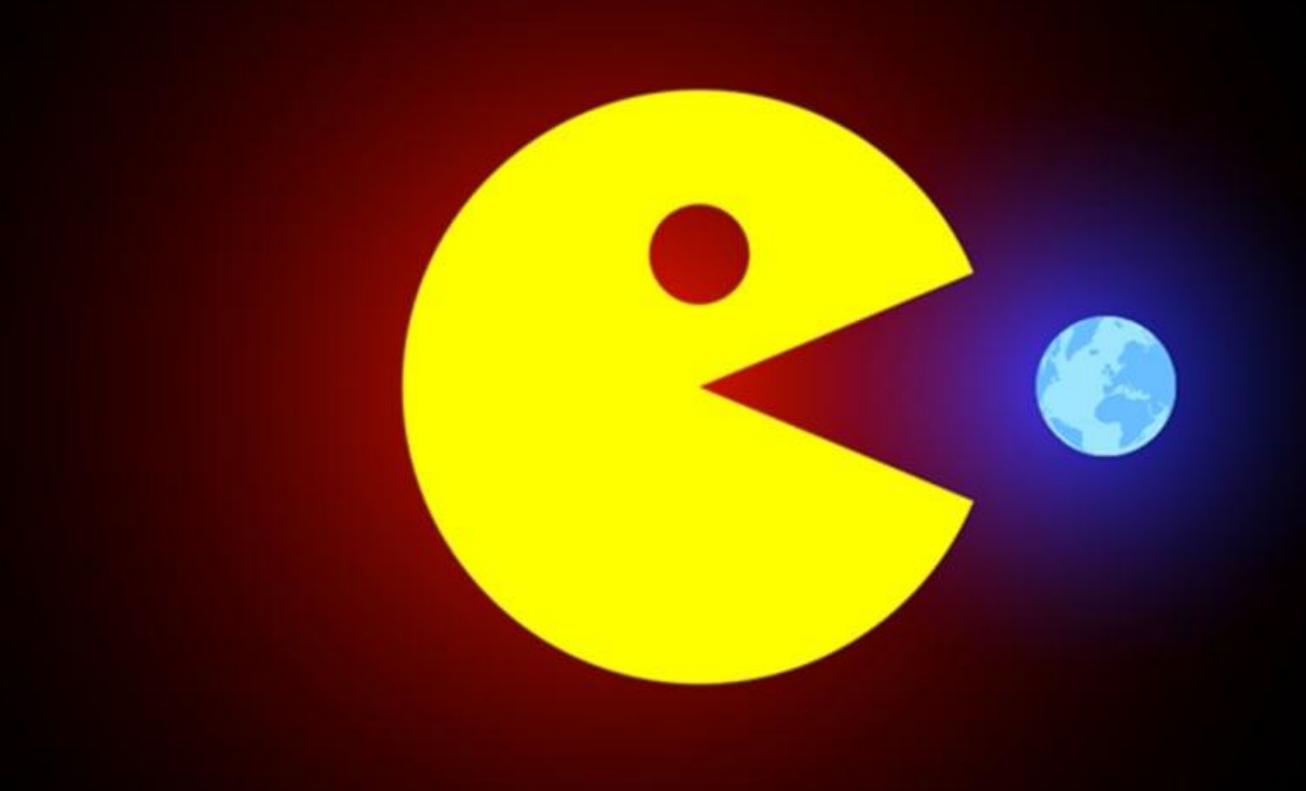
Mission:

Keep talent in Research roles!

Becky Buck, Forge Studio

@beckyBUCK__



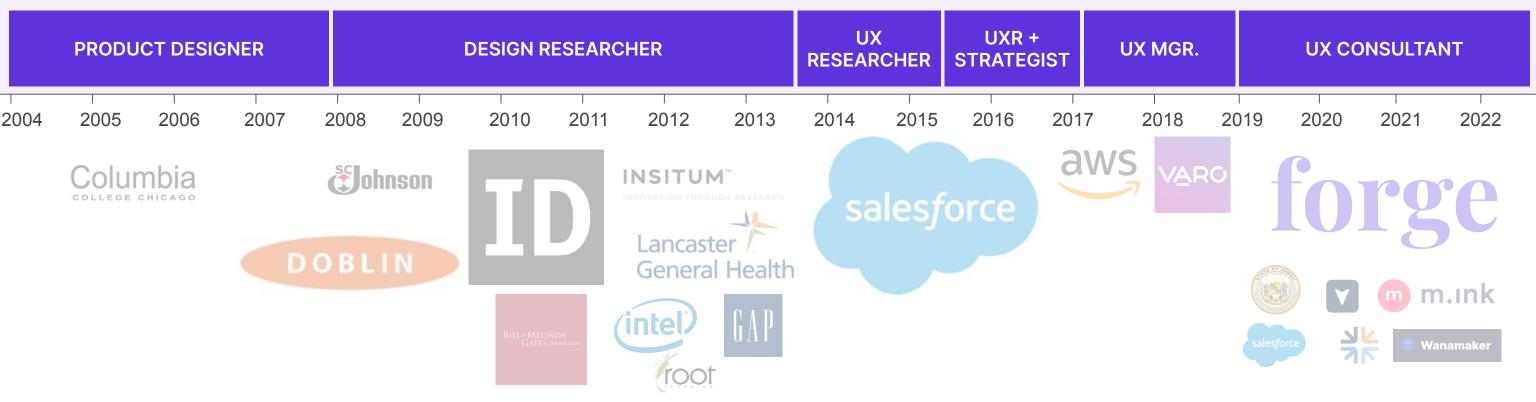
My boss wants me to run *just* this survey... for the next year.

