

Yammer Design



Attributes



Use this screen to select and modify your character's Attributes. Find the Attribute you want to modify, then move the slider to increase or decrease its level. You may also click the boxes beside the sliders and enter your Attribute levels manually. Your Health, Stamina and Mana cannot be changed directly; they will change when you adjust your

Attribute
Credits
0

Health		15
Stamina		30
Mana		10



Random
Attributes

?
HELP

≡
MENU

⏪
BACK

⏩
NEXT

↪
TO END

Product Attributes

Time to market



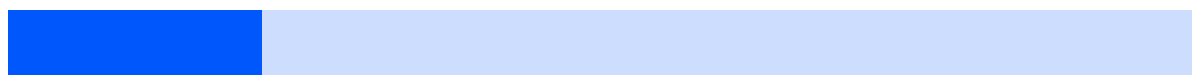
Technology Innovation



Investment Needed



Conversion Rate



Makes the world a better place



Product Attributes + Design

Design is that DLC you pay a ton of money for and allows you to select more attributes in your char creation.

Time to market



Technology Innovation



Investment Needed



Conversion Rate



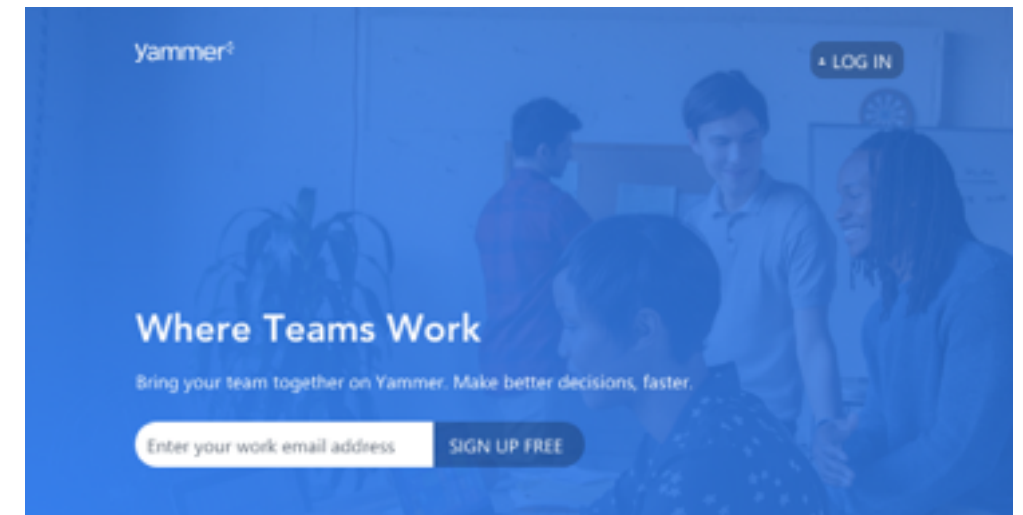
Aesthetics



Usability



Enjoyable



Keep Your Team Up to Date

Organize all your team communication in one place with Yammer Groups. Create a single destination for your messages, files, and updates, where everyone has a view of what's going on without all the usual back-and-forth.



Work Smarter, Work Together

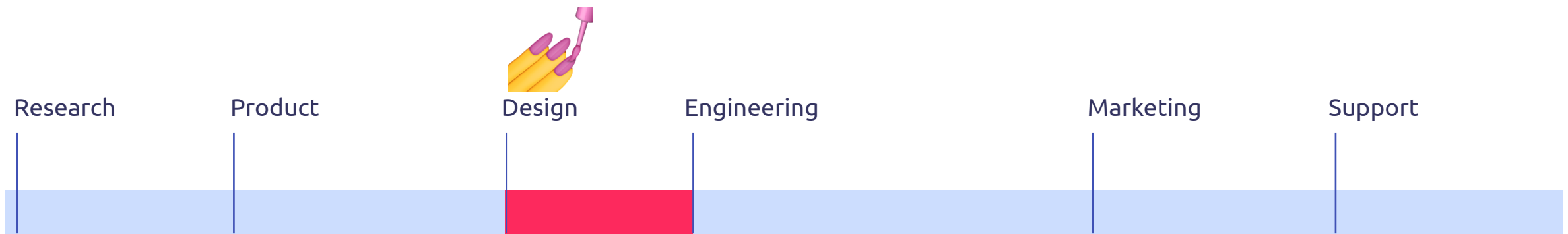
Find what you need, right when you need it. Yammer seamlessly enables connections to people and information from across your organization that you never knew existed, making it easier to move your work forward.

