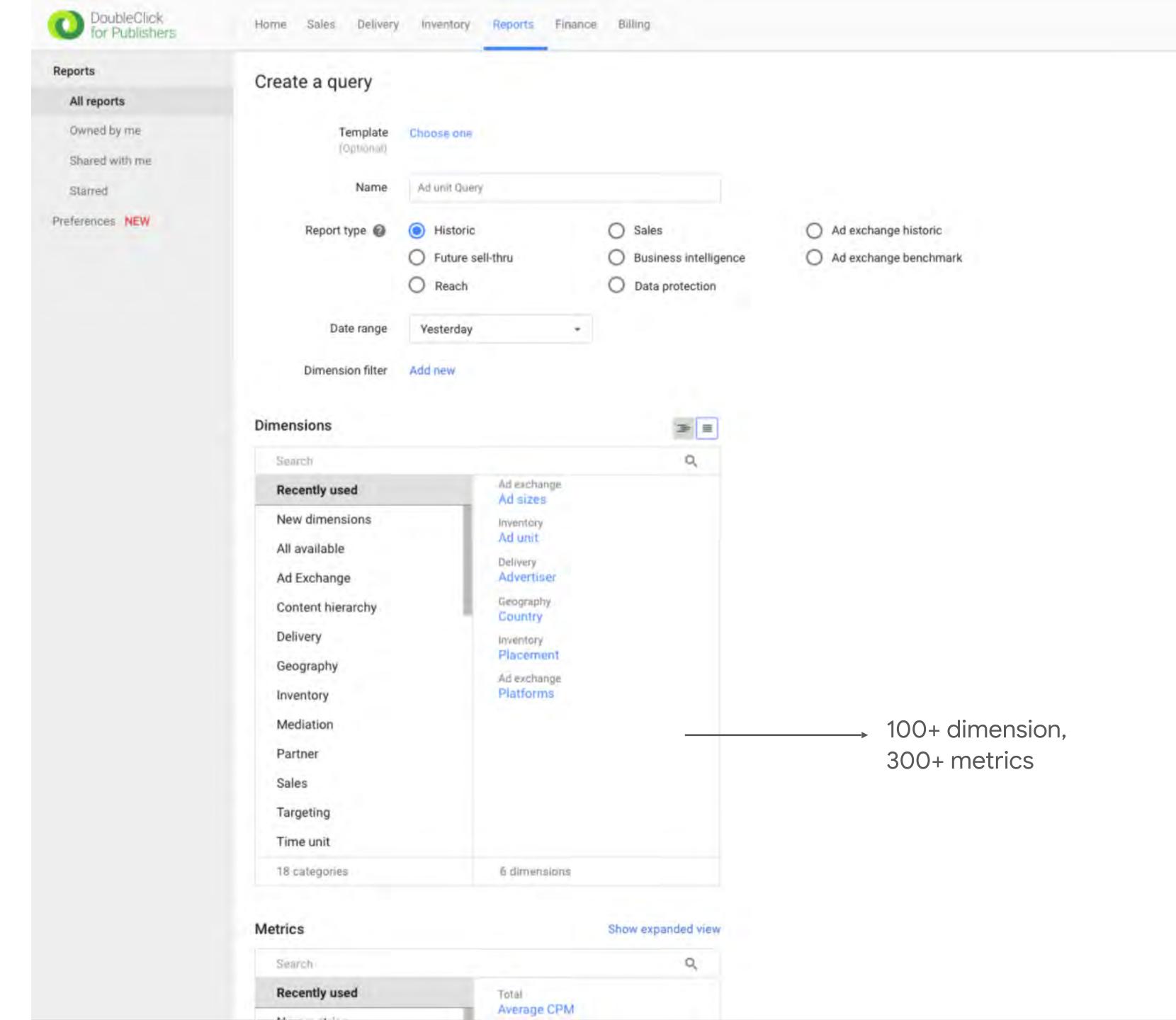


Source: AdSparc

In 2016-2019, I worked on Google Ad Manager.

Google Ad Manager, aka DFP, DoubleClick for Publishers is an enterprise product. that has

- high usage (>2M queries/week)
- diverse user needs (serves 9 different user types)
- legacy (exists for 8 years, only 1 year w/ UX)
- technical constraints

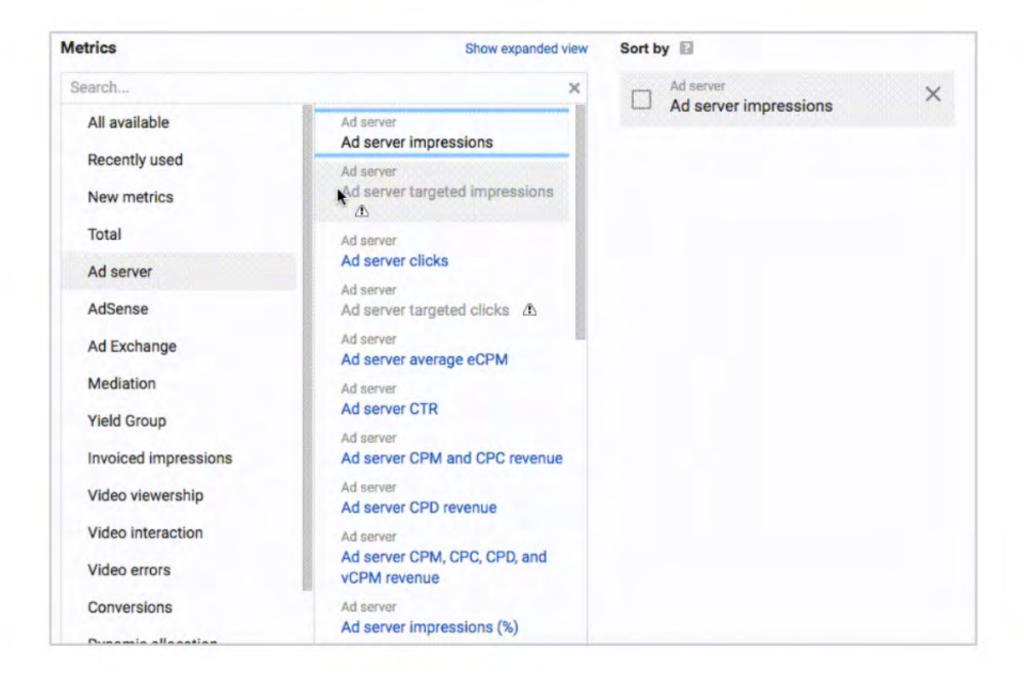


user@google.com

Ad Manager Query Tool (2016)

	optimized impressions			Total interactions		Pause			
По	optimized clicks			Interaction rate		Plays			
□ N	ion-optimized impressions			Average interaction time		Midpoint			
□ N	ion-optimized clicks			Interactive impressions		Complete			
□ E	xtra clicks			Manual closes		Replays			
	ptimized CTR			Full-screen impressions		Stops			
ls Is	s rarely clicked		- 7			Unmute			
R	aw lift					Average view time			
FI	iltered optimized impressions					View rate			
U	ift variance								
Is	s lift statistically significant								
- u	ift								
P	ercent optimized								
ln In	inpressions that are behind schedule								
In In	mpressions with no clicks recorded								
S(ponsorship impressions								
In In	mpressions serving as fast as								
	ossible								
- In	mpressions with no lifetime goal								
Name of the last o	control revenue								
_ C	Control eCPM								
0	optimized revenue								
0	optimized eCPM								
☐ Fr	reed-up impressions								
	CPM raw lift								
e(CPM lift								
-		7.00	w 5						200
_ v	fideo viewership ⑦ hide	Video interaction ③	hide	Video optimization ⑦	hide	Video errors ⑦	show	Conversions ①	hide
St	tart.	Pause		Control starts				View-through conversi	ions
□ Fi	irst quartile	Resume		Optimized starts				Conversions per thous	sand
M	fidpoint	Rewind		Control completes				impressions	
Tr	hird quartile	Mute		Optimized completes				Click-through conversi	
	Complete	Unmute		Control completion rate				Conversions per click	
- A	werage view rate	Collapse		Optimized completion rate			1.0	Advertiser view-throug	
_ A	verage view time	Expand		Completion rate lift				Advertiser click-through	gh sales
_ C	Completion rate	Full screen		Control skip button shown				Total conversions	
in the same		A contract of the contract of		A A A A A A A A A A A A A A A A A A A				Tatal advantinar salas	

