Making Apps That Don't Suck



Mike Lee @bmf

Who is this jerk? (and why should I care?)





























Making Apps That Don't Suck



Mike Lee

Why not call it "Making Great Things"?

Making Things That Suck

* Step 1: Assume we're making great things

* Step 2: Figure out why we're not rich yet

* Step 3: Profit

Making Great Things

Step 1: Assume we suck

* Step 2: Figure out why we suck

Step 3: Suck less

To make great things, you must become the kind of person who makes great things. Engineering is not a set of rules. Engineering is a way of looking at the world.

Learning to Suck Less

- * See software as an experience
- See life as a series of experiences
- * Learn from experience

Learning from Experience

- Notice when an experience sucks (or not)
- * Think about why that experience sucks (or not)
- * Figure out how things could suck less (or more)
- Derive the underlying truth
- Apply that truth to other experiences

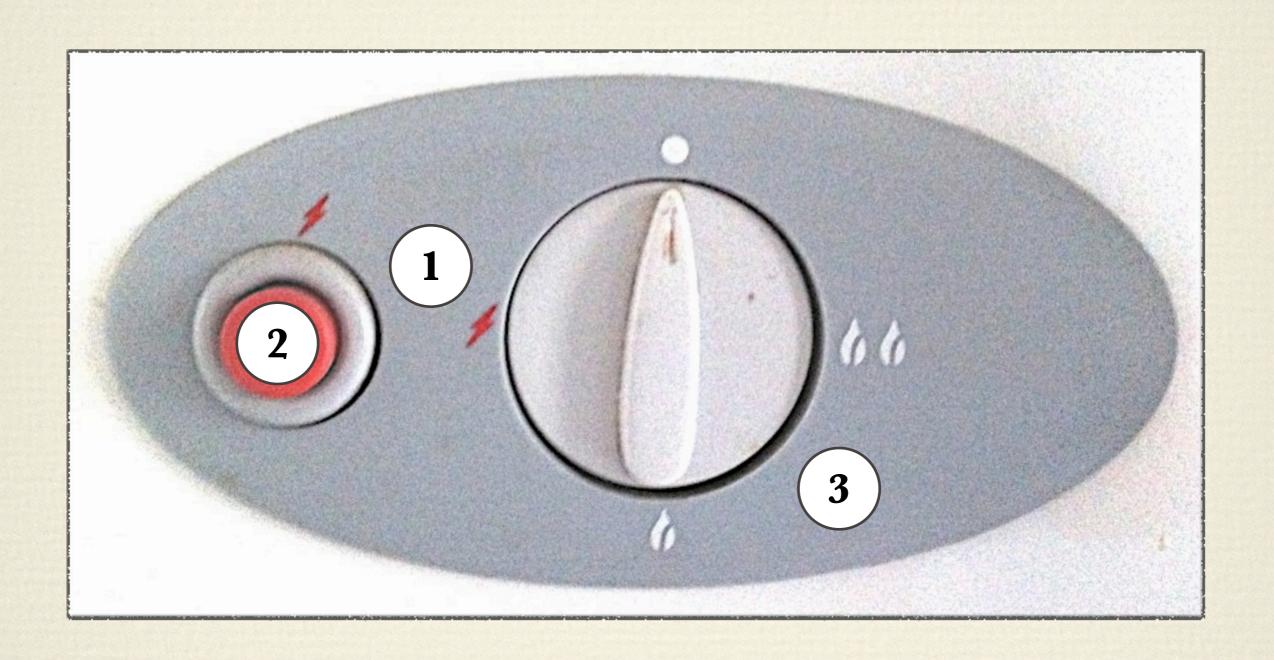
Case Study: Hurry Up and Wait

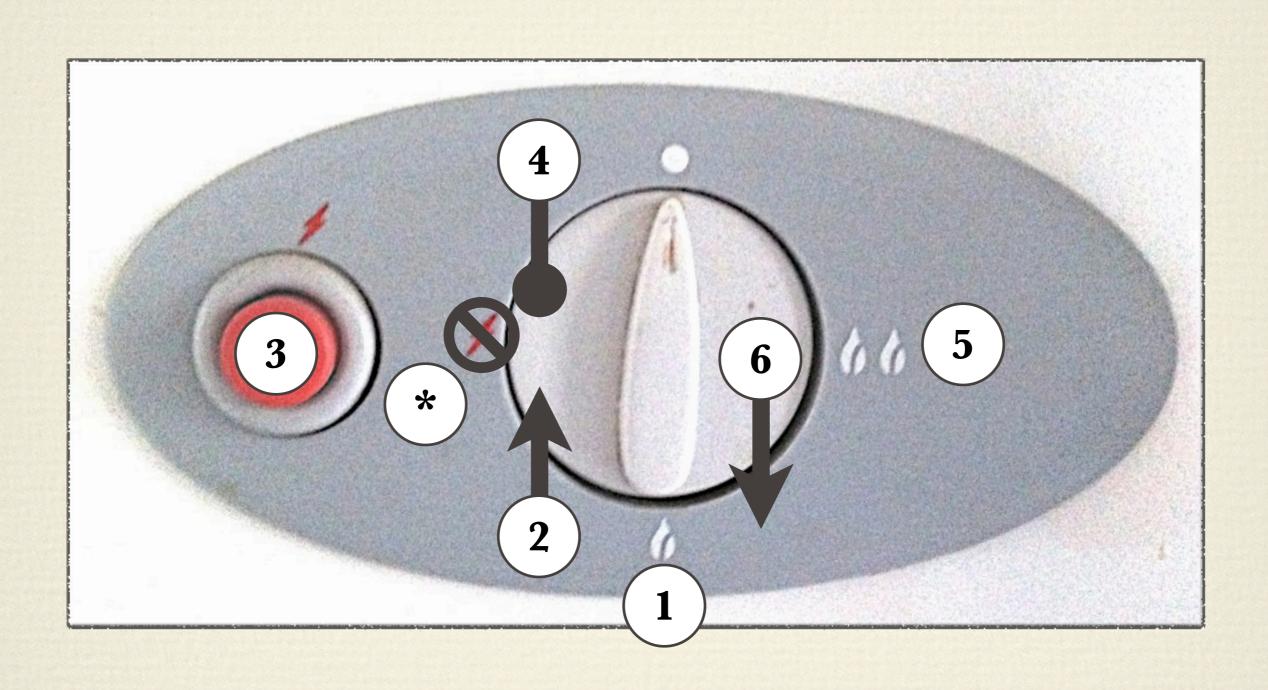




Case Study: Game, Set, and Miss

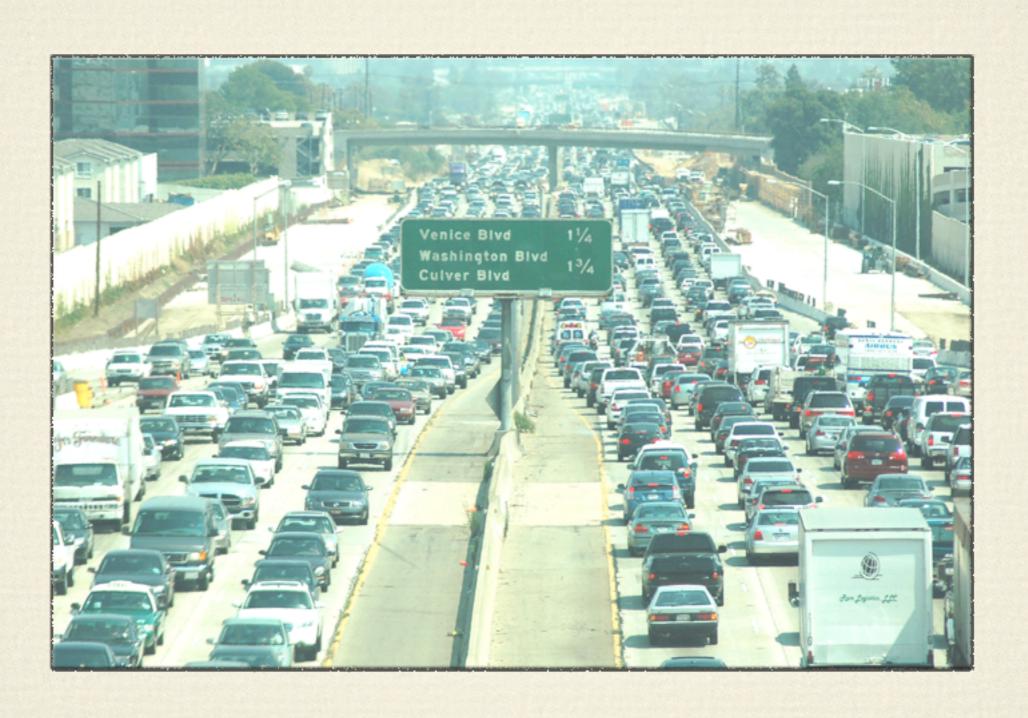






There is a difference between a good user interface and a good user experience.

Case Study: To Live and Die in L.A.





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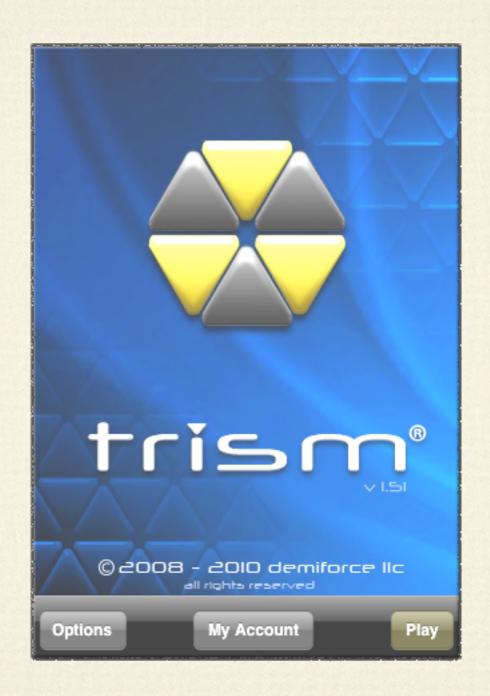