Move Work Forward

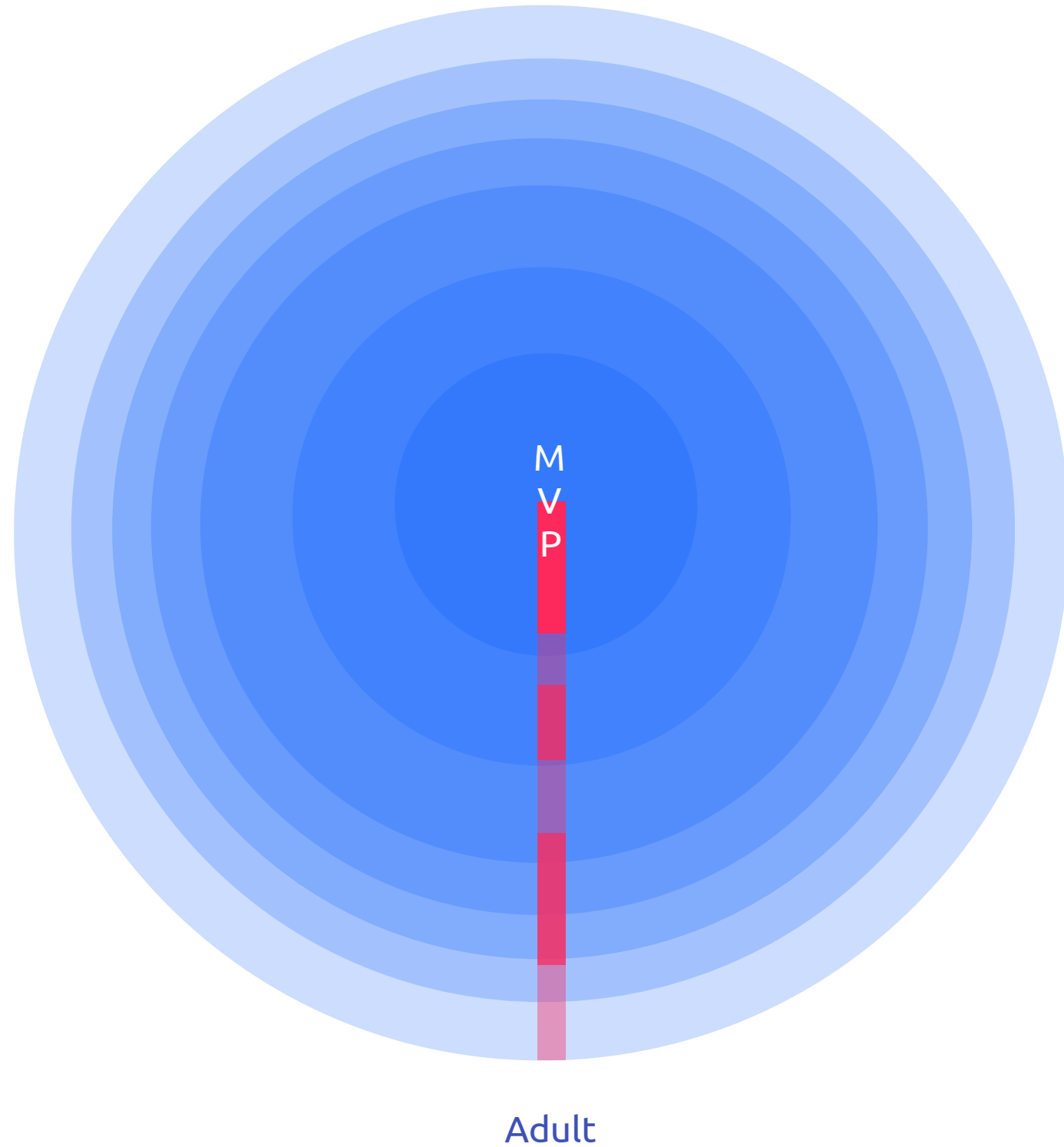
Spend less time crafting perfect emails, and more



Product Design Process



The Real Thing



Micro vs Macro

Some Design push back from time to time

Coherence

Guidelines
Design Domain

Fabric (Hello Daniel)