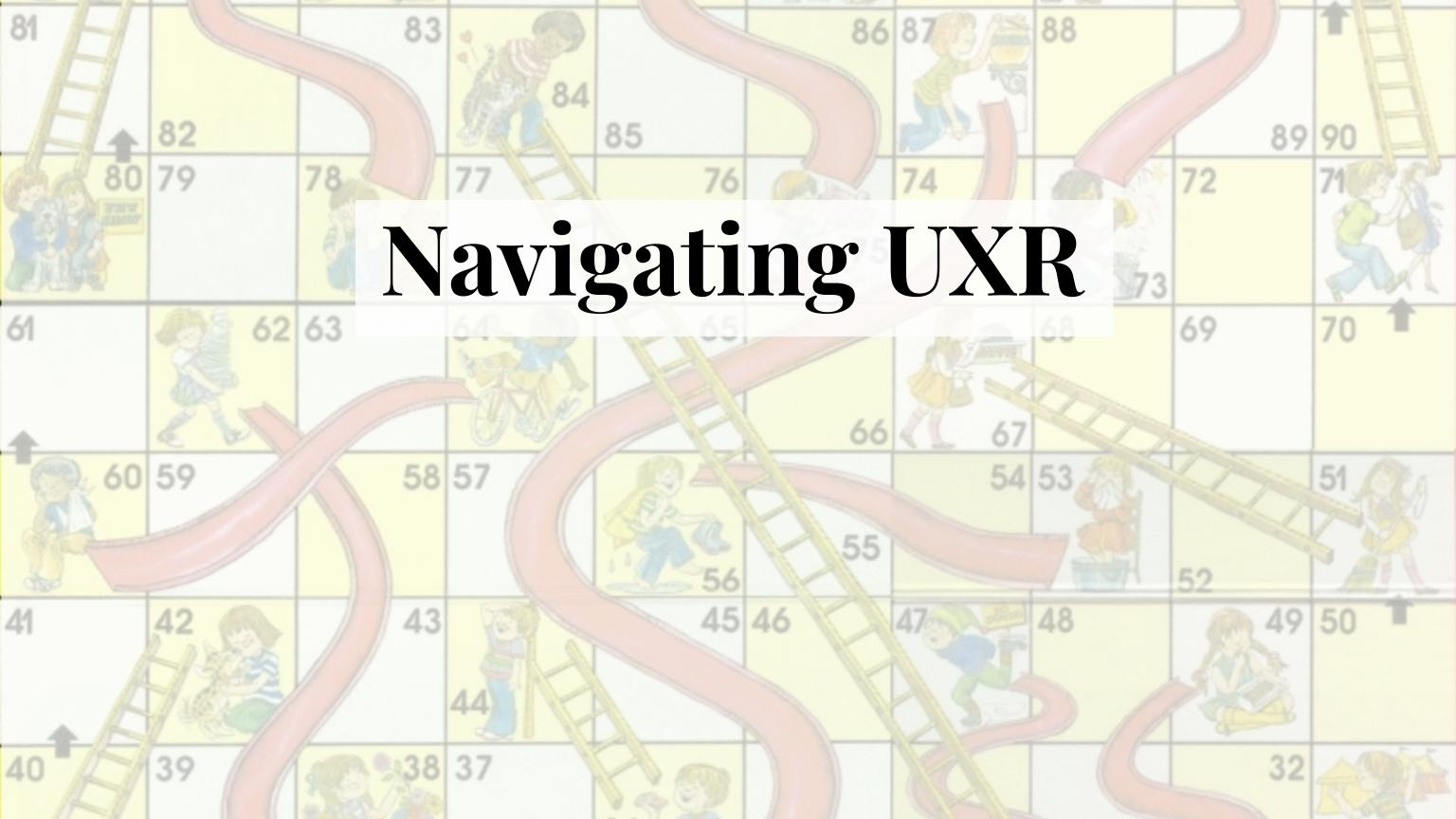
My manager's idea of "coaching" was telling me my foundation was too yellow.



I tried working in UXR.
I cried every day for
months before I quit.

>15 YIS applied research





Who is qualified to be a UX Researcher?