One redesign

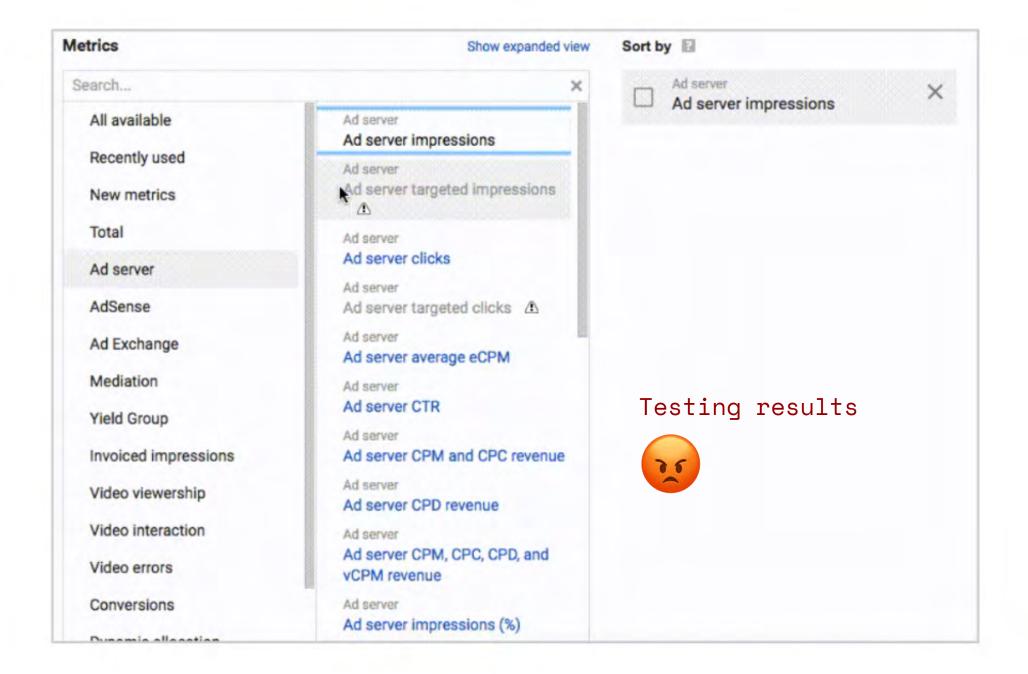


Ad Manager Query Tool (2016)

Optimized impressions Optimized clicks Non-optimized impressions Non-optimized clicks Extra clicks Optimized CTR- Is rarely clicked Raw lift Filtered optimized impressions Lift variance Is lift statistically significant		Total interactions Interaction rate Average interaction time Interactive impressions Manual closes Full-screen impressions	Pause Plays Midpoint Complete Replays Stops Unmute Average view time View rate	
Lift Percent optimized Impressions that are behind schedule Impressions with no clicks recorded Sponsorship impressions Impressions serving as fast as possible Impressions with no lifetime goal Control revenue Control eCPM Optimized revenue				
Optimized eCPM Freed-up impressions eCPM raw lift eCPM lift Video viewership hide	☐ Video interaction ⑦ h	ide Video optimization 🗇 hid	e Video errors 🗇 show	☐ Conversions ③ hide
Start First quartile Midpoint Third quartile Complete Average view rate Average view time Completion rate	Pause Resume Rewind Mute Unmute Collapse Expand Full screen	Control starts Optimized starts Control completes Optimized completes Control completion rate Optimized completion rate Completion rate lift Control skip button shown		View-through conversions Conversions per thousand impressions Click-through conversions Conversions per click Advertiser view-through sales Advertiser click-through sales Total conversions

4 clicks 6 seconds

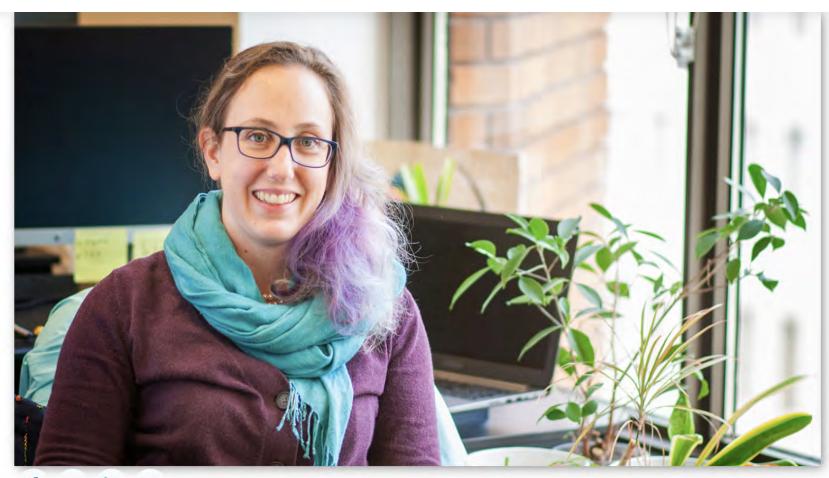
One redesign



8 clicks 10 seconds

You#the user

You othe user





Blog | 01 min read

A day in the life... of an Ad Ops Manager

As an Ad Ops Manager, you have to be well organized, willing to lead a team with energy and ready to deal with problems on the fly. In simple words, I manage a team that handles the creative aspects of our clients' campaigns. This means doing simple coding with XSL and XML as well as designing visual aspects of the ad. The client you are working with will give you the data feed, pictures, descriptions etc. and the Ad Operations role is to put that all together into something meaningful and relevant.



Join The #Adops Email List

Enter your email

Add Me!

What Happens In Adops

newsletter archive random

search

me clicking around trying to figure out how TF to setup a line in the new DFP



a massive UI change in Q4... what could possibly go wrong amirite?





Jack wants to know how his campaigns are He goes to the DFP homepage and sees performing.



one of his campaigns is in danger of under delivering. He clicks a link on the homepage and is taken to the campaign report.



Julie needs to analyze historical performance She logs into the Query Tool, builds her query for one of her campaigns to find out when and why delivery dropped.



and clicks Run. DFP automatically provides visualizations and analysis alongside the data



He makes a few changes to the campaign, creates an alert to monitor mobile delivery, and pins it to his homepage.



Jack fixed the issue in time for the campaign to deliver in full.

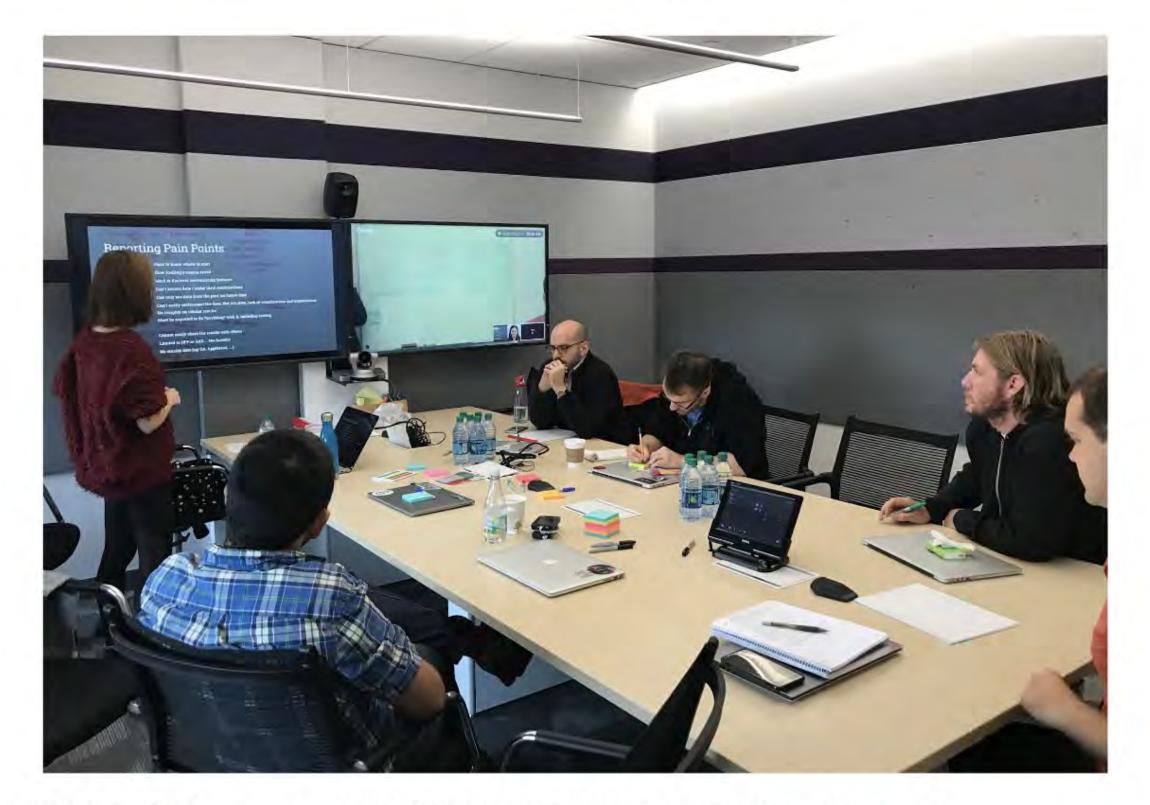


Julie is able to use the analysis and visualizations to understand the drop in

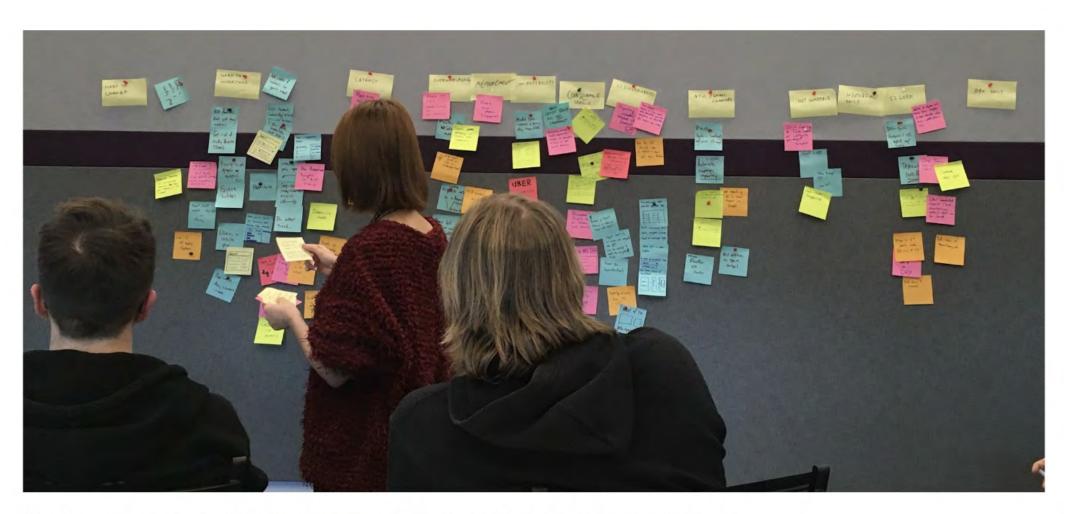


She exports both the visualizations and table data to include in her report.