Reusable

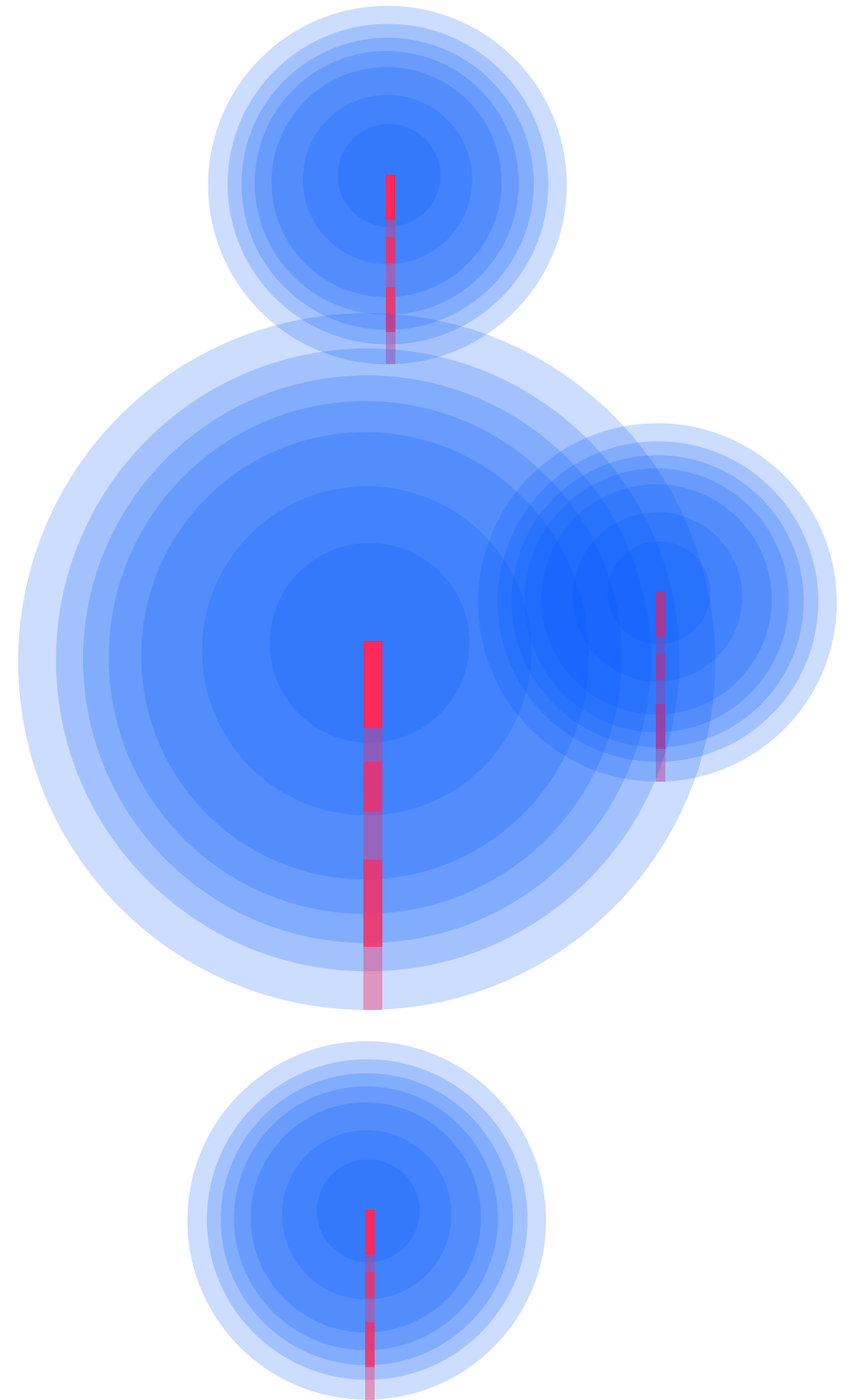
Educational toast

Overlaps

Multiplatform

*Accessibility

Brendan



How did it work

Private Messages



The Chaos

Needed exploratory time. Discard and focus. A lot of research.

The Design Sprint



"Design"