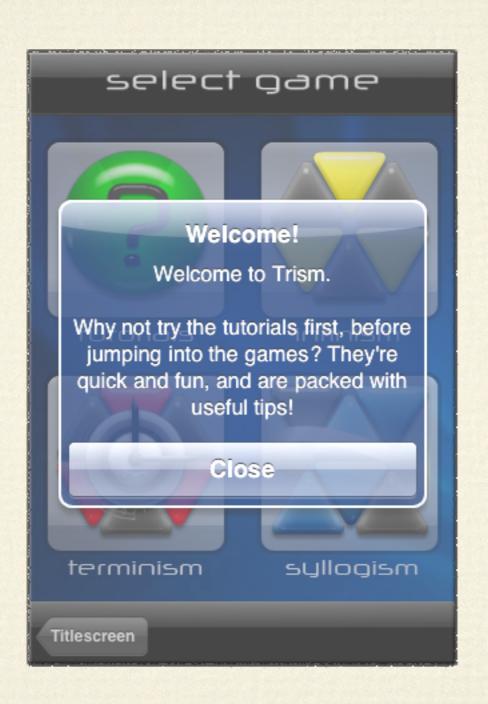
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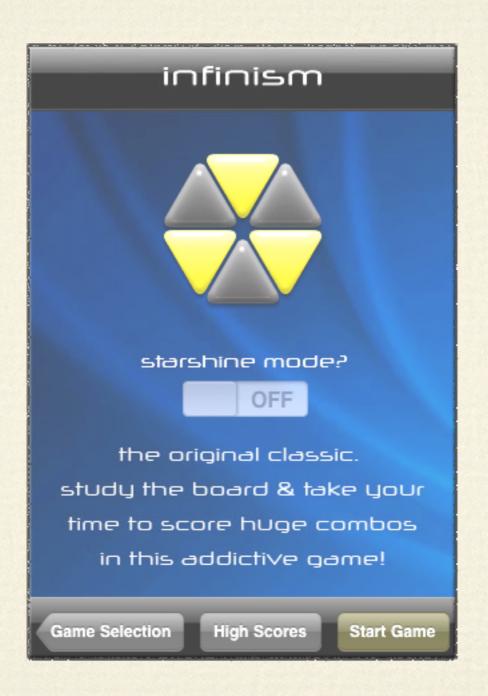
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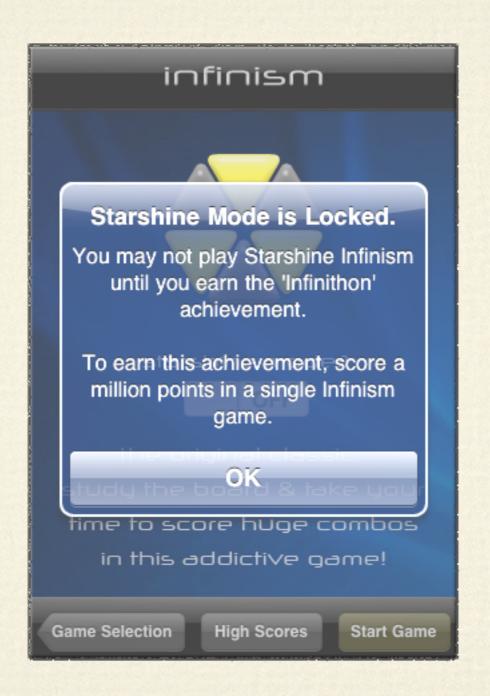