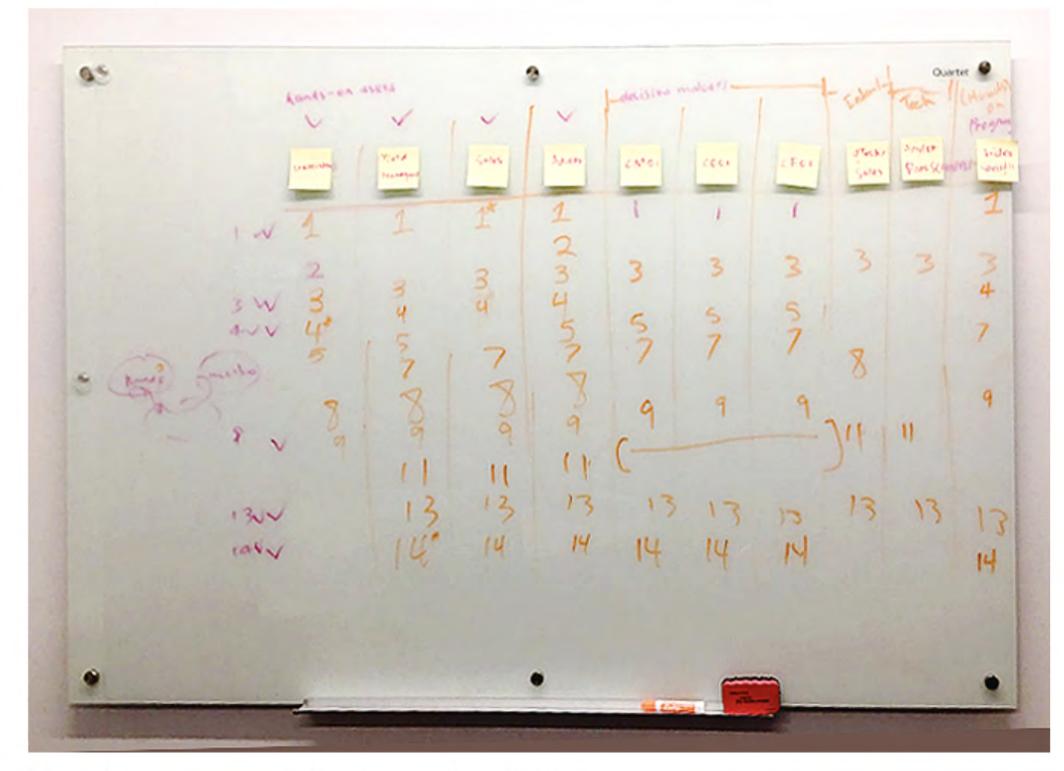
Created storyboards from workshop for speed dating research



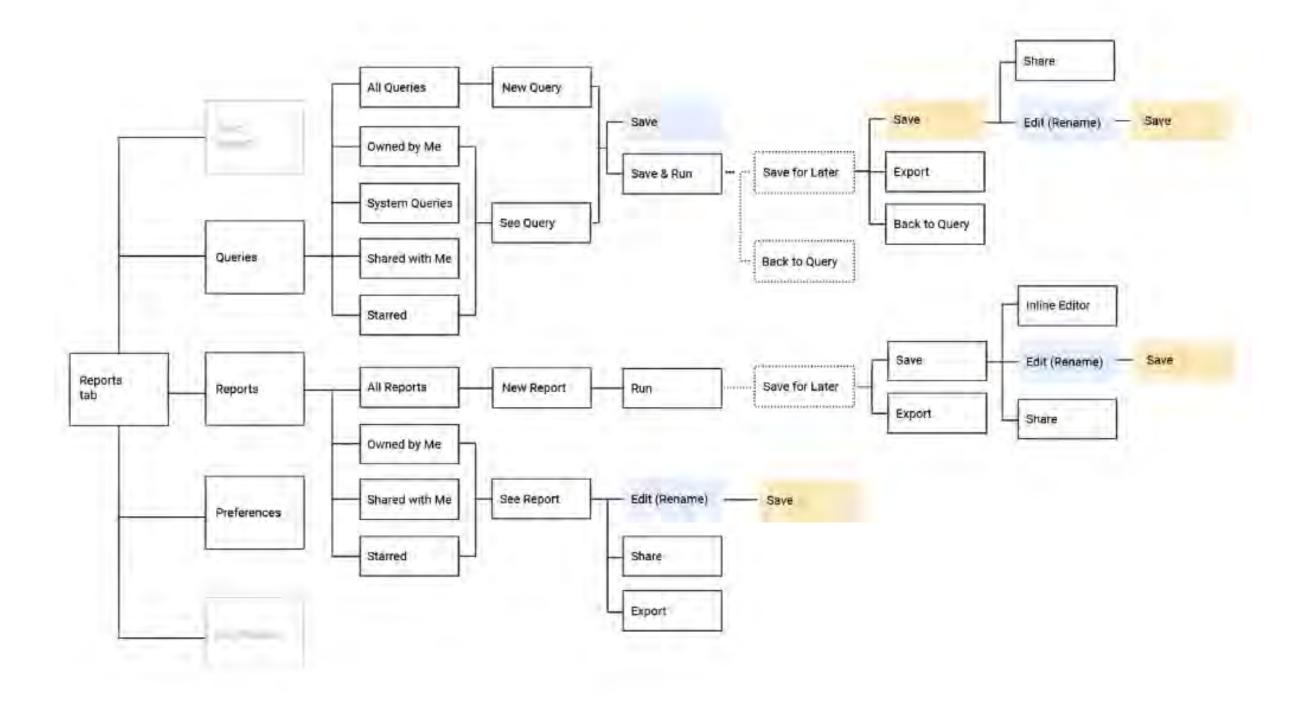
Held workshop cross UX, UXR, PM, Eng & gTech to identify needs



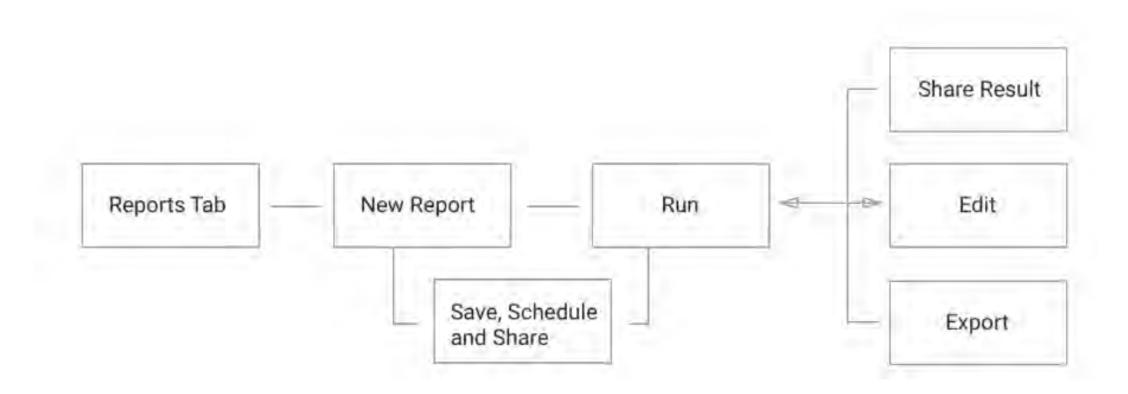
Collecting needs and pain points w/ Engs, PM, gTech