66 HALL 99

UXR backgrounds



PhD Programs



Design Thinking



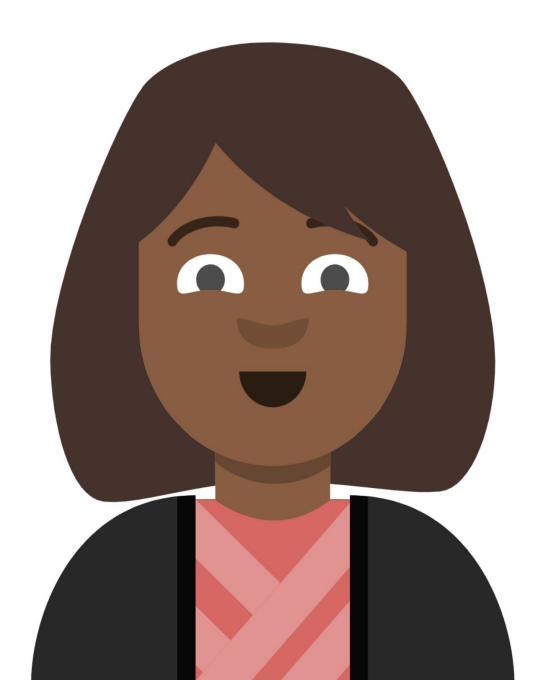
Adjacent Roles

Strengths & struggles



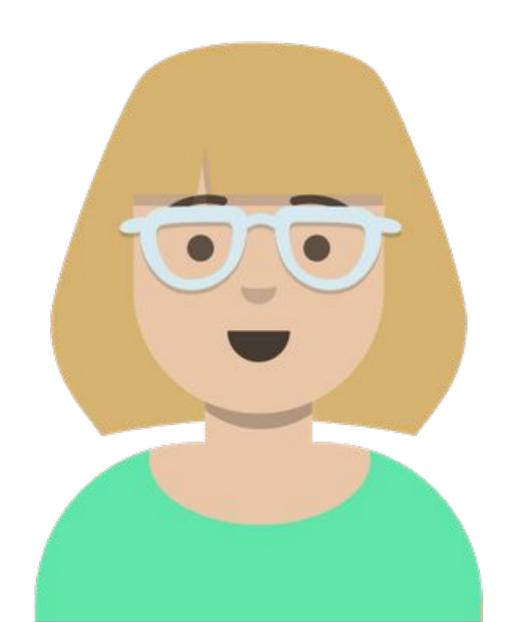
PhD Programs

Strengths & struggles



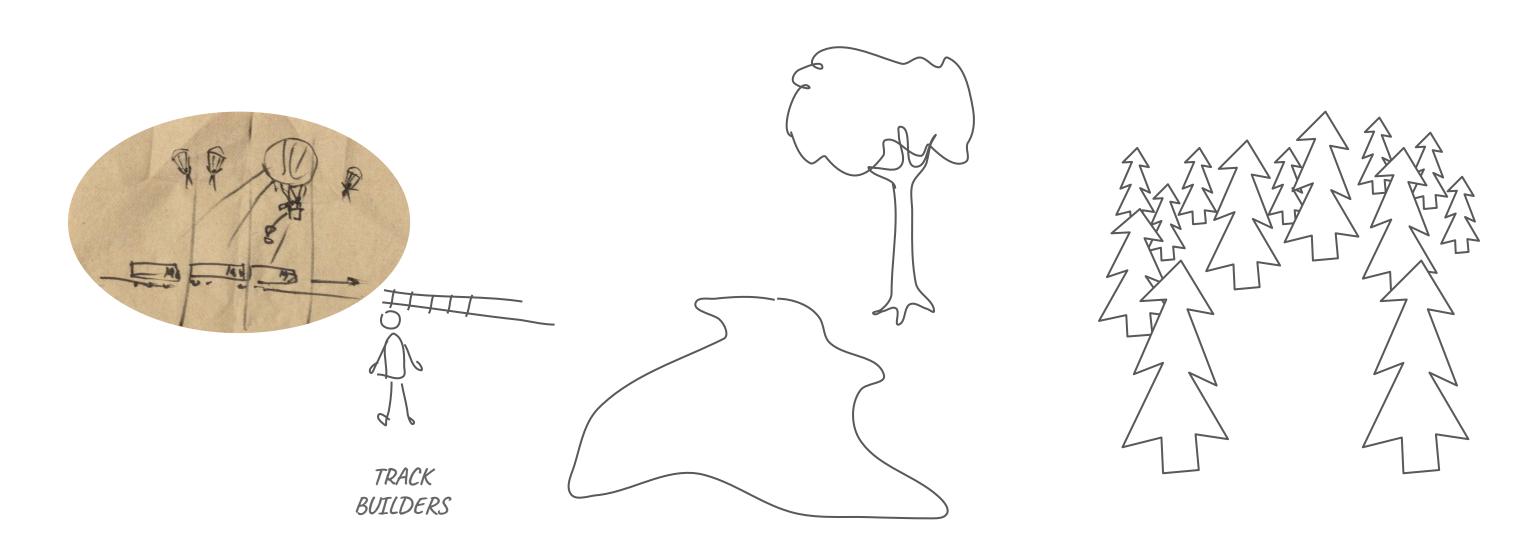
Design Thinking