Sprinters

Decision maker

Pavan and Gadi

Product

Pradeep and Adrienne

Design



Engineering

Pablo and Sean

Research

Cindy and Emma

Data

Supriya

Facilitator

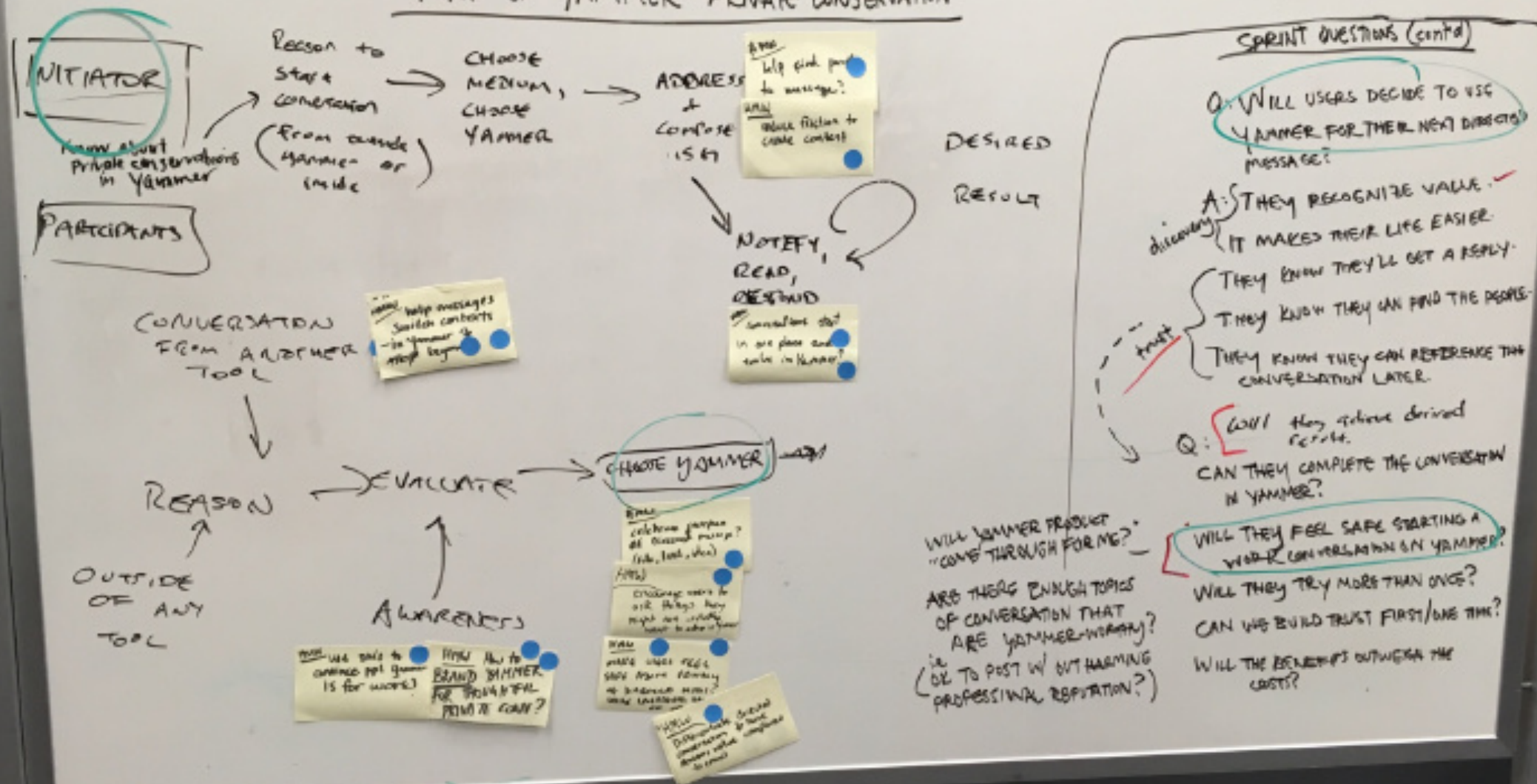
Surabhi

Align goals

LONG TERM GOAL:

More thoughtful private conversations start and develop in Yammer (and lead user to working openly)

MAP OF YAMMER PRIVATE CONSERVATION



What we don't know

SPRINT QUESTIONS

WILL PEOPLE KNOW DIRECTED CONVERSATIONS CAN HAPPEN ON YAMMER?

WILL PEOPLE BE MOTIVATED BY ^{PRIVATE} DIRECTED MESSAGING IN YAMMER? (MAKE YAMMER STICKY)

CAN PRIVATE JIBE WITH NETWORK VALUE?

WILL PEOPLE DO IN YAMMER WHAT THEY WOULD DO IN EMAIL?

WILL DIRECT MESSAGING INCREASE... GROUP POSTING?

WILL DIRECTED MESSAGING SUPPORT NOTION OF WORKING OPENLY?

X WILL YAMMER BE PERCEIVED AS A PERSON-TO-PERSON TOOL?

X WILL USERS UNDERSTAND WHEN TO USE YAMMER AND WHEN TO USE GROUPS?

WHAT IS CRITICAL TO DIRECT MESSAGING? PRIVACY? SIZE OF GROUP? TIME?

WILL INITIAL CONVERSATIONS EVOLVE INTO SOMETHING BIGGER?

WILL USERS USE DIRECTED MESSAGING OVER GROUP POSTING?

WILL PEOPLE FEEL USE POSTING PUBLICLY AS A PUBLIC GOOD?

IS OPENNESS ENOUGH TO GET PEOPLE TO USE YAMMER?

DOES OTHER PEOPLE SEEING DIRECT MESSAGING DIFFERENTIATE YAMMER FROM EMAIL?

