

# Geniant UX Insta-stats

Below is a simplified sampling of different tasks and technologies that go into most User Experience projects. So, what makes a User Experience project you ask? In [2004 Peter Morville described the facets of UX](#) as: Useful, Usable, Desirable, Findable, Accessible, Credible, and Valuable. These facets take a wide breath of knowledge from a consultant to make sure everything works well together and works well for people. Here at Geniant we value breadth and depth in our consultants, this "Insta-stats" is just a quick way to get a general sense of your skills and strengths.

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Date: 8/25/06

## KEY:

- 1 = Little or no knowledge
- 2 - 4 = Some knowledge
- 5 - 7 = Proficiency and experience
- 8 - 9 = Expert and years experience
- 10 = Mastery

## Managing the Project

Account Mgmt.

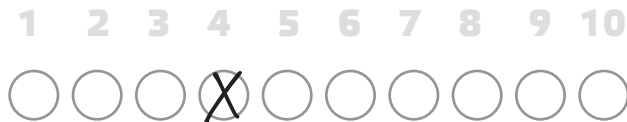


Project Mgmt.



## Defining the Problem

Requirements Gathering / Research



Problem Framing

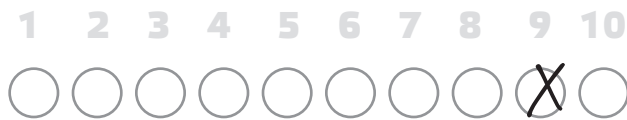


Business Intelligence



## Designing the Experience

Design (Visual & UI)



Information Architecture



Usability



Content (Writing)



Interaction Design



Design Deliverables



User Research



Creative Thinking



## Architecting the Technology

	1	2	3	4	5	6	7	8	9	10
Back-End	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Prototyping	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Packaged Solutions	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
APIs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
AJAX (JavaScript)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## Delivering the Experience

	1	2	3	4	5	6	7	8	9	10
Front-End Development	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Accessibility	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
DOM Scripting	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CSS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Markup	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
User Agents	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Flash Programing	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Your UX Score:**

120\*

Max Score 230

### \* Why are you scoring me? This feels too much like a test!

This is just for fun, taking a page from game design - adding a score hopefully will give you a incentive to fill out this form. This is not scientific, nor will your pay be based on this number. I realize someone could have mastery in one area and get a high score, but they may not be as valuable to a UX team as someone with proficiency across the board.