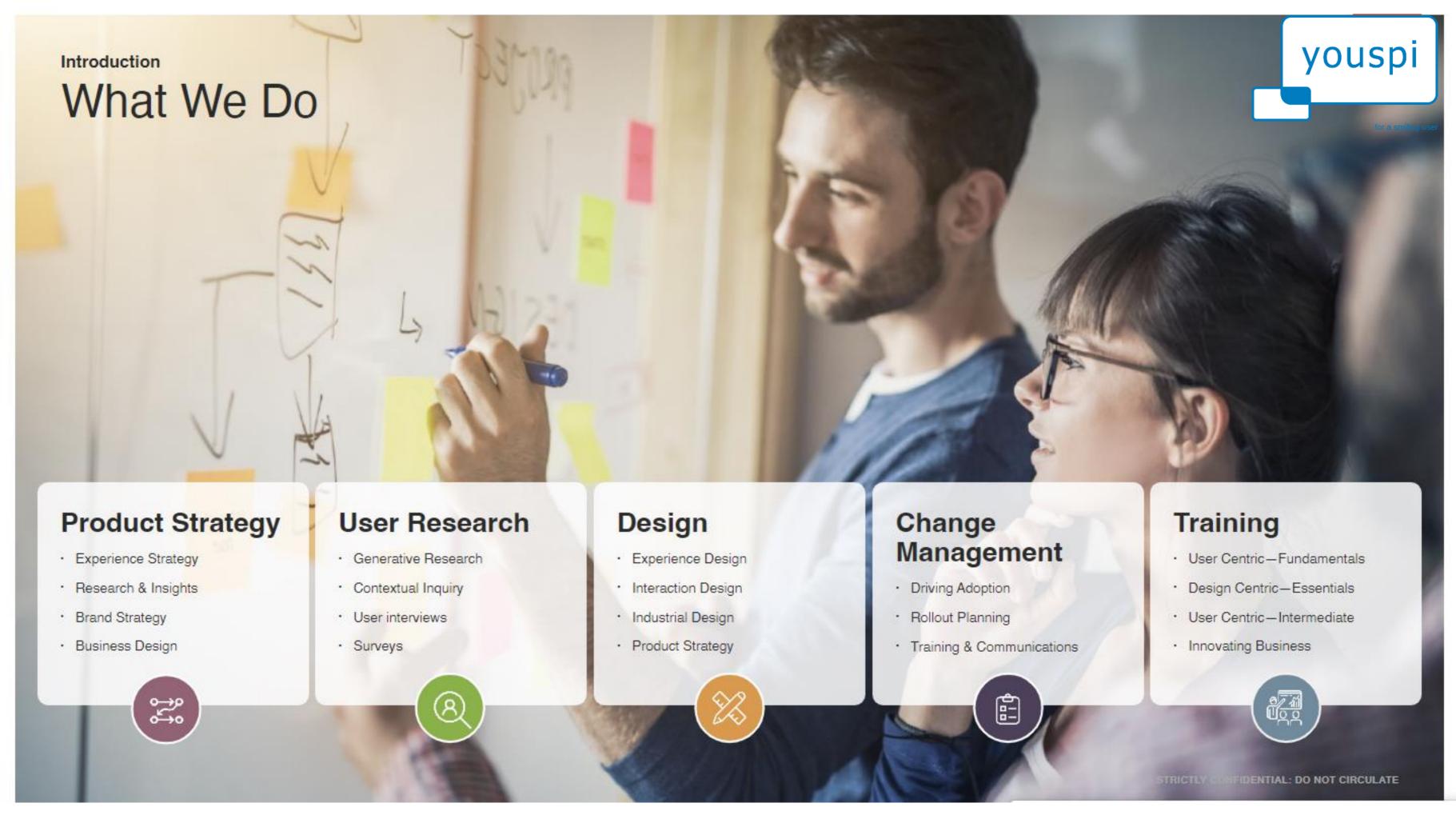


Your partner for SIMPLICITY, EXPERIENCE & INNOVATION

Where We're Located



















































We organize the WORLD USABILITY CONGRESS



www.worldusabilitycongress.com Industrial UX on Oct 10th

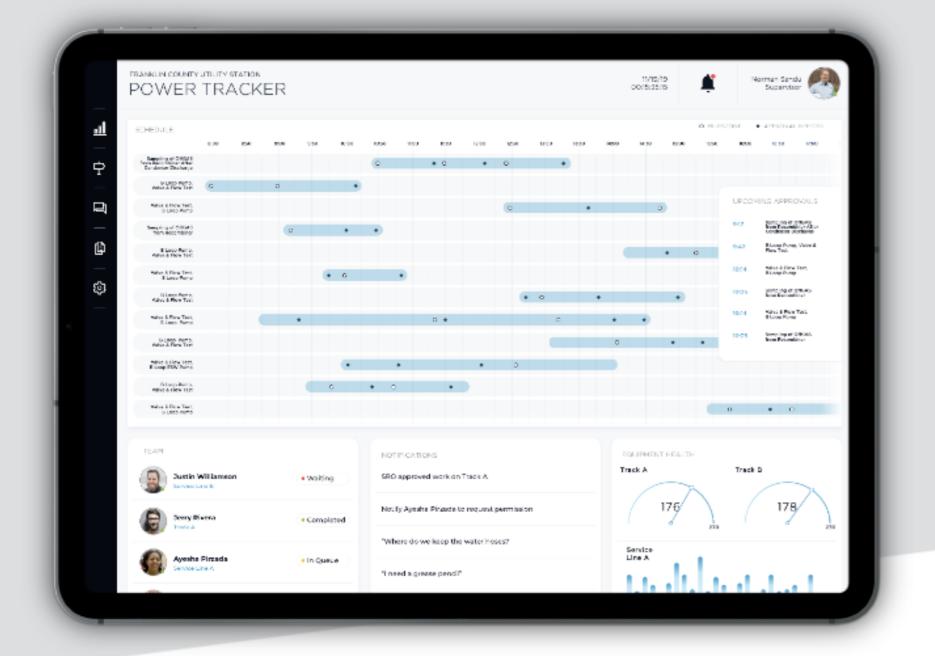
Examples RESEARCH CONCEPTION

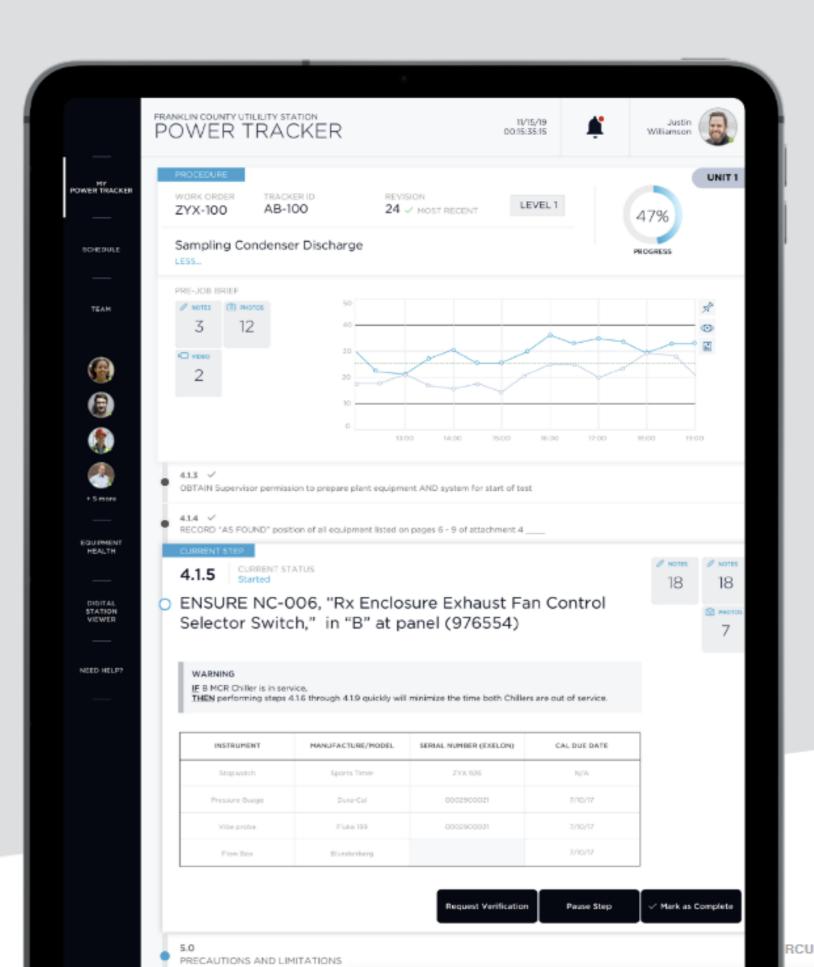
DESIGN

What We Do

Design Results