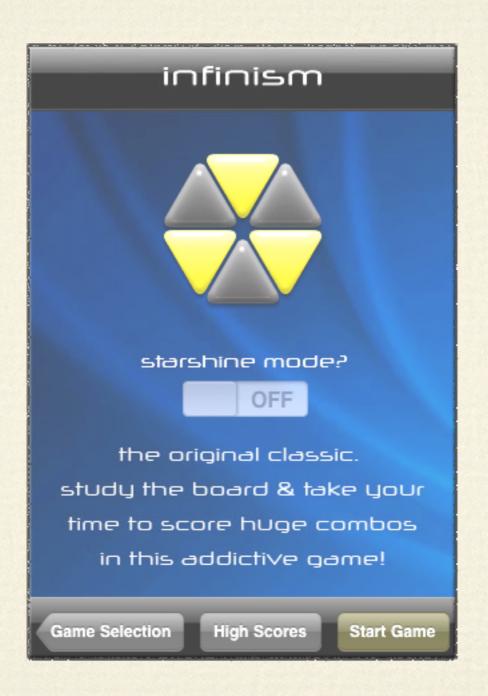


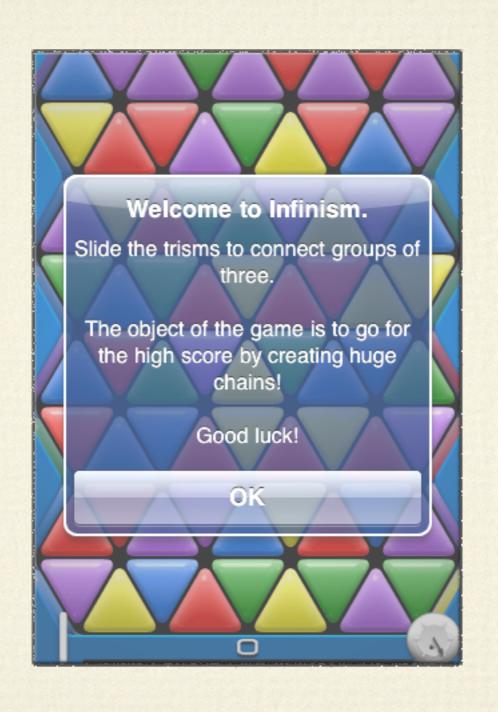


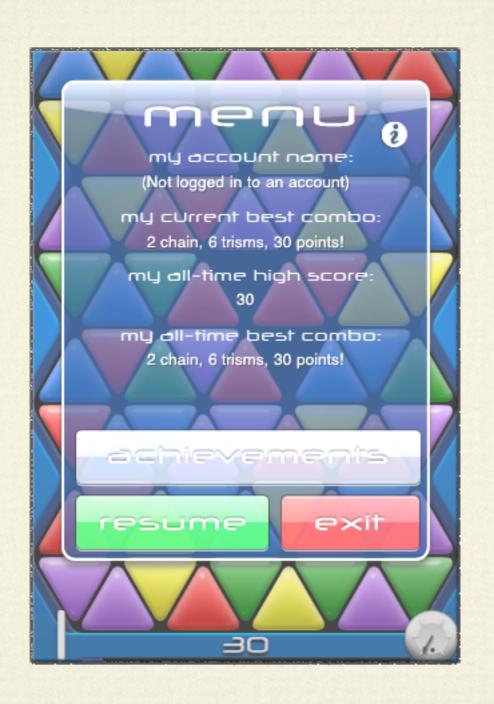


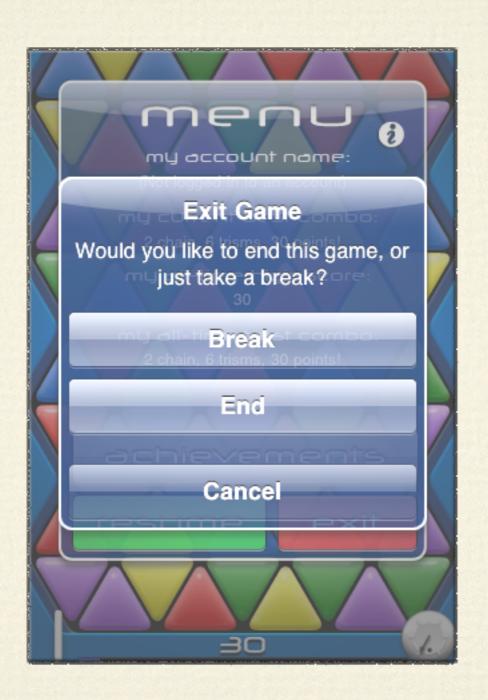


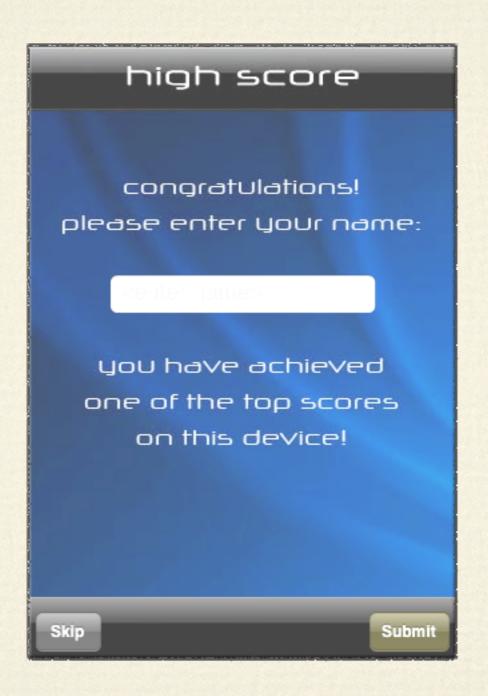


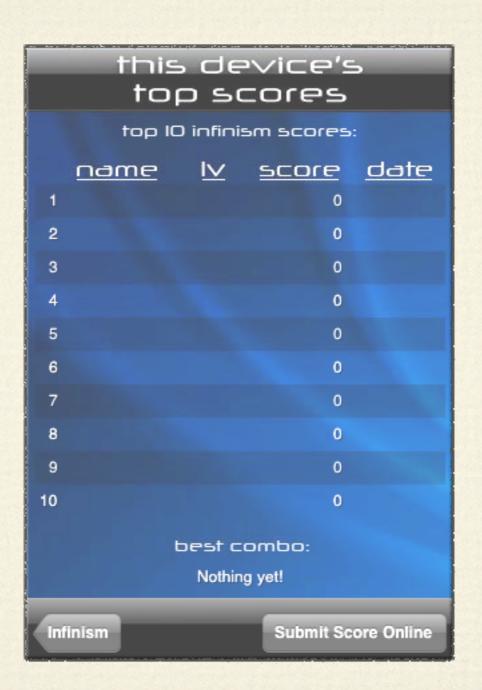


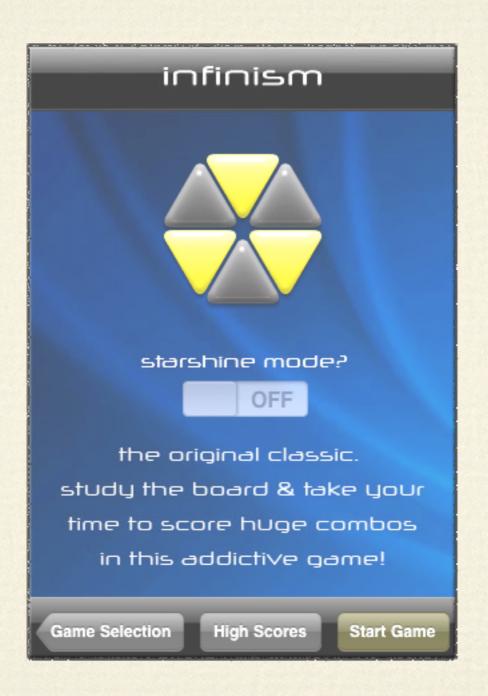










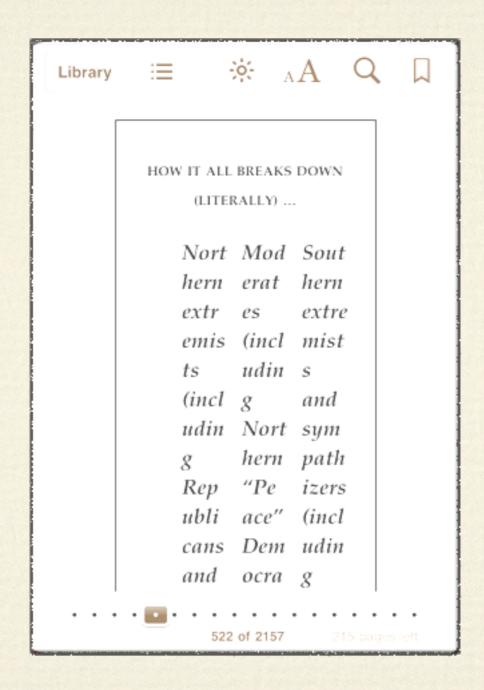




