

# Complex Interfaces: Designing on a Curve

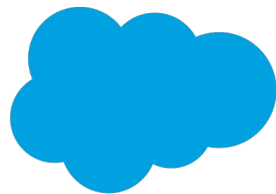
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Laurel Lawson *for* amUX, January 2016



First Wednesday Each Month

#amUX / [amUX.org](https://amUX.org)



# pardot engineering



Next  amUX

February 3

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...

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# Refining Usability out of Complication

...

Because it's fun

# Complex is not a dirty word

...

Complex != complicated



# Complexity is Conserved

# Our job is to manage complexity

...

(your mission, if you choose to accept it)

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# The Spotter's Guide

# Hidden Design Debt



Administration and Configuration  
Government and Military  
Healthcare and Infrastructure

# Principles don't change

...

finding irreducible simplicity

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# Strategy

# Microservice vs Monolith



Decouple architecture and perception

# Convention ~~over~~ *and* Configuration



**Context**

what do I need to know?



**Function**

what am I doing?

**Role**

what am I doing next?

# Tactics

# Contextual vs Visible

...

or:

simple vs transparent

# Know your users



Probably not “general public”

# Know your use cases



no, you can't "just hide it"

# Privilege and Data



Need to know, right to know

# Modular [everything]



Minimal - Meaningful - Functional

# Clever, Cute, Creative

...

To be, or *not* to be



# Perfect is the enemy of Good



Compromise, Cuts, Ruthlessness, and Acceptance

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