WILL PEOPLE SEE YAMMER AS A PLACE TO FIND EXPERTS?

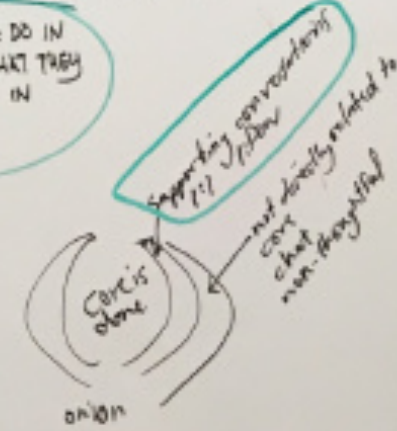
CAN ORGANIZATIONAL PULL OF EMAIL AS HABIT BE OVERCOME? WILL YAMMER BECOME A HABIT?

SHOULD WE BE DOING MORE TO CONNECT BETWEEN MESSAGING THREAD?

WILL DIRECTED MESSAGING REDUCE COGNITIVE LOAD?

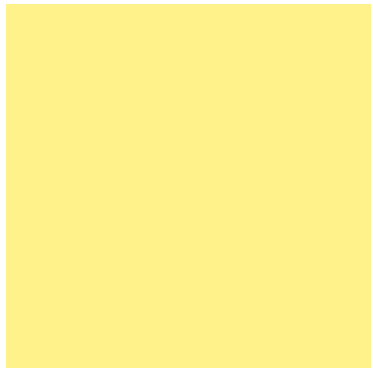
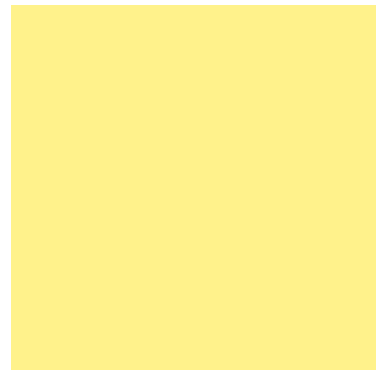
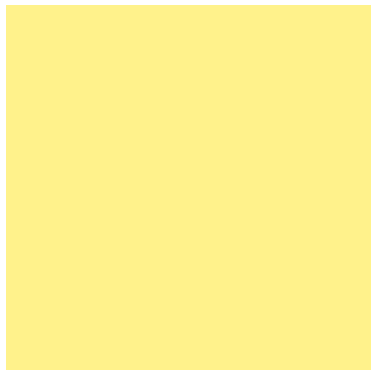
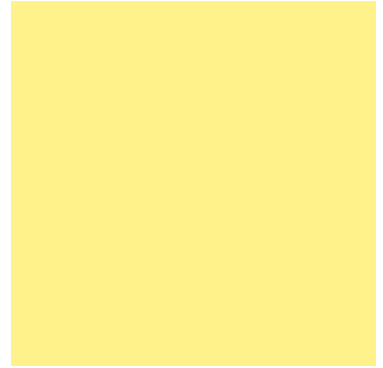
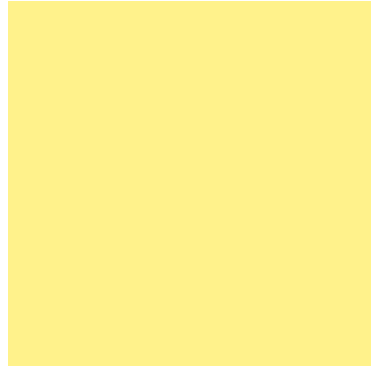
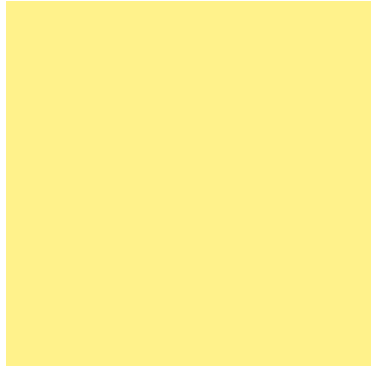
WILL DIRECTED MESSAGING PROMOTE NETWORK-BASED & GROUP COLLABORATION?