Changing preconceived notions about the way work is done by reworking new technologies in Large US Utilities. The answer to "How can we work differently?"





HEATER CONTROL

Task:

Redesign

Service

- Customer analyses
- Software & Hardware concept
- Interaction concept
- Design

Solution:

- Innovative interaction
- Three interaction concepts in one
- Two hardware concepts in one









Data Aquisition software - Dewetron

Task:

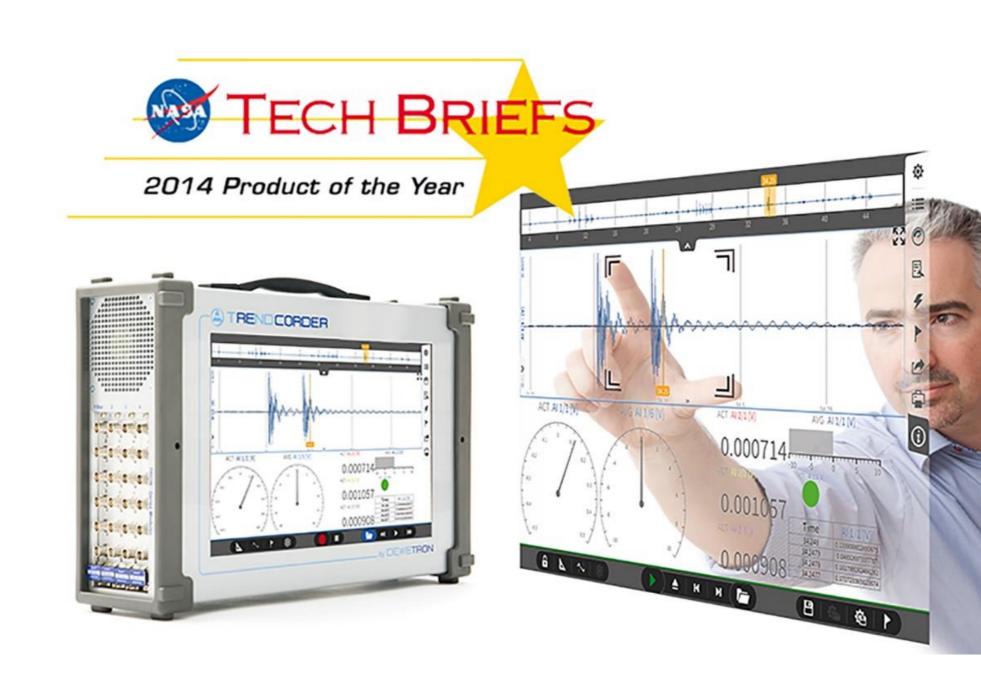
Create a new software

Service:

- Customer analyses
- Interaktion concept
- Pattern Library
- Design

Deliverable:

- Concept & Design & Patterns
- NASA Product of the year
- Awesome feedback





Products Strategy

A deep inquiry into a start-up client's pain points, training, and redesign of their asset management platform.