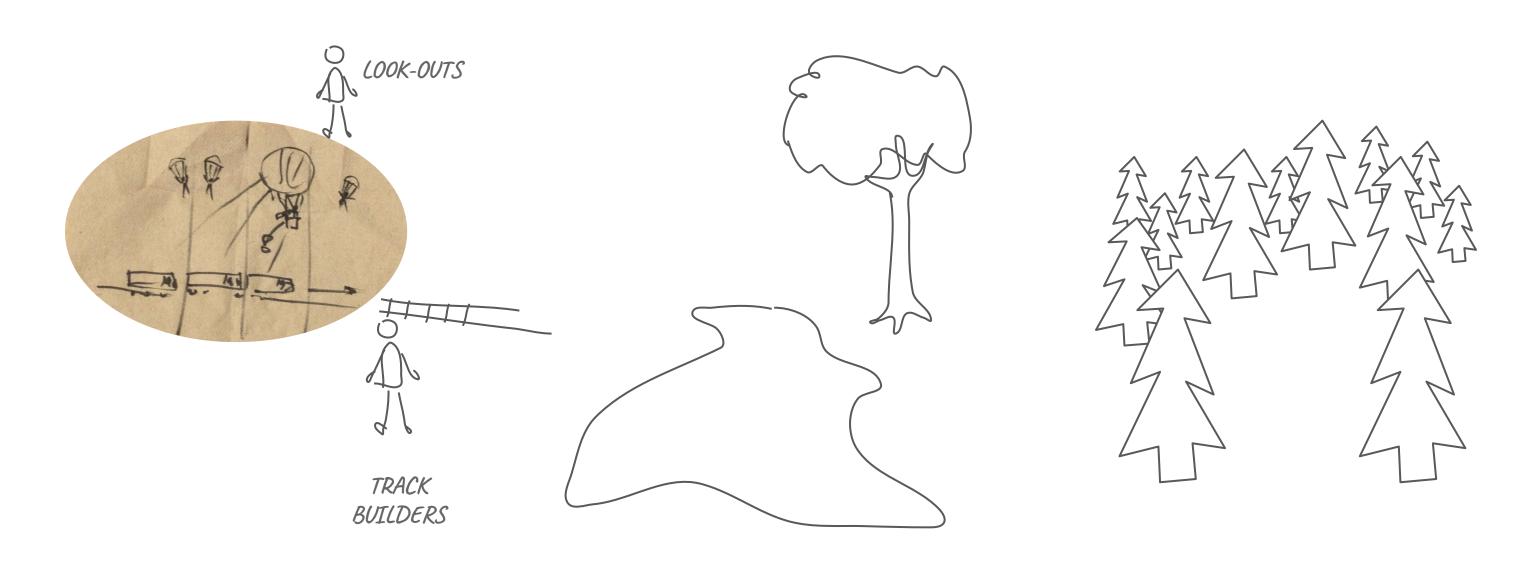
Strengths & struggles

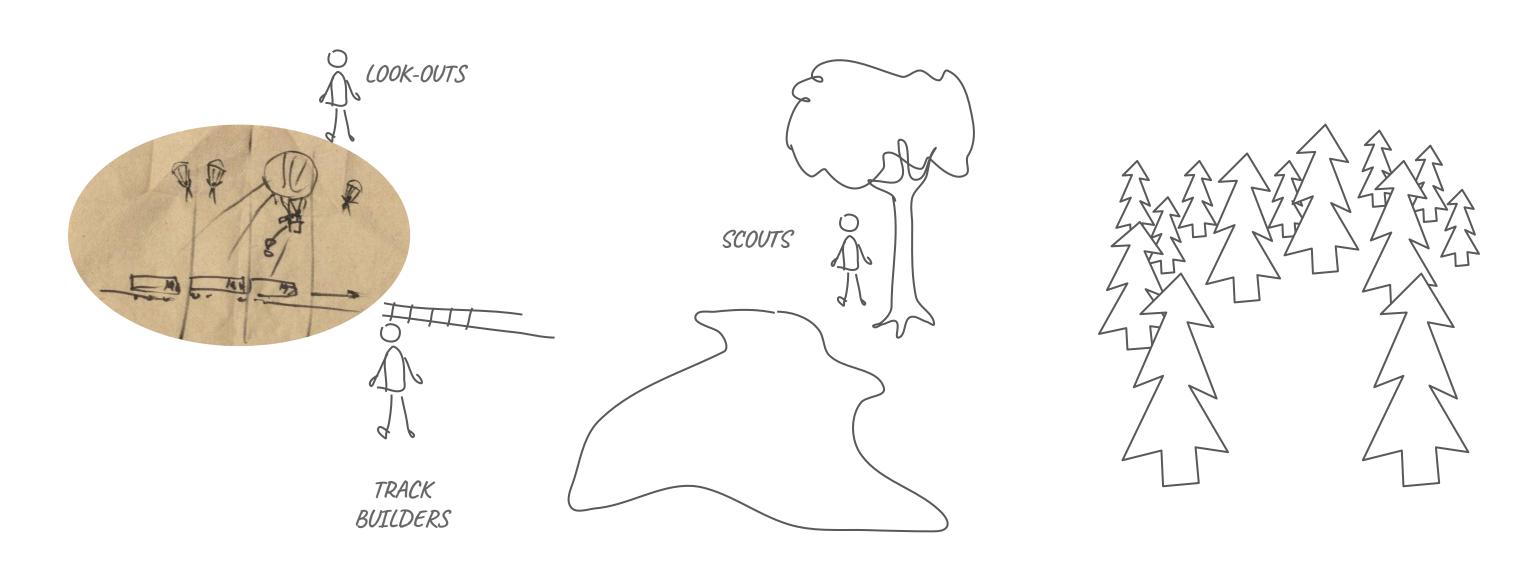


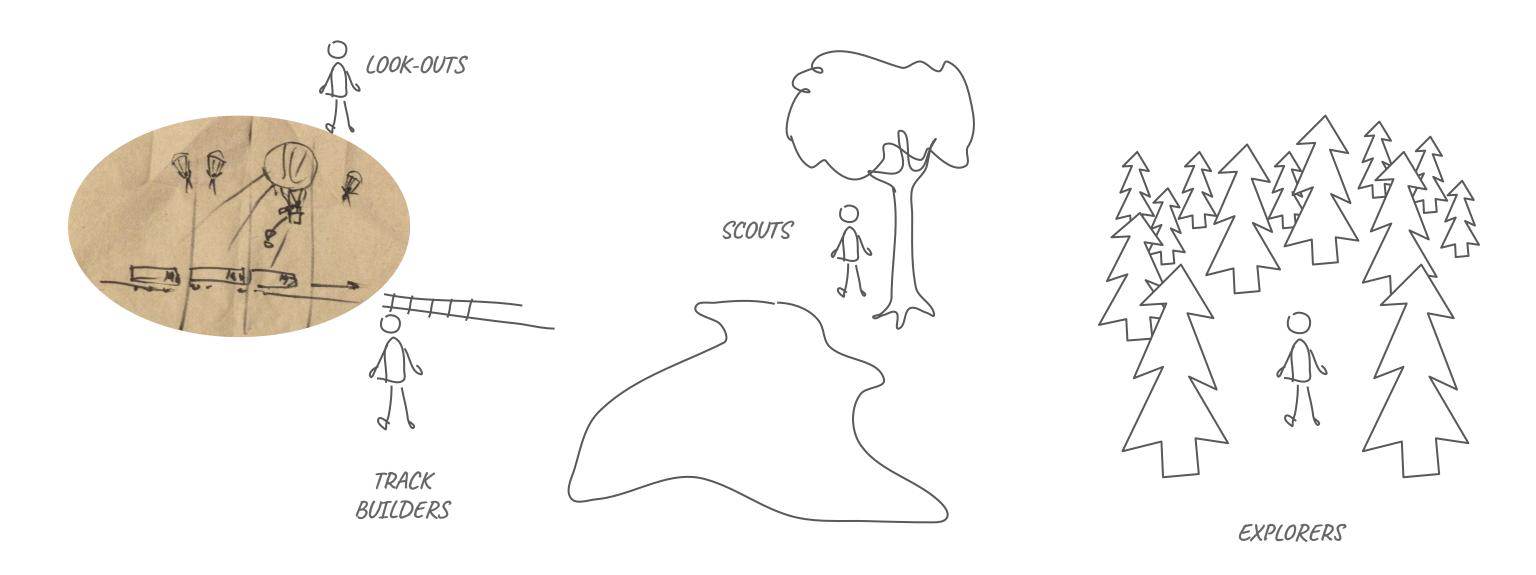
Adjacent Roles











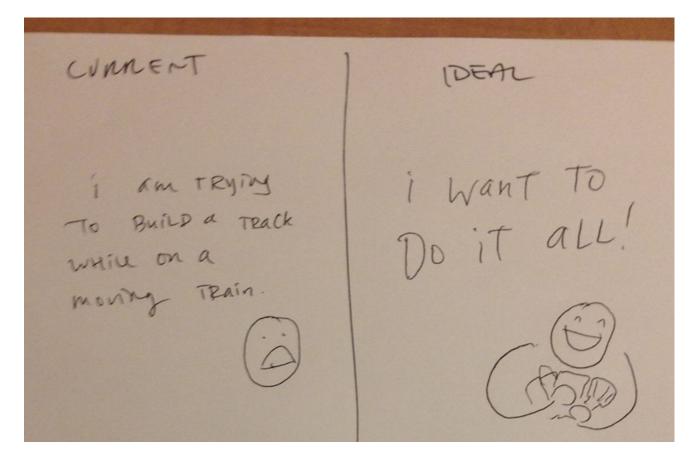
CURRENT	IDEAL

"Ideal" is personal

Person A

ALL 3 SCOUT

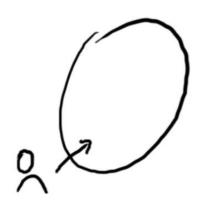
