Personas

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WHAT IS IT?

A persona represents a typical group of users who have similar needs, experiences, behaviours, goals, attitudes and motivations. A design persona is created based on user research – meeting and interviewing real users. The persona tells a story, a *day in the life* if you like to help the audience get a sense for where what they are building fits in and how it can help address the issues and meet the needs of the users to create a rewarding experience.

You will typically have more than one persona, but there will be usually be a primary persona on which you focus the design effort. Design for the primary persona, but accommodate the secondary. The important distinction between personas is not the demographics but rather behavioural differences. Personas should be concise, quick to read but informative.

WHY DO YOU NEED IT?

- We work in multi-skilled teams, some members are more familiar with a user-centred approach, and others need to be made aware and to consider the consumer of the product they are building.
- Every decision that impacts the user, be it navigation, features, system feedback and visual design, should be made with the user in mind.
- Personas can be used to validate design decisions and help with the prioritisation of features.
- Getting the product team on board early on will save time and help mitigate situations where a development-first mentality is pervasive.

WHEN DO YOU NEED IT?

- Very early on. You can create user-based personas after doing your discovery phase research. Ordinarily this
 phase would be ahead of design and coding efforts.
- Get these out to the wider audience as soon as possible they don't need to be finalised to start engaging the stakeholders and to encourage thinking about the user first.

HOW DO YOU DO IT?

- There's no escaping it, real personas are based on real research with real people.
- It's recommended that you have a structured interview process to ensure you're collecting comparable information for analysis. Each interview would be between 30-60 minutes.
- You are looking to obtain a broadly accurate view of the user group so it's essential that you speak to enough
 people. There is no hard and fast rule on numbers, but around 10 per persona is a safe number, with
 commonalities generally observed after the first 5-6 interviews.
- You need to cover some fundamentals when interviewing to create rich personas. Typically areas covered include:
 - Role and Demographics
 - Quotes attitudinal/what's important to them about the solution
 - Personality traits what is valued
 - Biography a rich, day in the life storytelling piece

- o Goals what are they attempting to achieve with your product/service?
- o Frustrations what stops them achieving their goals?
- O Motivations what inspires them to take action?
- o Journey what are they currently doing to achieve a goal?

In addition to enhance and give the persona character:

- Name a name is easier to refer to when in discussion of design decisions and fosters the presence of the user in the conversation
- Photograph not just beautiful stock photography, an individual that really embodies the persona and preferably captures their typical environment too.

Could also include:

- o Knowledge expertise level
- o **Preferred channels** how do you connect with the persona
- o Brands for more consumer-based work, where does persona brand-loyalty manifest?

EXAMPLE



REFERENCES

http://www.uxbooth.com/articles/creating-personas/

https://articles.uie.com/perfecting personas/

https://blog.marvelapp.com/creating-personas/

ADDITIONAL RESOURCES

See the accompanying **Persona Questionnaire** sample questions QUX Tips sheet.