Privacy / openness

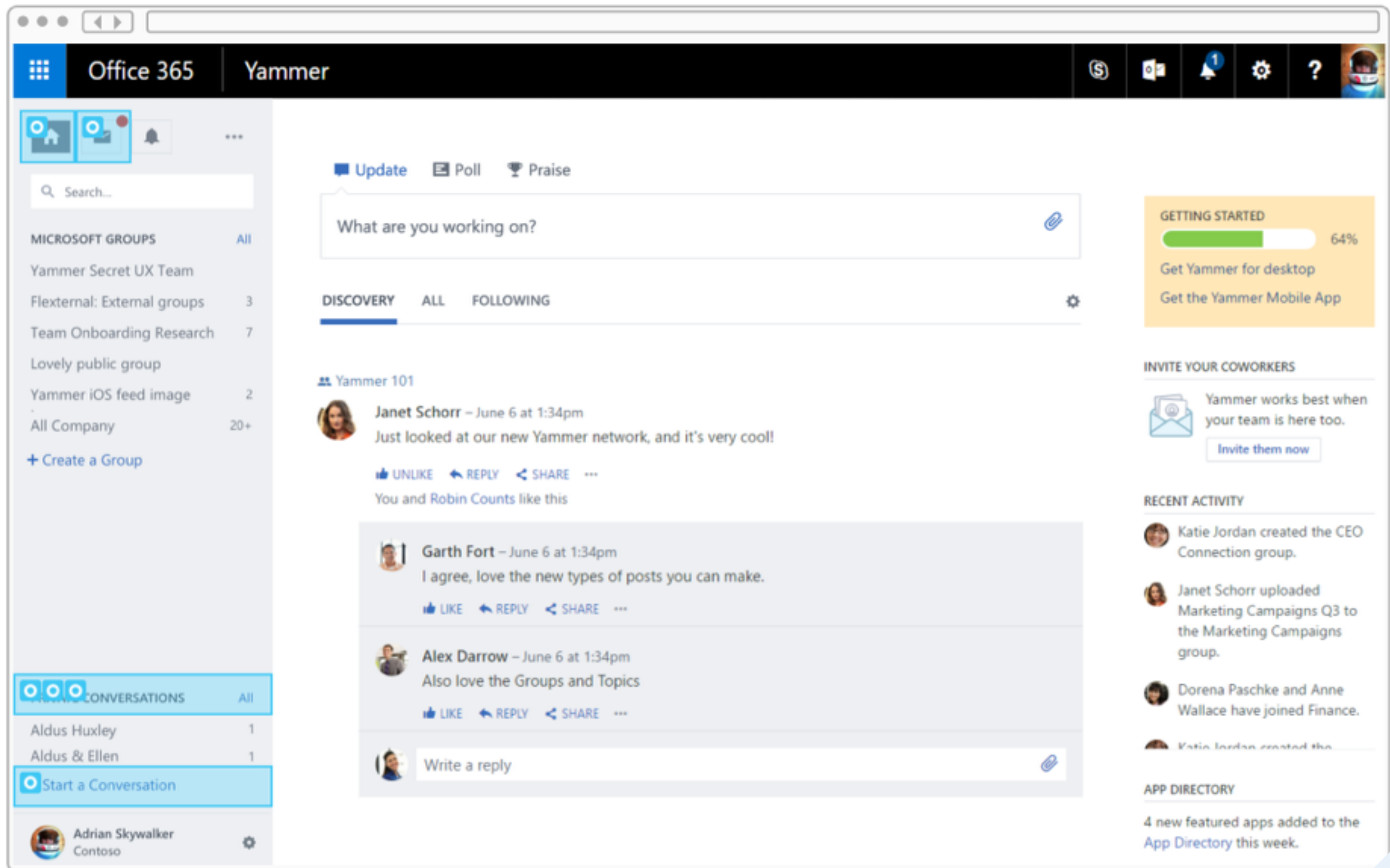


"ENTERPRISE TWITTER" - AMY

Ideas



Prototype



Test and Iterate



Pradeep GanapathyRaj – July 5, 2016 at 10:24pm

Emma Beede, here are the 4 user interview recordings:

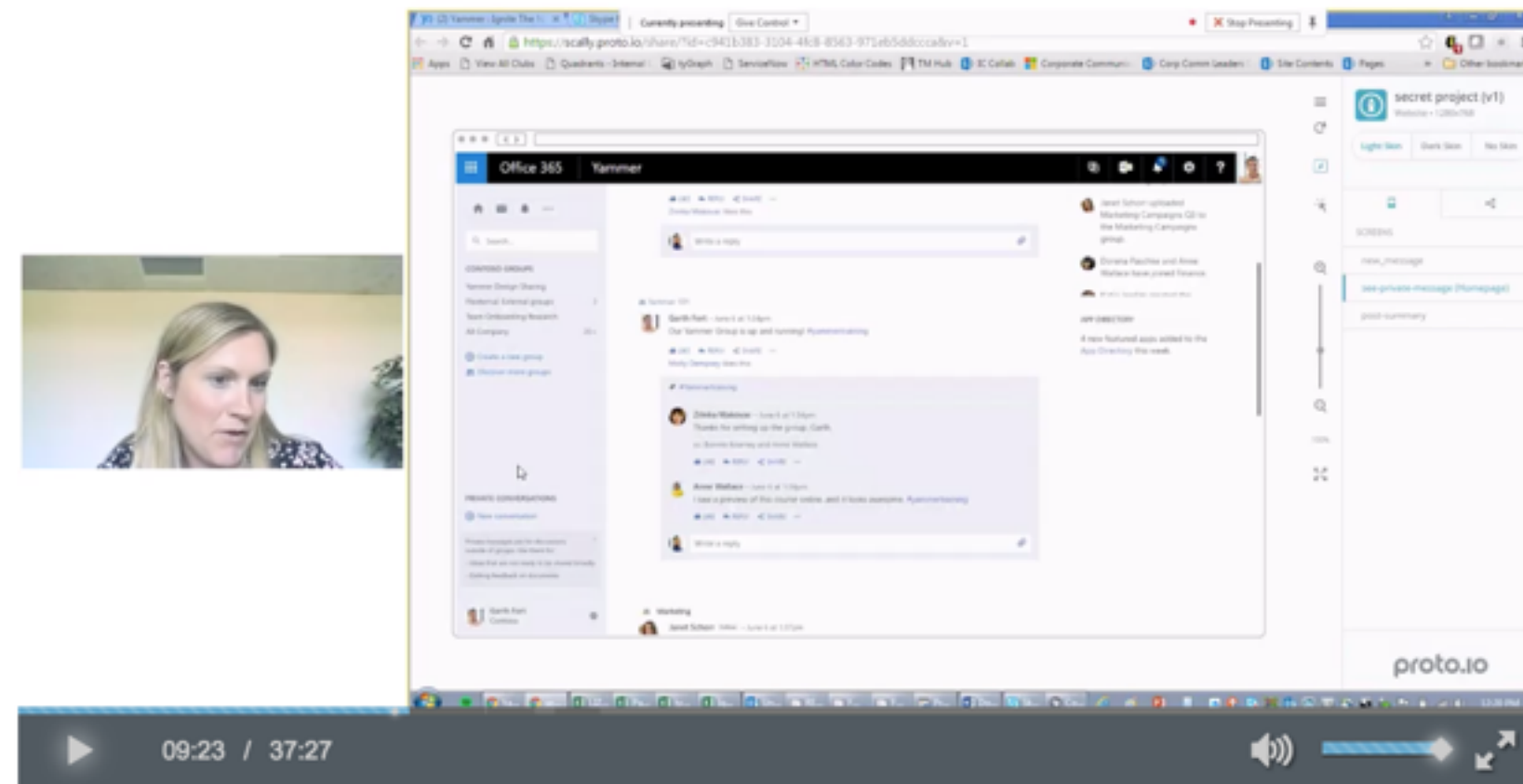
<https://www.yammer.com/microsoft.com/#/files/62109108>

<https://www.yammer.com/microsoft.com/#/files/62108954>

<https://www.yammer.com/microsoft.com/#/files/62108854>

<https://www.yammer.com/microsoft.com/#/files/62108684>

cc: Emma Beede





Gather feedback from everyone. Is it feasible? Does it align with OKRs?

Design requirements. Design explorations to gather feedback. Flows. Mock ups. Prototype. Guidelines. Fixes.



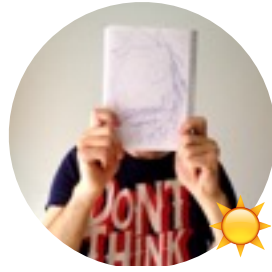
The Loop
Over and over again.

The Team

The Team



Aaron Van Schyndel



Manuel Muñoz



Cameron Lock



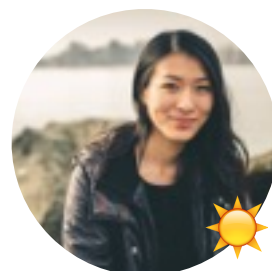
Dan Hannibal



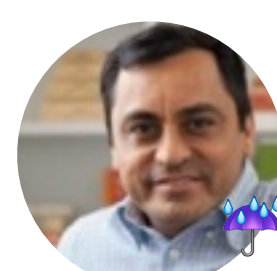
He Zhang



Adrian Mato



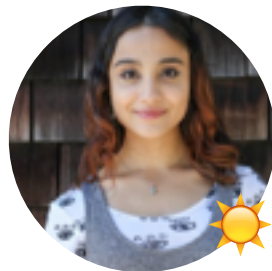
Jiajia Chen



Kike Alonso



Emma Beede



Soumia Fares



Cartier Gwin

Some things we try to do

UI

Manuel, Cameron, Adrian, Jiajia

UX

Dan, He, Kike

Design Thinking

Manuel, He, Kike

Illustration

Jiajia

Motion Design

Adrian, Dan

Quick Prototyping

Anyone

Copywriting

Cartier

Share knowledge in Medium, Dribbble, etc

....