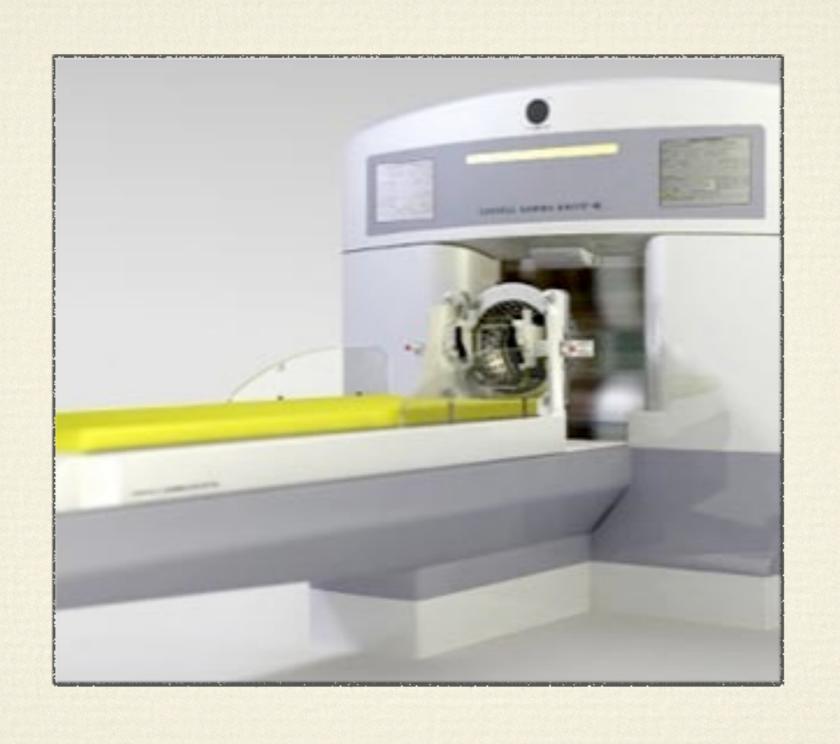
Case Study: Devil in the Details



In 1936 the First National Bank in Reno and the *Nevada State Journal* published a booklet entitled "One Sound State." Other virtues of living in Nevada included the presence of the university, the outdoors, corporate advantages, Boulder Dam, sunshine and clean air, laws favoring mining, the lack of political