Person B



Structure is flexible



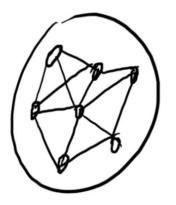
Embedded on a Team



External Advisors

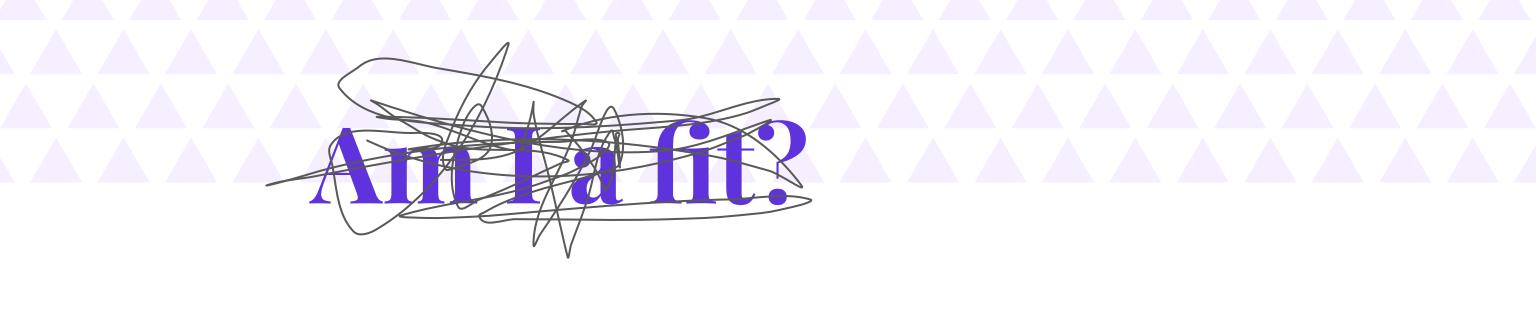


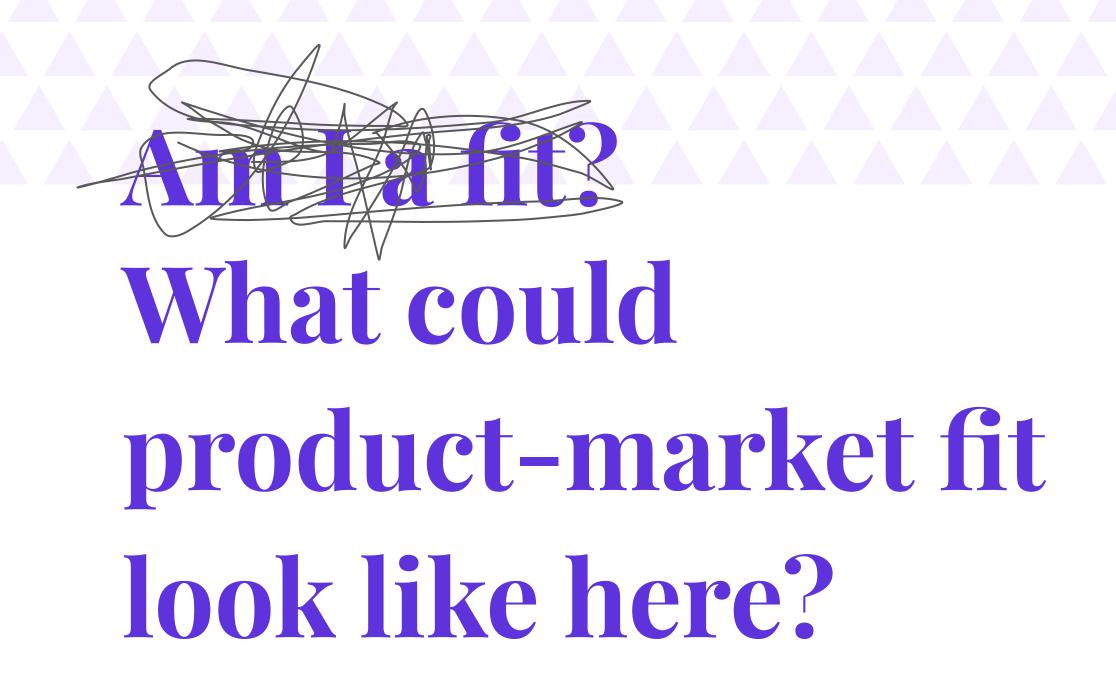
Centralized Function



Decentralized Network

Am I a fit?

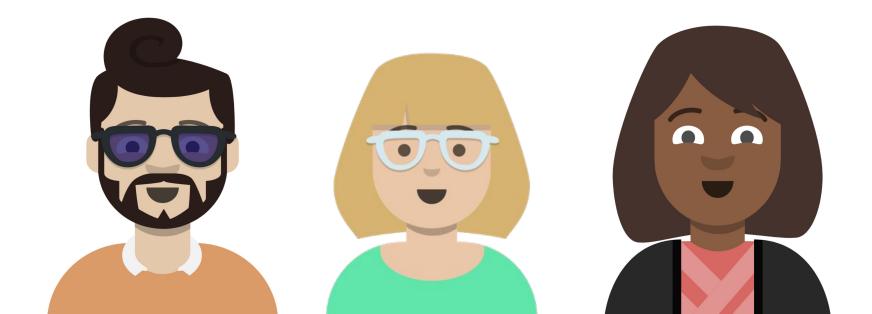




What could product-market fit look like?

What strengths can I leverage?

What blind-spots might I be unaware of?



What could product-market fit look like?

How does my manager frame the job?

Is that a job I want?

How might I better frame the role I want?