Mapping different roles to needs w/ PM

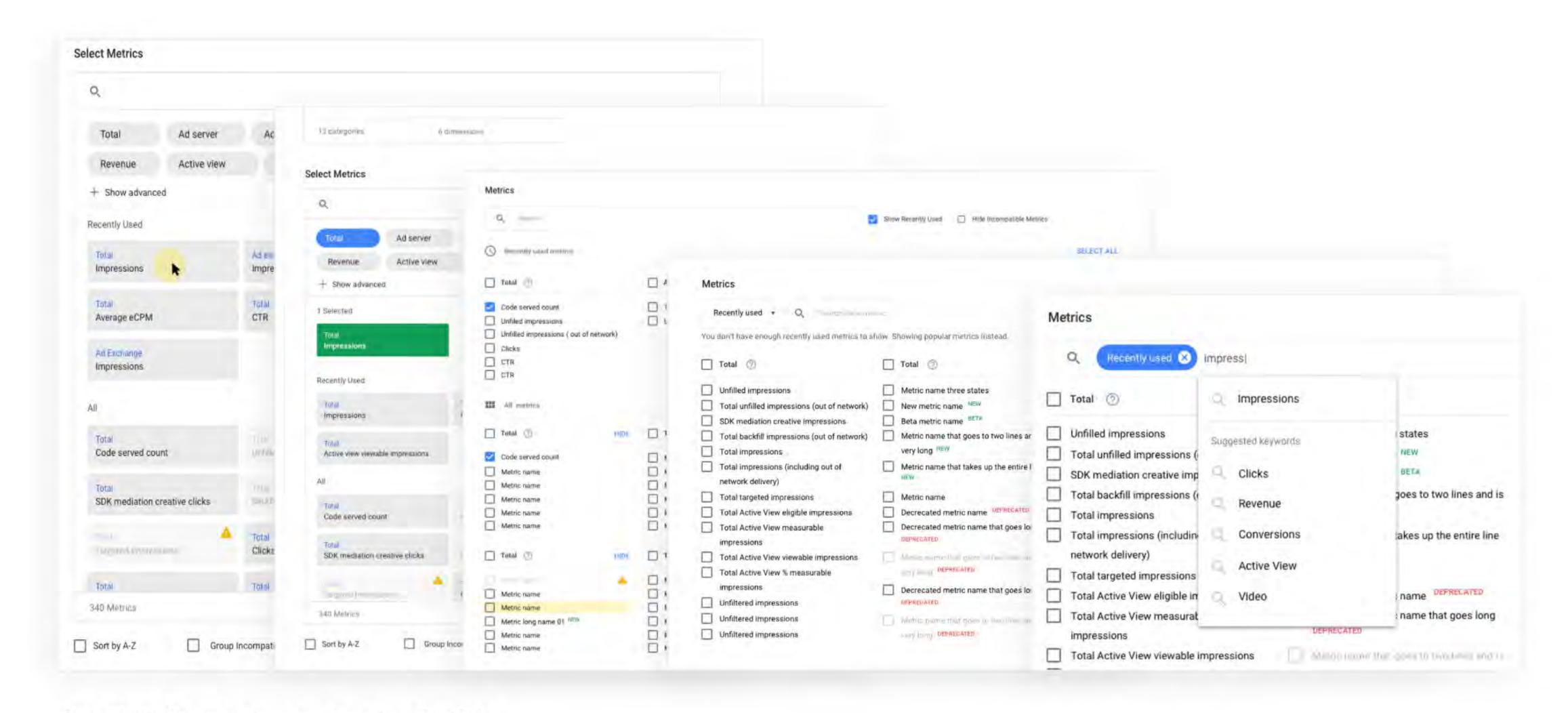


Before



After

A simplified site map



Metrics			
Recently used • Q Search for a me	dric.		
You don't have enough recently used metrics to sl	how. Showing popular metrics instead		
☐ Total ⑦	☐ Total ②	MRC Category ③	☐ Total ②
Unfilled impressions	Metric name three states	Metric name three states	Metric name three states
Total unfilled impressions (out of network)	New metric name NEW	☐ New metric name NEW	New metric name NEW
SDK mediation creative impressions	☐ Beta metric name BETA	☐ Beta metric name BETA	Beta metric name BETA
Total backfill impressions (out of network)	Metric name that goes to two lines an	is Metric name that goes to two lines and is	Metric name that goes to two lines and is
Total impressions	very long NEW	very long NEW	very long NEW
Total impressions (including out of network delivery)	Metric name that takes up the entire li	ne Mutou jumpe Vint Likou op Lieuente o Inc	Metric name that takes up the entire line
Total targeted impressions	Metric name	Metric name	Metric name
Total Active View eligible impressions	Decrecated metric name DEPRECATED	Decrecated metric name	Decrecated metric name
Total Active View measurable	Decrecated metric name that goes lor	Merry name Hist goes to two lims and in	Decrecated metric name that goes long
impressions	DEPRECATED	yery fong	Metric name that goes to two lines and is
Total Active View viewable impressions	- Metric come that goes to two lines on	Metric name	enty-tong
Total Active View % measurable	very lang DEPRECATED	Metric name	Decrecated metric name
impressions	Decrecated metric name that goes for	g Metric name	Decrecated metric name that goes long
Unfiltered impressions	DEPRECATED	Metric name	Decrecated metric name
Unfiltered impressions	Melne name that goes (o two lines an	1-10	Decrecated metric name that goes long
Unfiltered impressions	YOUN JOING DEPRECATED		