Main tools we use

Sketch App
Adobe XD

Framer
proto.io

Github

Zepl.in



Where to find us

*disclaimer: we don't have any super secret meeting where we decide the future of humankind

Say hi!




PRIVATE MESSAGES +

- Pradeep GanapathyRaj, Man...
- Gadi Ben Zvi, Ken Pascual, Je...
- Gadi Ben Zvi, Ken Pascual, A...
- Andrei Bara
- Adrienne Trudeau 🙄🙄
- Gadi Ben Zvi

Yammer Design Sharing

We share EVERYTHING in the group so people can give us feedback



Yammer Design Sharing

Designers from Yammer will post their work here to help other team members be aware of what we.. ▾

[NEW CONVERSATIONS](#) [ALL CONVERSATIONS](#) [FILES](#) [NOTES](#) [Q](#)

[✓ Joined](#)

[Update](#) [Poll](#) [Praise](#)

Share something with this group...



NEW CONVERSATIONS

[Clear New](#)



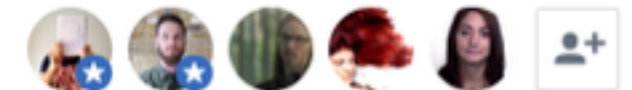
Adrian Mato Skywalker – 2 hours ago •

Hey, team! I'm sharing a small usability concern that has been always in the back of my mind: iOS pull down to refresh.

From my understanding, we are using a native component which is great but the effort required to actually pull new data is super uncomfortable and definitely higher than the rest of the common products we use on a daily basis.

I'm attaching some examples here but overall our pull down to refresh requires between 1.5 and 1.8 times more to actually finish the gesture and pull [expand](#) >

MEMBERS (76)



PINNED


[Add](#)

- [Design Guidelines](#)
- [Sample Content for UI Desi...](#)
- [Design kick offs docs](#)
- [Microsoft Brand Tools](#)
- [Lunch'n Learns Recommen...](#)
- [Localization Cheatsheet](#)
- [OSS Redline Notebook](#)
- [Google](#)



Yammer Team UX (Design/Research/Copy)

For things not related with Design Production



Yammer Team UX (Design/Research/Copy)

All things Yammer UX. This team is UX & UI Designers, User Researchers, and a Product Copywriter.

NEW CONVERSATIONS ALL CONVERSATIONS FILES NOTES

Update Poll Praise Announcement

Share something with this group...

Adrian Mato Skywalker – February 26 at 10:50pm

Hello!

I'll be slightly late in the morning due to visiting the bank branch and prepare some paperwork to (I hope) get a final agreement and rent a place.

I'm not sure if I would make it to the desktop daily sync.

cc: Greg Bako and Manuel Muñoz Solera

LIKE REPLY SHARE

Luc Danziger, Emma Beede, He Zhang, and 1 other like this

Write a reply

MEMBERS (35)

INFO Edit

Yammer Team UX is:

UX & UI DESIGN

USER RESEARCH

and **COPYWRITING**.

Our job is to make Yammer look good, work right, sound nice, and make sense.

OOO Dates:


2/17: Cameron OOO

3/13 - 3/17: Soumia OOO

4/20 - 4/24: Emma OOO vacati

Project Groups

Feel free to give us feedback anytime



Private Messages MVP

Private Message MVP includes latest private conversations in the left navigation bar below the list o.. ▾

✓ Joined

NEW CONVERSATIONS 1

ALL CONVERSATIONS

FILES

NOTES

Q

Update Poll Praise

Share something with this group...



NEW CONVERSATIONS

Clear New



Pablo Barvo  – 20 hours ago

I'll leave this here: <http://itgroove.net/oh365eh/2017/02/23/new-private-messages-user-experience-microsoft-yammer/>



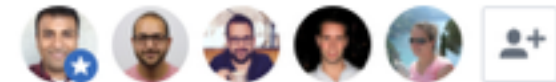
Yammer has made private messages better. See what's new.

New Private Messages User Experience in Microsoft Yammer - Oh365 Eh!

itgroove.net











...

MEMBERS (32)



PINNED

Add

-  Private Messages MVP Cop...
-  Event Logging
-  Feedback Board
-  Yammer Redmond Announ...
-  Yammer SF announcement
-  Yammer Product Announce...
-  Yammer London Announce...
-  Spec
-  Design collateral
-  Design Yammer Thread

3 more

thanks!