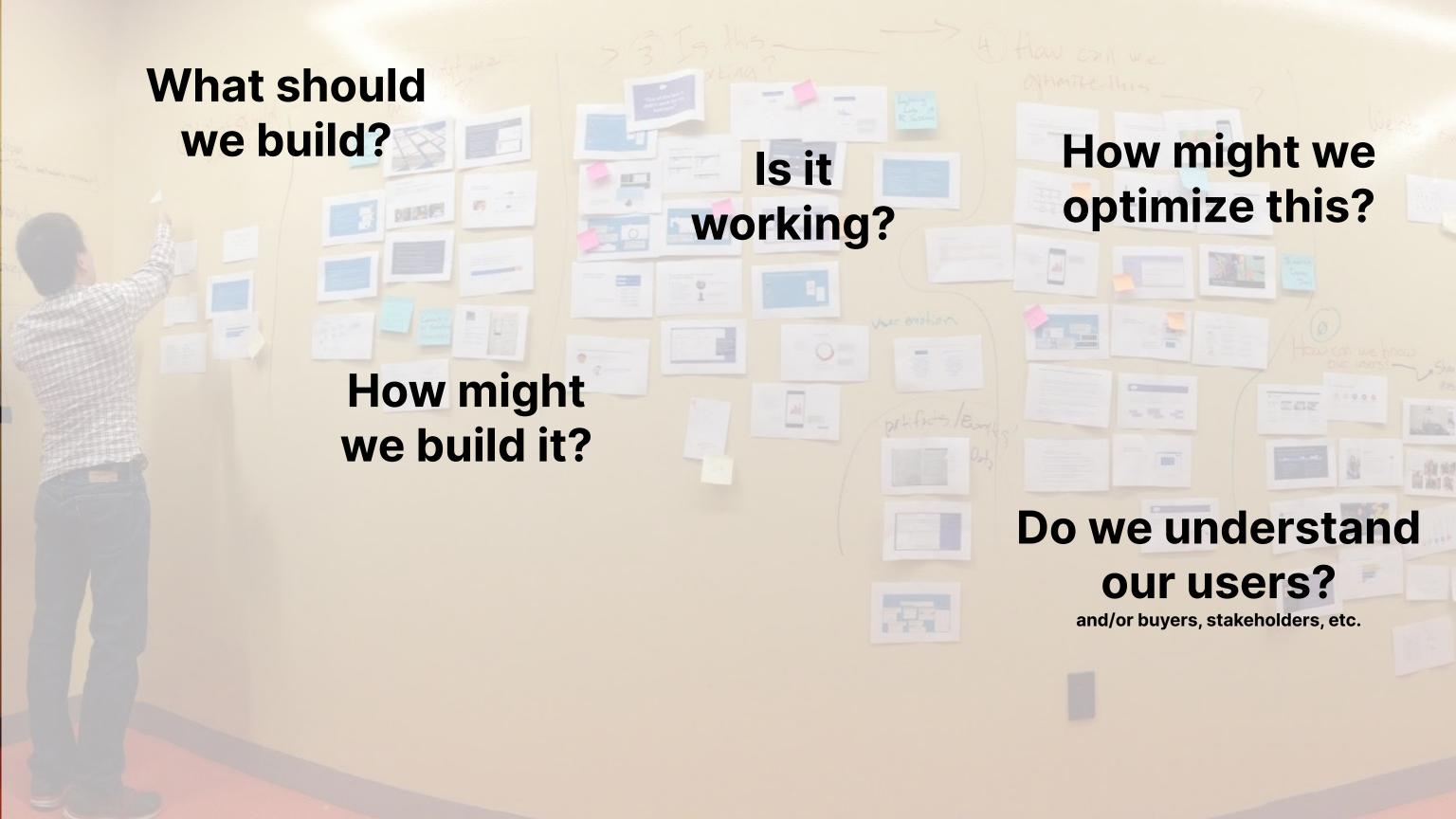
What is "good" UX research?