Software standardisation

PRINTER Software

Task

standardisation of 7 systems to one

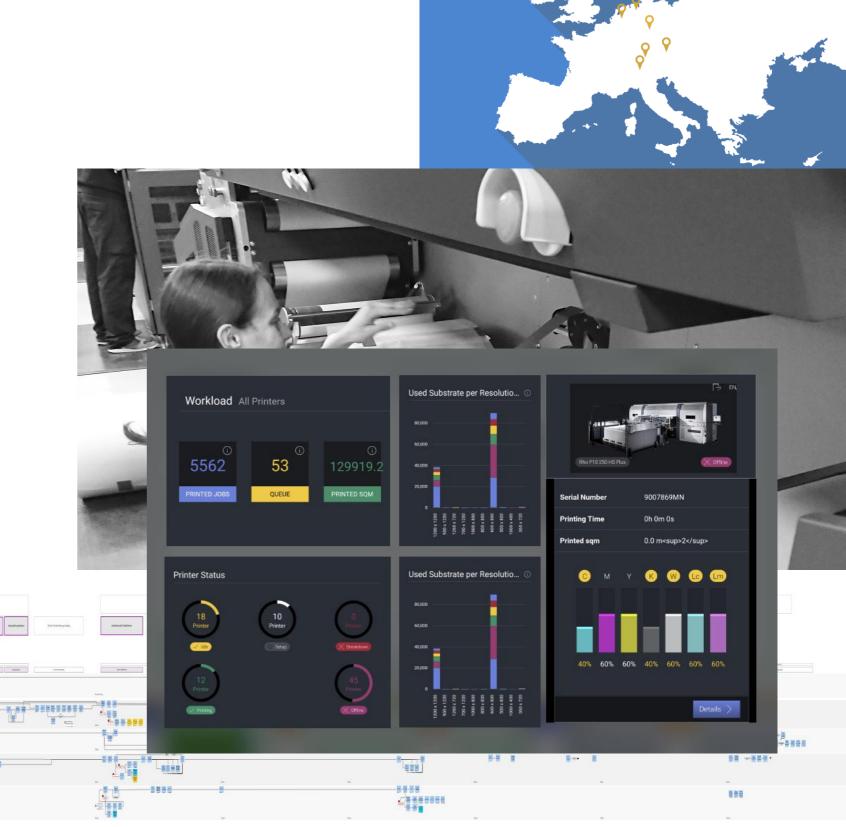
Service

- 30 in-deph interviews
- Persona development
- Customer journey analyses
- Customer journey innovation
- concept & recommandations