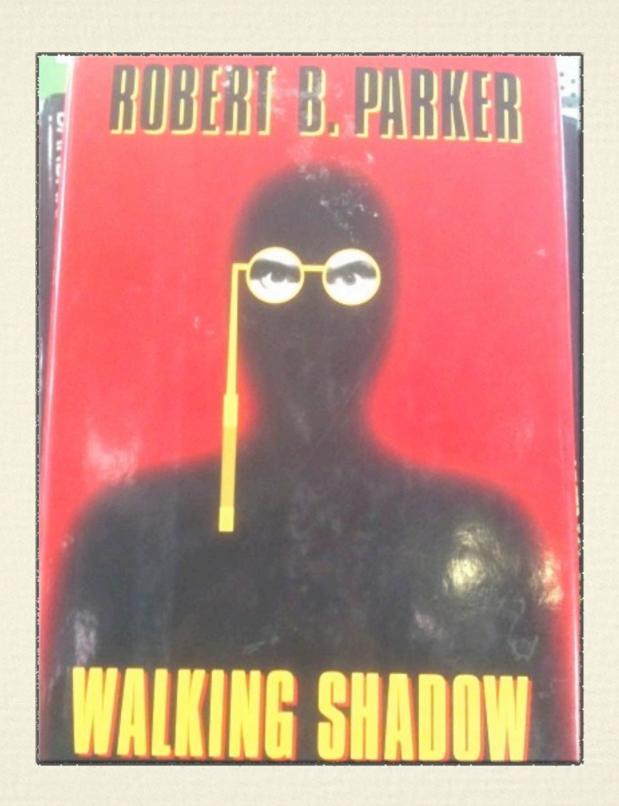




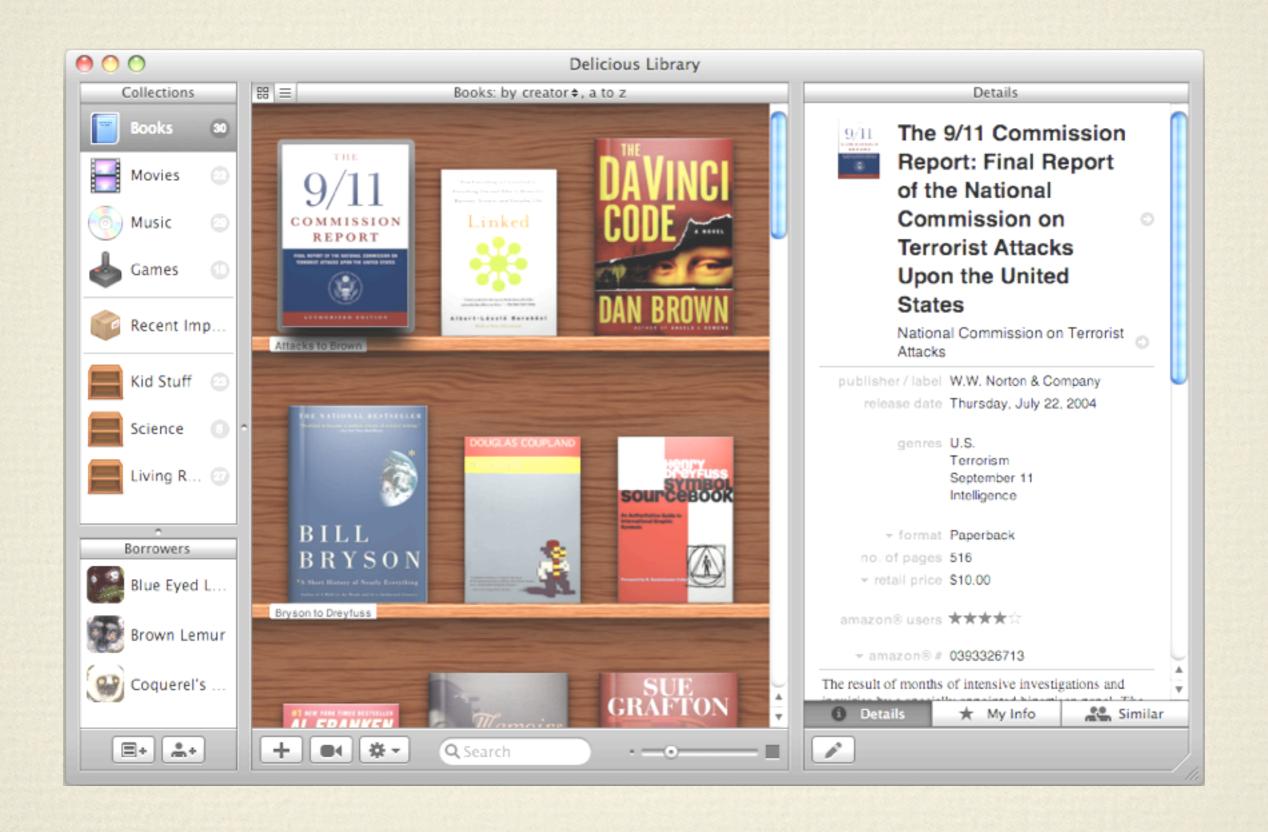


Your mistakes are as obvious to others as their mistakes are to you.

Case Study: Ship Real Artists







Design is the cheapest awesome money can buy

Case Study: You're Not Done Yet



The most obvious solution is often wrong and usually insufficient.

"Ship today, fix tomorrow" is like standing on stage in your underwear.

"Ship 3.0" is like always being three steps ahead.

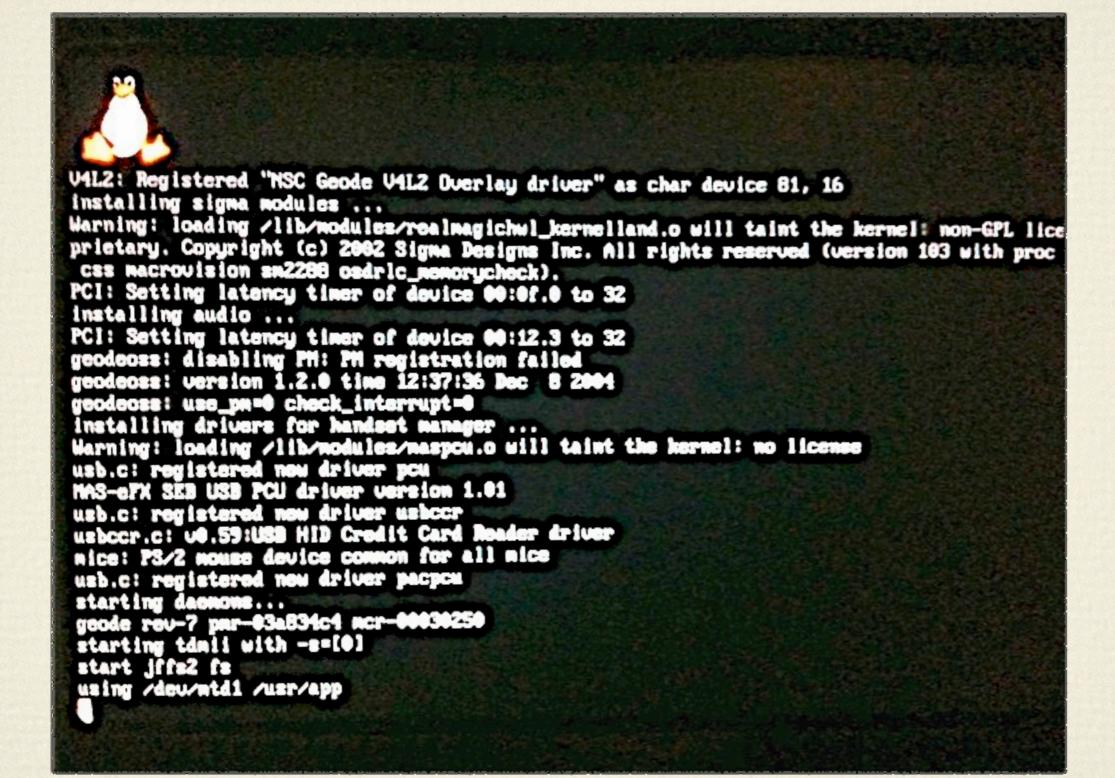
"Surprise and Delight"

Case Study: Implementation Detail



THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER.