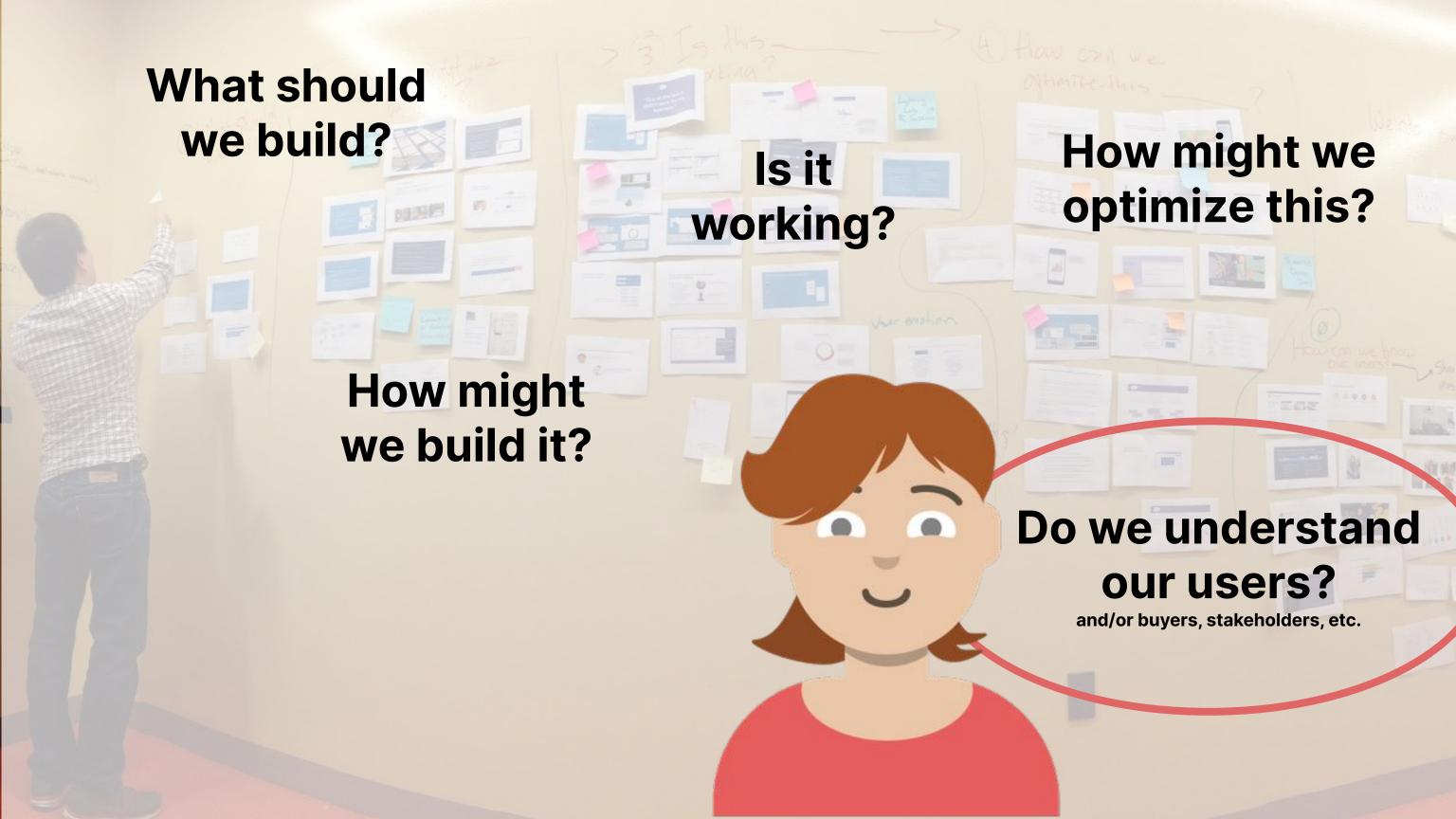












Meet people where they are

PROBLEM FRAMING	IDEATION	EXPERIMENTATION	OPTIMIZATION	EVALUATION
What do our customers need (or want)? How should we think about the competitive landscape? What problem should we solve?	How might we differentiate from competitors? What new features might we offer? What would we do if resources weren't a constraint?	Are we on the right track? Which approaches are working Does preference vary by customer segment? Why?	How can we improve performance of this design? Are there usability issues we can further assuage through non-structural changes?	Did we move the needle? Did our changes have impact? What should we do next?
Pull reports on cases Pull reports on feature usage Subject matter expert interviews Competitive analysis Review Forrester trends Secondary research	Customer Feedback UI comparisons Modes/motivation matrices Co-Creation exercises Design Studio/Workshops	Customer Feedback Preference Tests UI Pattern Alignment Heuristic Review Tree Tests Accessibility Reviews RITE Usability Tests	Unmoderated click tests Product usage data or A/B tests Videos to "show, not tell"	MAU/DAU Completion rates Error rates Drop-off points App Store Reviews Customer Feedback
Behavioral models User Mental Models UX success metrics Design briefs Trends Reports Customer Segmentations	Sketchy concepts Storyboards Concept systems	Invision prototypes Keynote animations HTML clickable protos	Identification of outstanding issues Recommendations for changes Heuristic triage Further convincing	Discussions and documents about how to interpret the usage data.

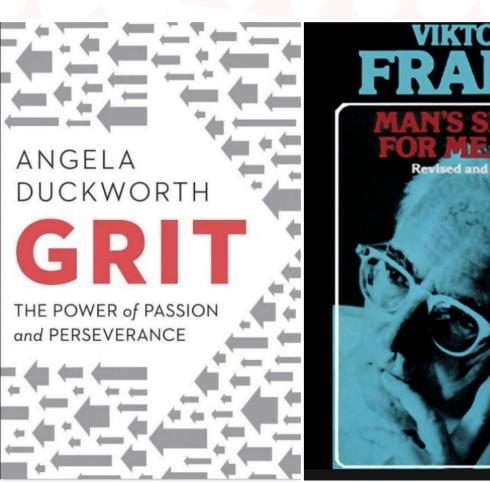
^{*}It's cyclical and often nonlinear, but you get the idea

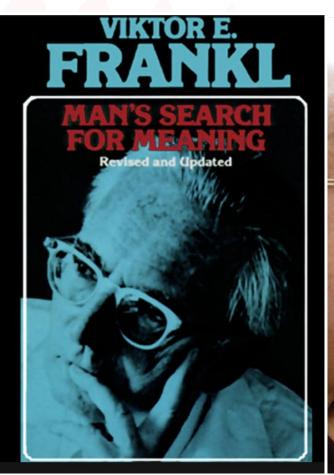
"Listen to ideas that make you think hard—not just opinions that make you feel good."

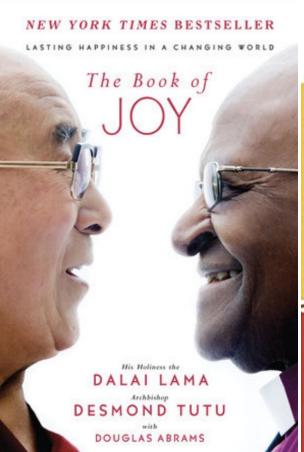
-Adam Grant *Think Again*

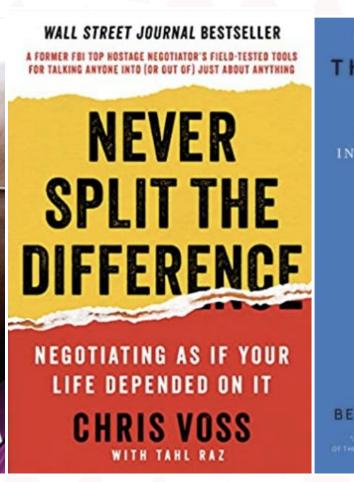
Burnout

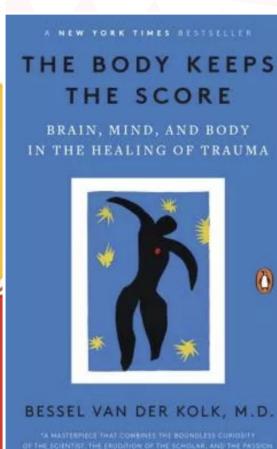
Is this burnout?











Consider a coach



design dept.



Megan Kierstead

www.MeganKierstead.com

design dept.

https://www.designdept.co/

Natasha Lindor Hahn

natasha@theandfactor.com



Thankyou. Questions?

Illustrations by https://blush.design/

Becky Buck, Forge Studio

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