1997- 2020

Chapter. 2

Youeyourself







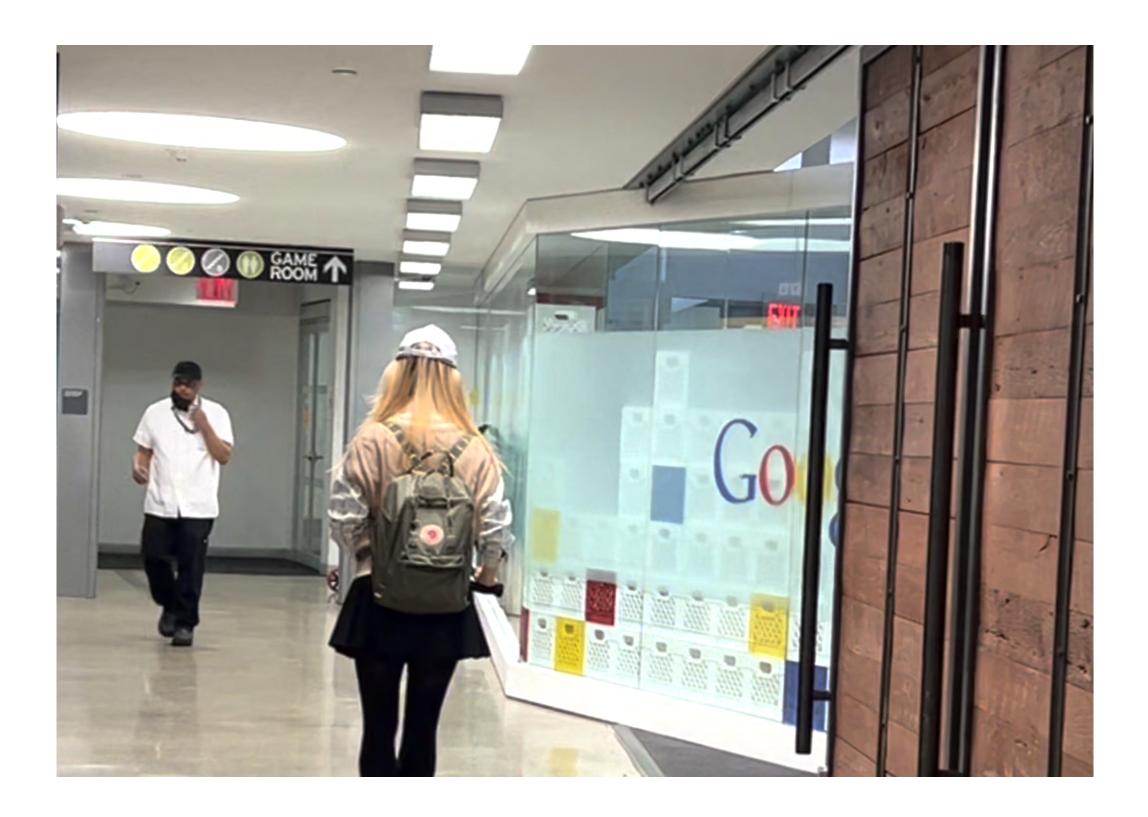






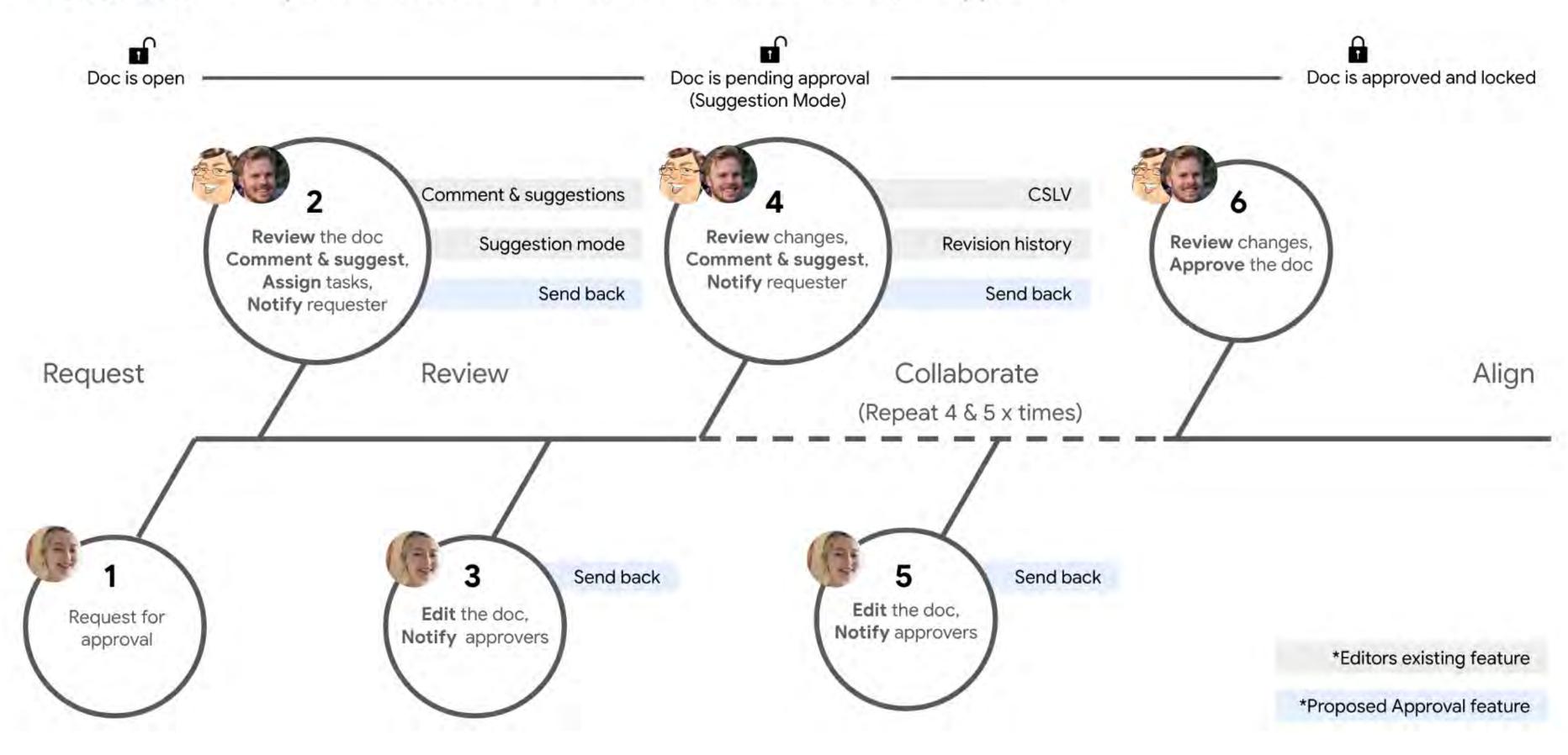


10 months later

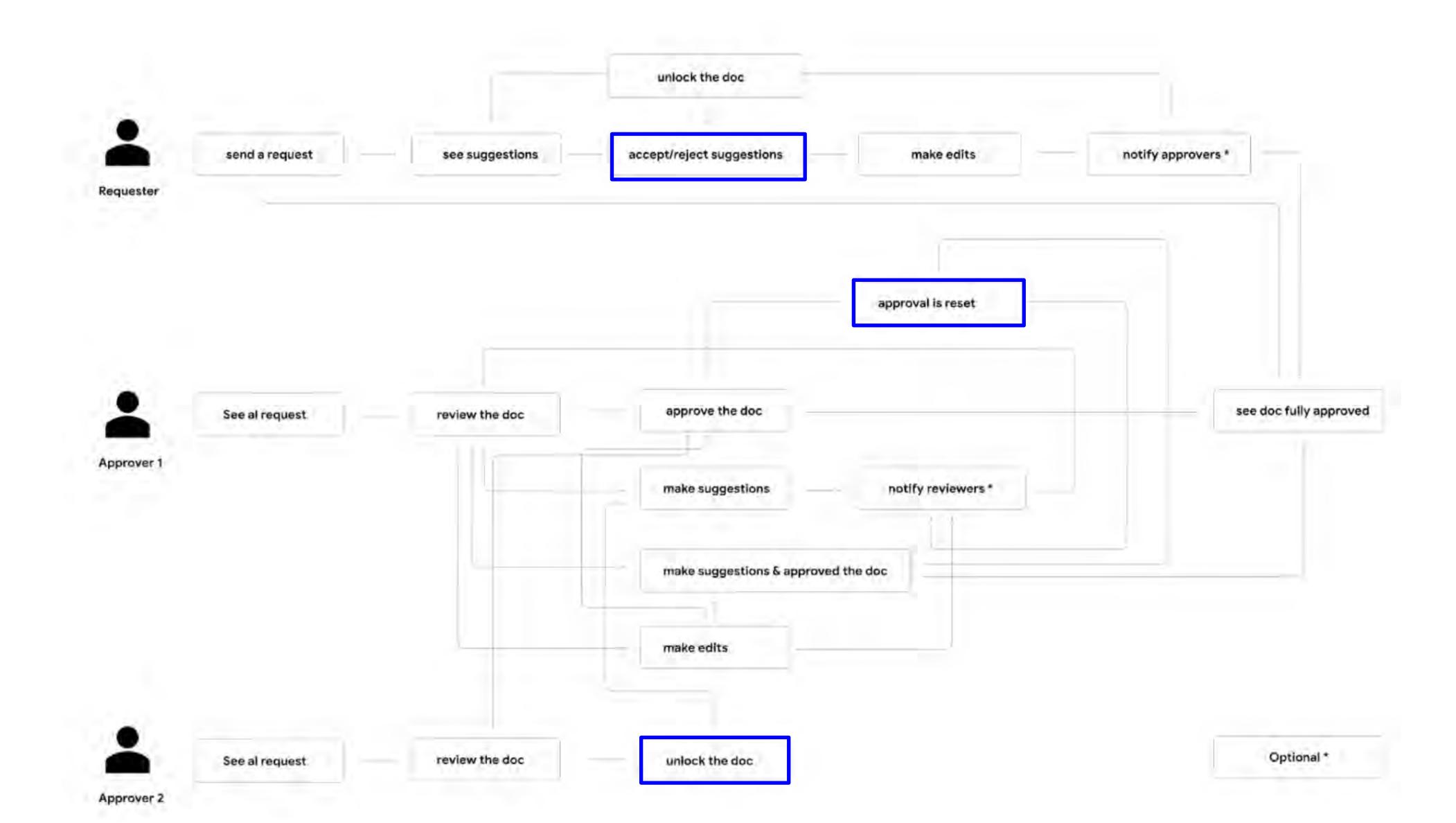


Life of a tech employee: you think!

Workflow Request -> Review -> Collaborate (back and forth) -> Approve



Complex workflow of approving a document



Approval states

	Pending	Pending	Requires	Partially	Fully approved	Approva
	approval	further action	reapproval	approved		rejected
Requester can	Made edits Cancel request	 Make edits Send back to approver Cancel request 	 Make edits Send back to approver Cancel request 	 Reset the previous approval by making edits Make edits Send back to approver Cancel request 	Unlock the document	
Approver(s) can	 Approve Reject Make suggestion/ comments Send back to requester 	 Make suggestions/ comments Send back to requester Approve Reject Re-approve (if previously approved and reset) 	 Make suggestions/ comments Send back to requester Re-approve Reject 	 Approve Make suggestions/ comments Send back to requester Reject 		

Extensive research

40+

lab sessions

20+

analysis reports

types of data sources

Approvals GA research

Rapid research (approver flow)

Rapid research (requester flow)

Open Approvals Research Findings

Closed Approvals Evaluation Findings

Beta Research Findings

Anatomy of a Review Process

Approvals Deep Dive Findings

Document Approval Tasks

<u>Approval User Profiles</u>

Document Approvals

Document Approval Tasks

UXR Overview (2017)