Deliverables

- Design & Wireframes
- Journey
- Personas





New development

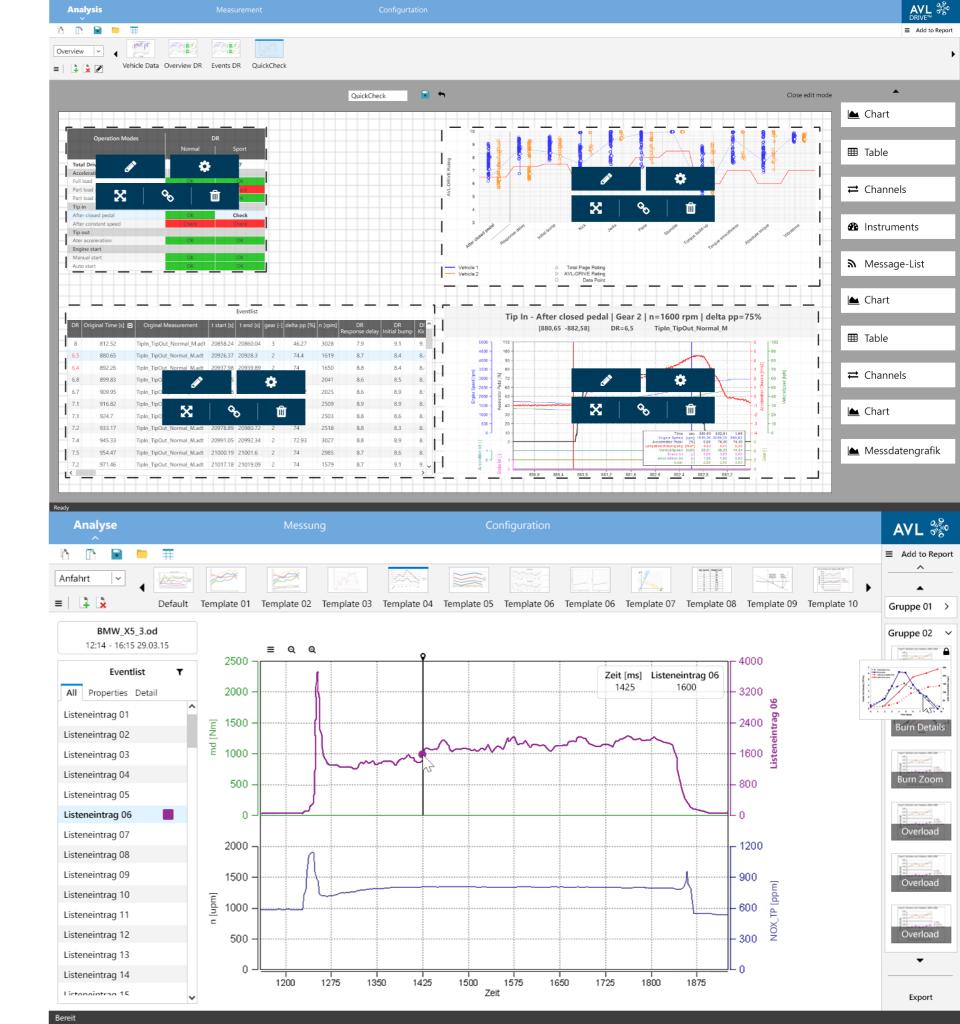
DATA Aquistion

Task:

Redesign of a data manipulation - and analyses software

Service

- Analyse
- Interaktionskonzept
- Design



BRUKER ALICONA

Task

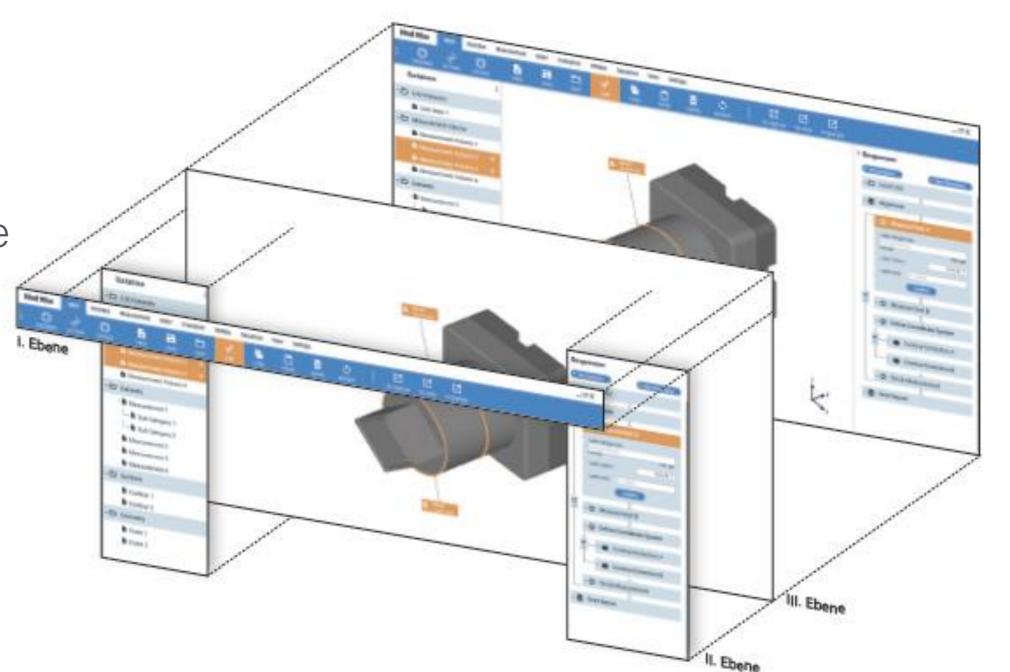
Redesign for a measurement software

Service

- analyses
- conception
- design

Solution:

Software GUI Requirements



Philips First use manual

Task:

New manual without text First use information

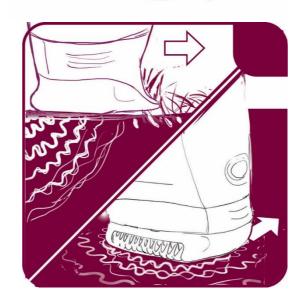
Service:

- Grafic Design
- Usability Evaluation
- Design

Deliverable:

Worldwide only one manual











Speech Processing Solution

Task Redesign

Service

- Analyses / Customer Journey
- Concept
- Pattern library
- Design system

Deliverable

- Developed 6 proved innovations
- Up to 20% increase of market share globally in the first 1,5 years





Service Design & Strategy

Porsche Experience

Task

Event Redesign - "Porsche Experience"

Service

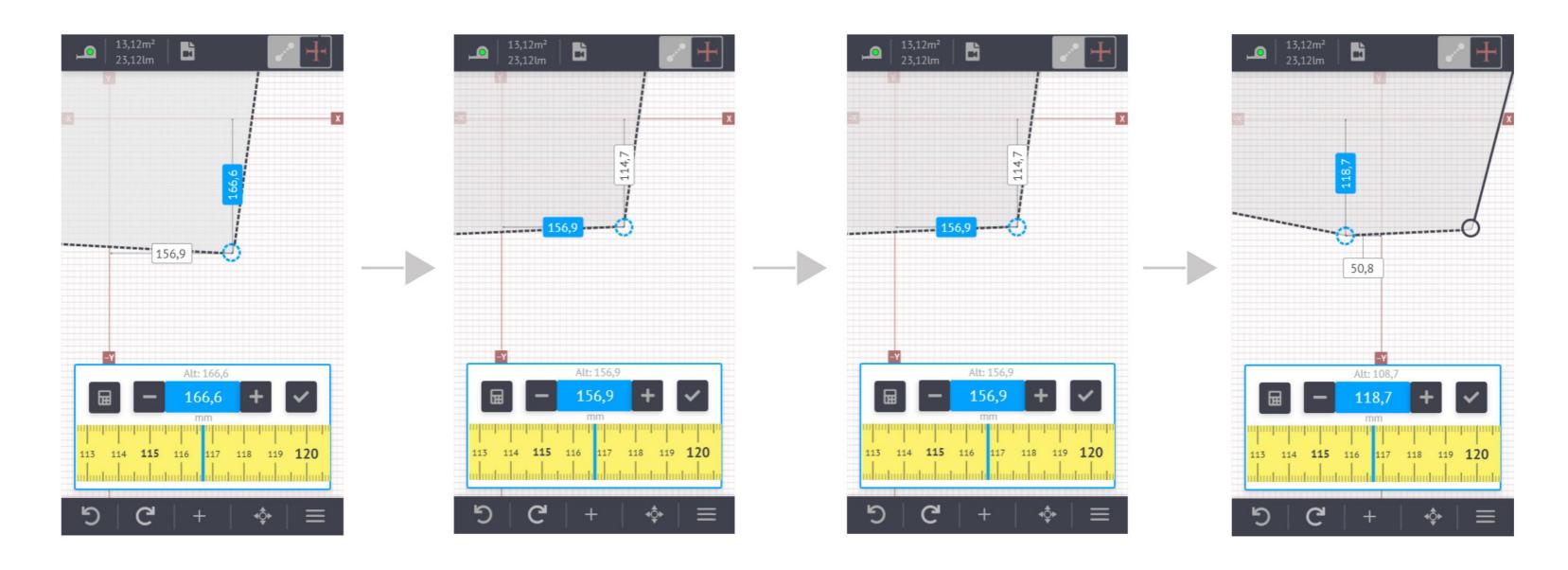
- 40 in-deph interviews
- Needs inovation development
- Service Design Concept

Deliverable

Touchpoint recommandations



Handcraft App



1 Sec













X-Länge wurde abgeschickt

Y-Länge wird gemessen

Our USP

Our strength is to be a profession in BtoB User Experience

We prove every line.

Anticipated Digested Actual use use use Responses resulting from use, i.e. Perceptions about a product Task completion is · Identification with the product Before having used it effective · (or development of a negative (or even purchased it) efficient attitude) satisfactory Usability (ISO 9241-11)

> User Experience (ISO 9241-210)

GUI is a theming. Everything is possible





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