Approvals Formative Usability Testing

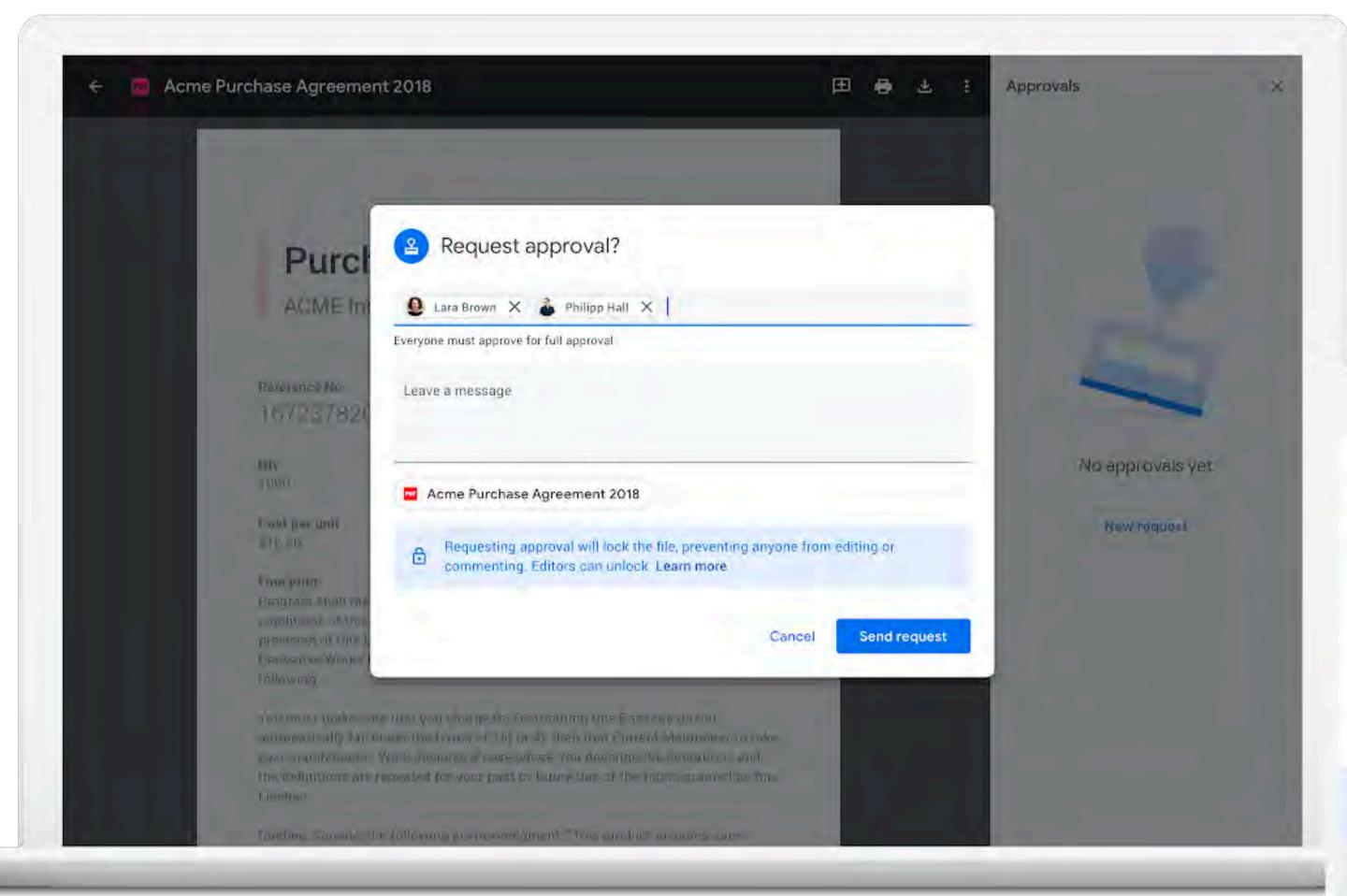
Approvals Usability Testing

Approvals Usability Testing

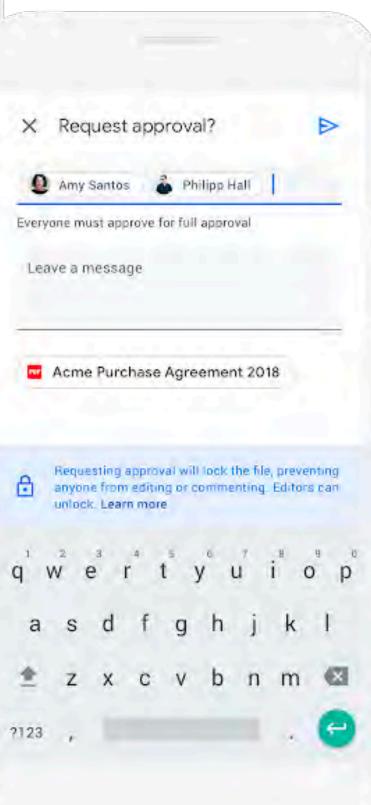
Sales Team Member Feedback

<u>Admin Team Member Feedback</u>

Lock & Unlock Usability Summary

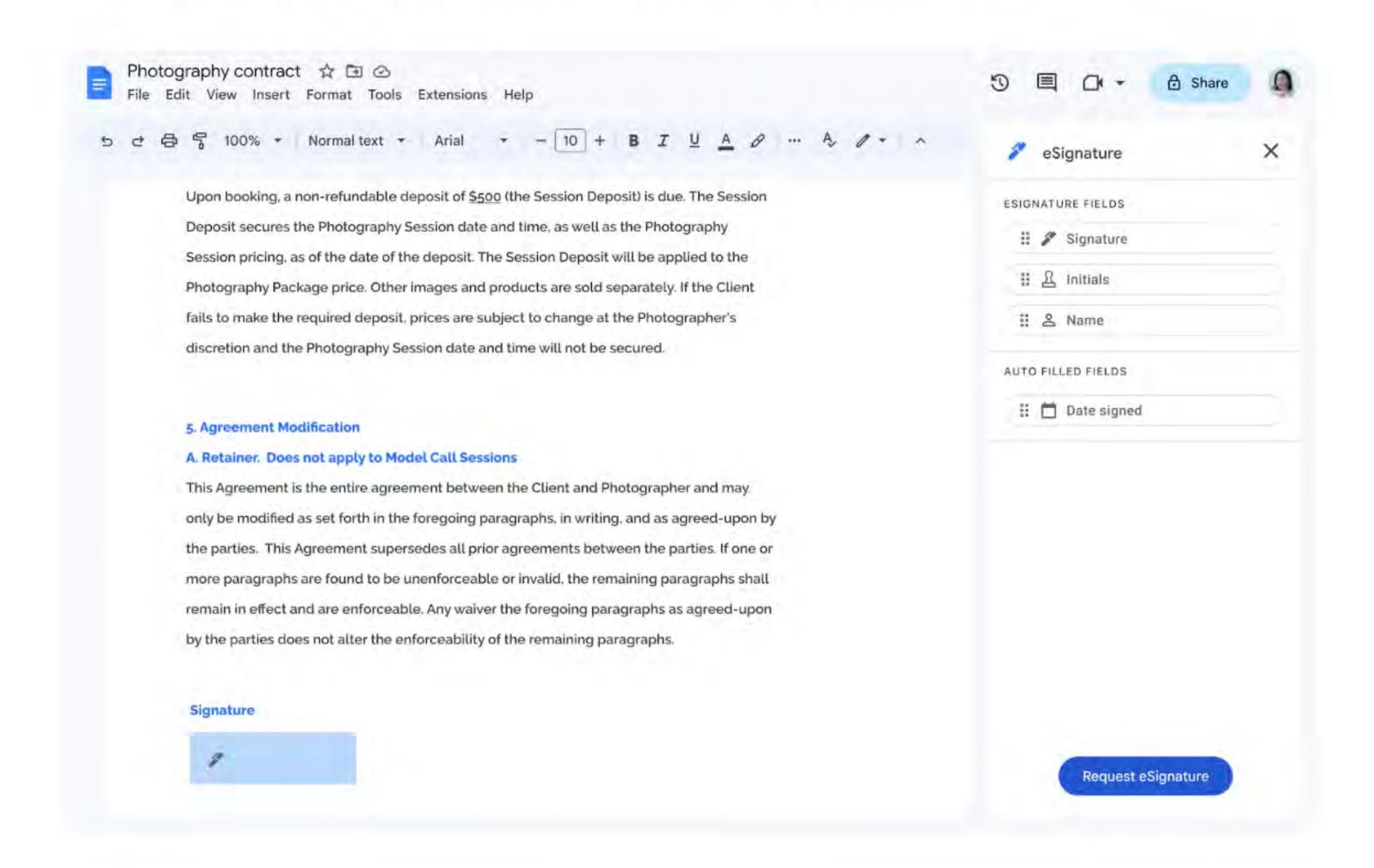


Document Approvals for Google Documents



Google Workspace Updates

This official feed from the Google Workspace team provides essential information about new features and improvements for Google Workspace customers.







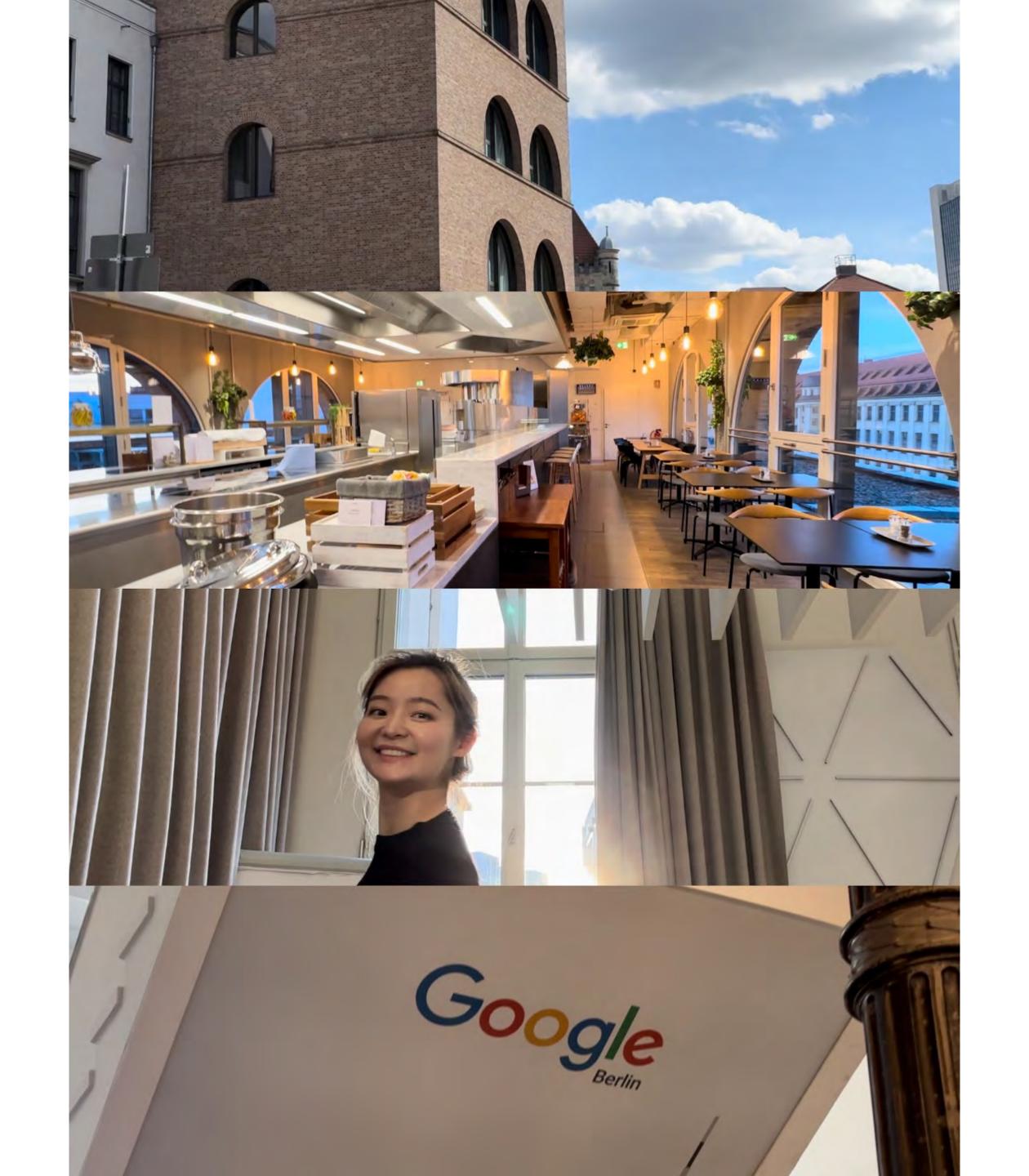


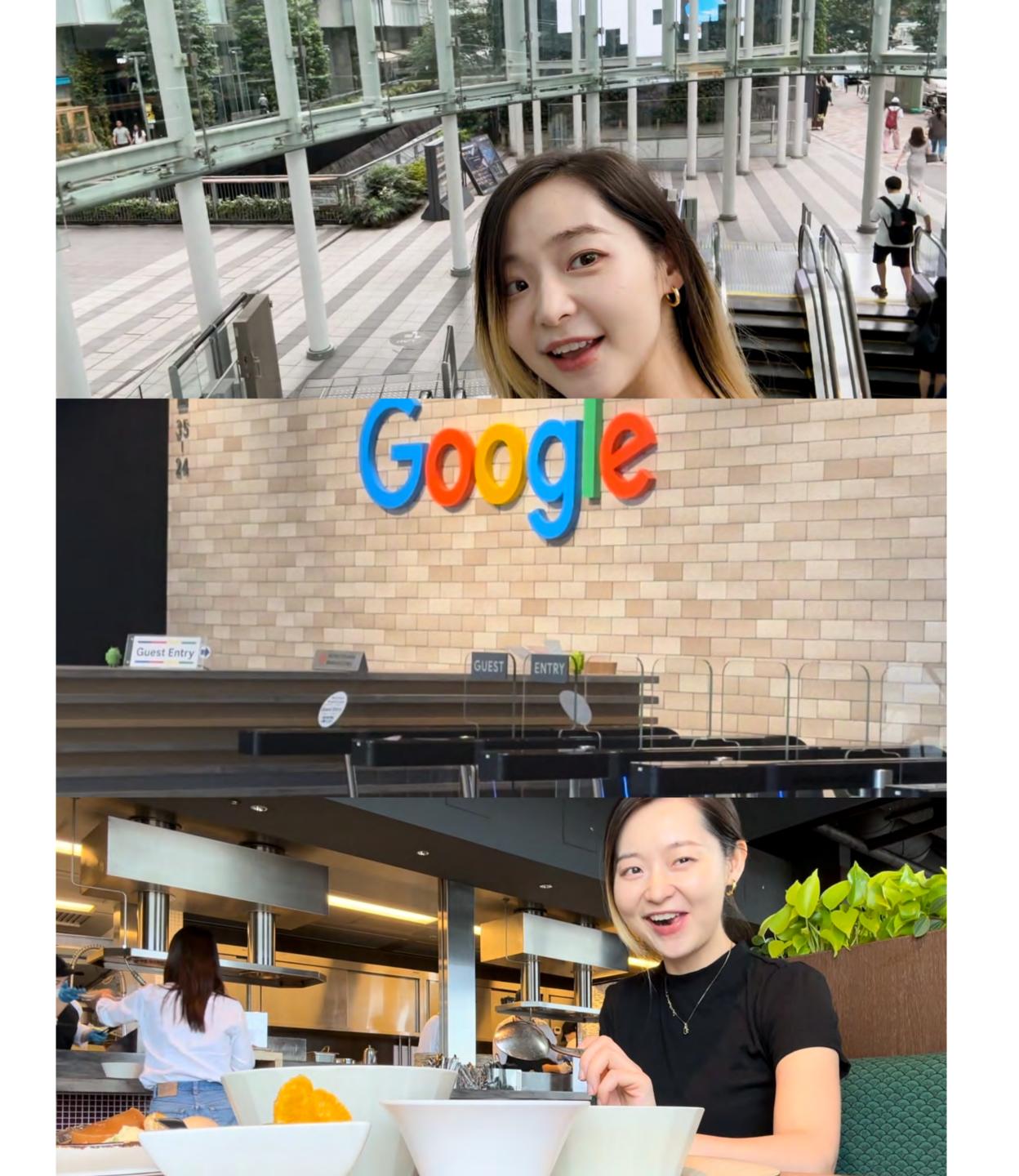


Chapter. 3

Youeeveryone

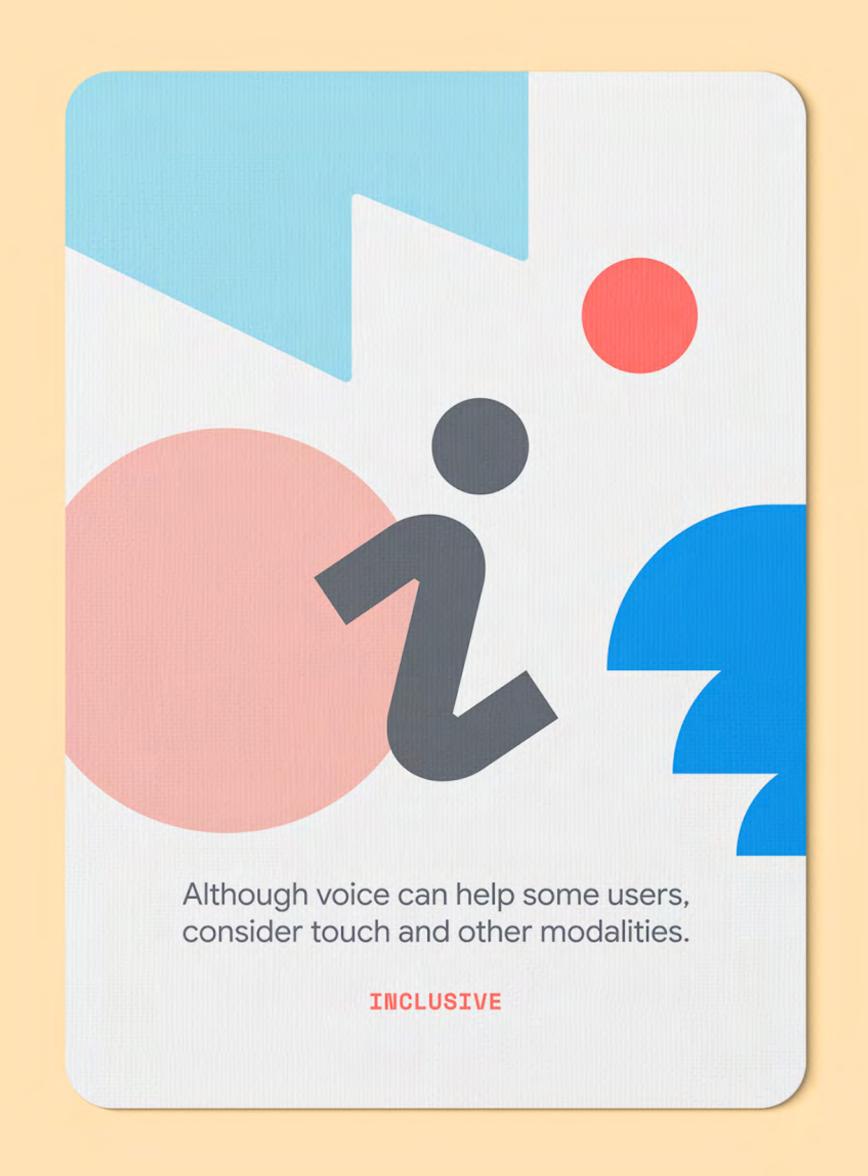


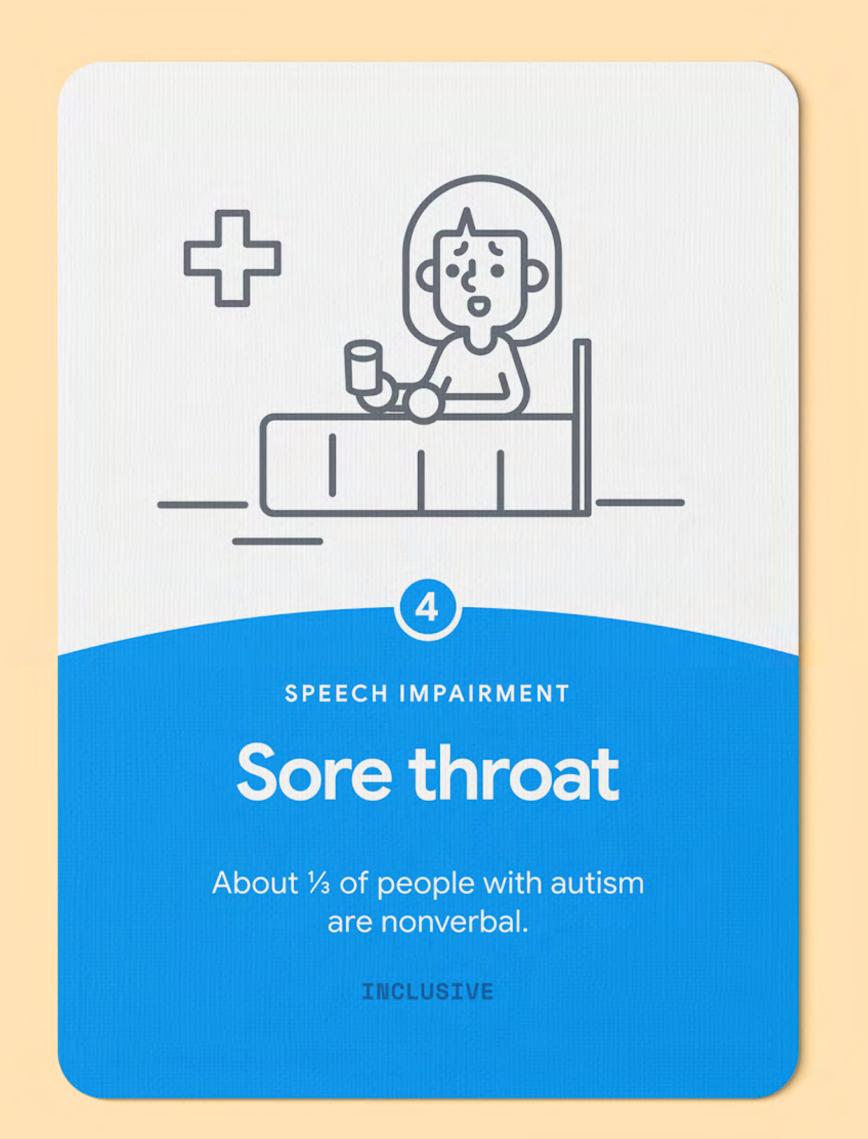




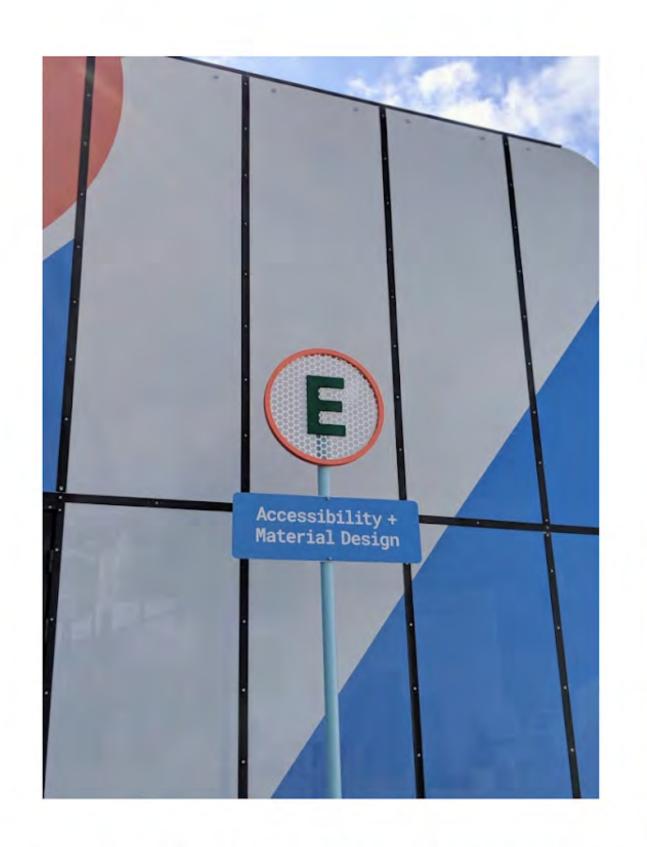


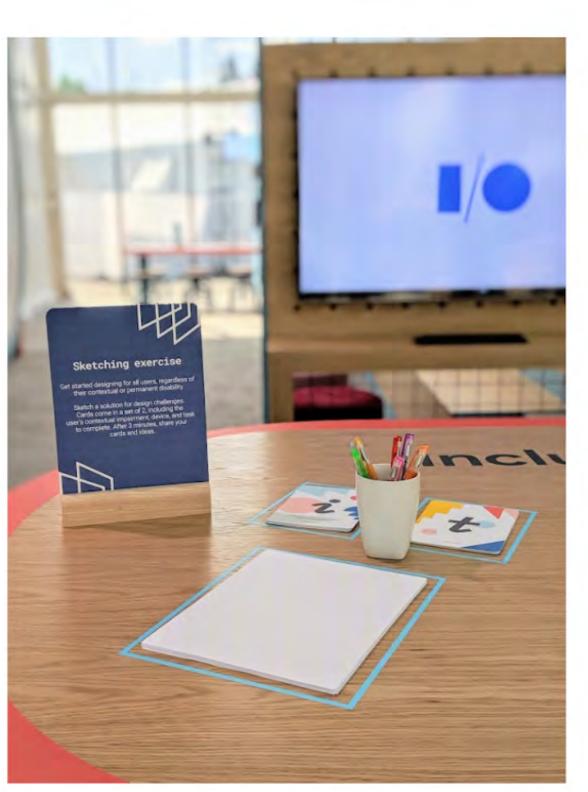














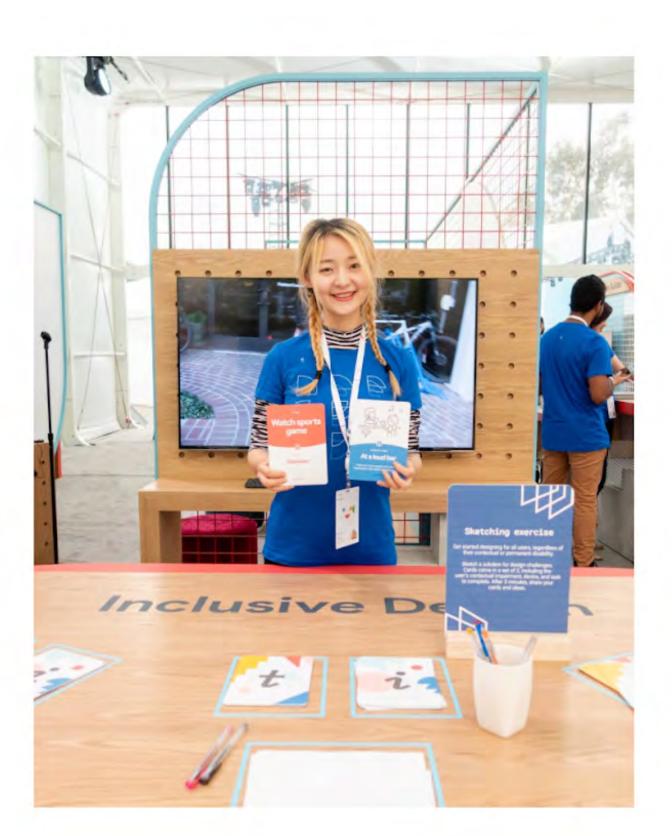


Photo credit: Catherine Idylle, Ryan Kiley



#1 You see users #2 You see yourself #3 You see everyone

Chapter 1 Chapter 2 Chapter 3

#1 You see users > design for them #2 You see yourself > design your career #3 You see everyone > design advocate

Chapter 1 Chapter 2 Chapter 3



what's next?

Hi, I'm <mark>Leecy Li</mark> a UX designer

Cheers!