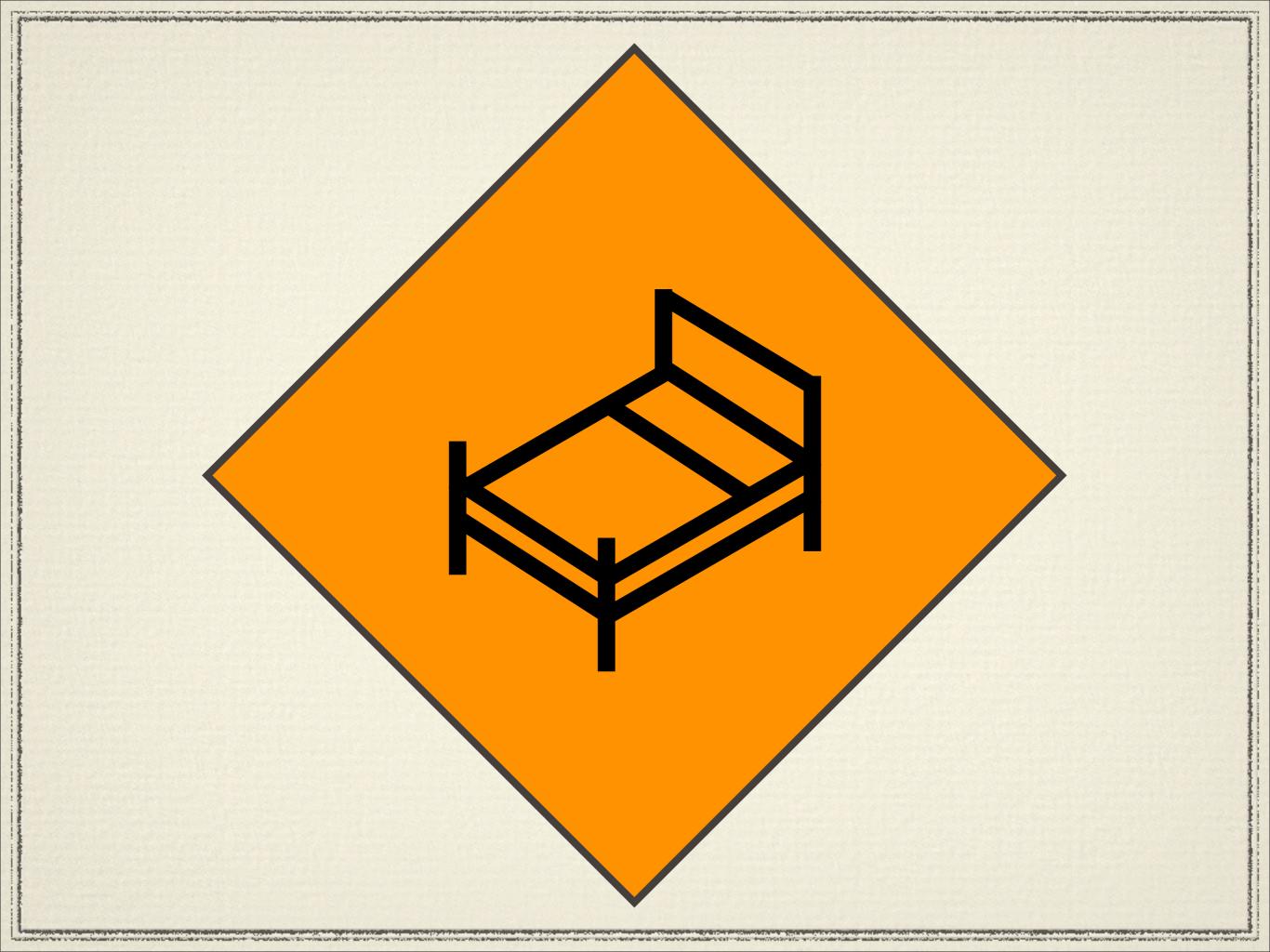


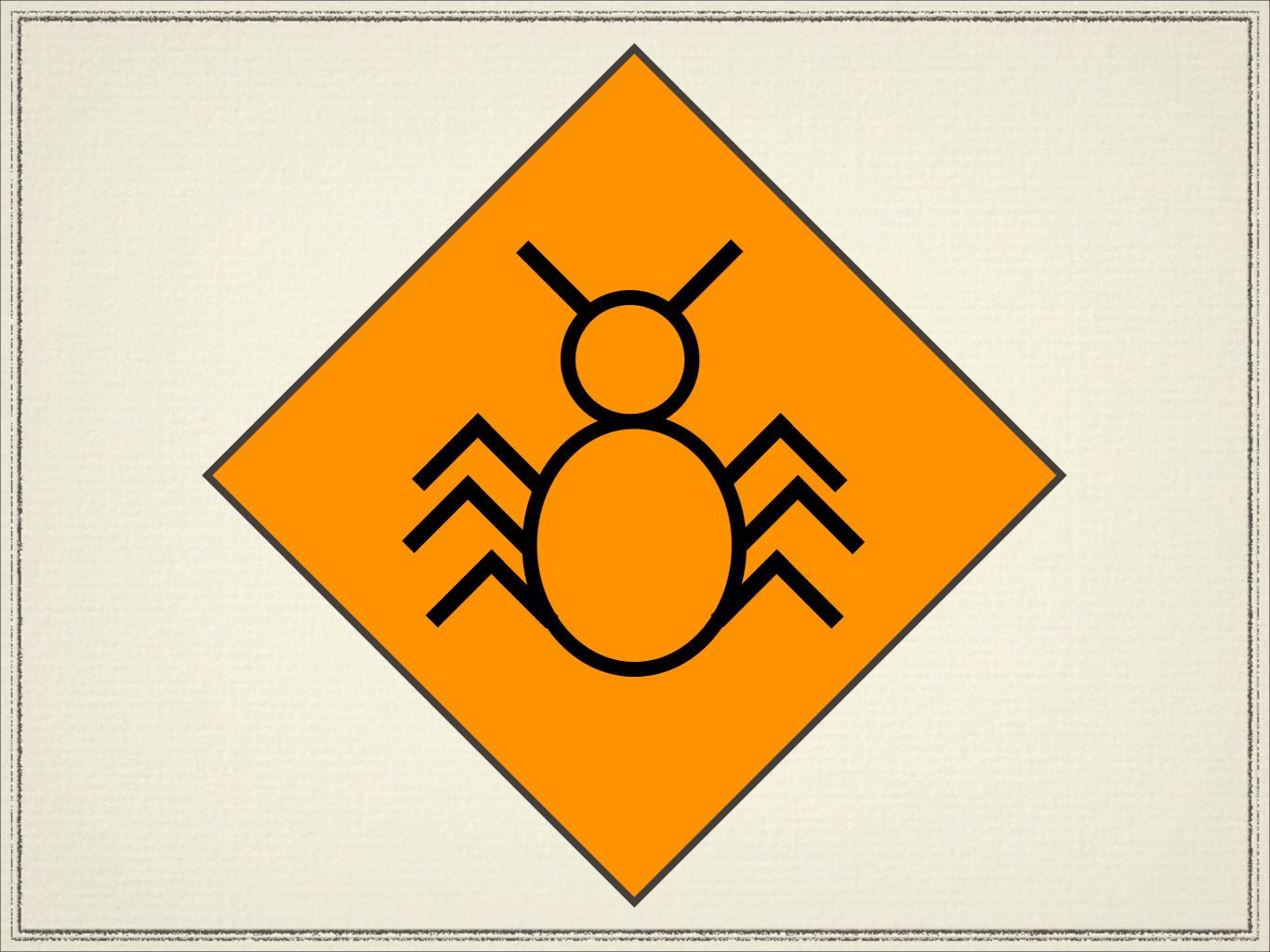
Never let them see you making it.

I do not and should not know or care about you or your business.

What you wanted to make and what you did make are two different things. Don't apologize.

Case Study: Thanks For Nothing



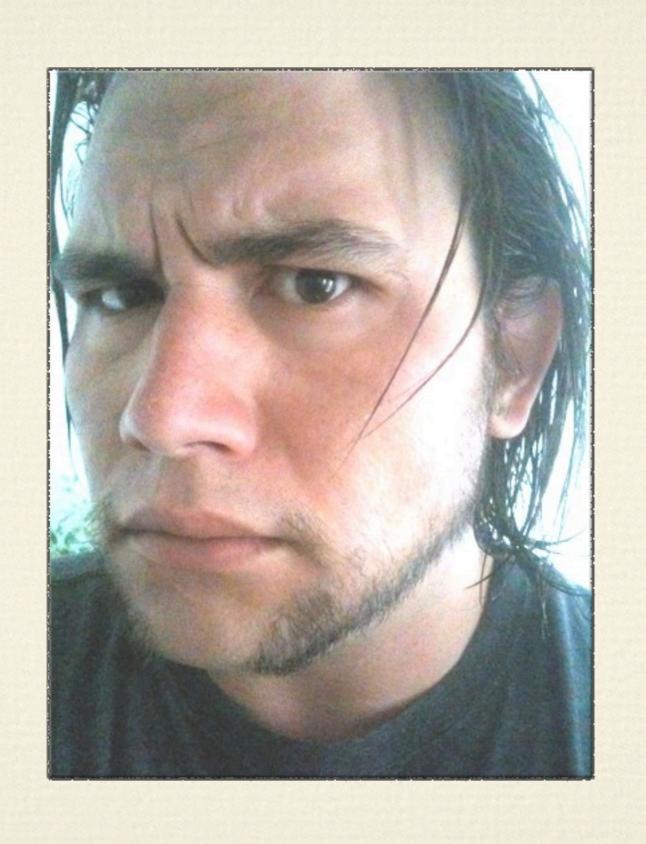


Feedback is not a chance to prove yourself.
Feedback is a chance to improve yourself.

Most people don't bother to tell you how or why you are failing them.

If you don't have any complaints, go find some.

Case Study: Step it Up a Notch



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You are the only person you can change, and the only person who can change you.

Case Study: Standing Out



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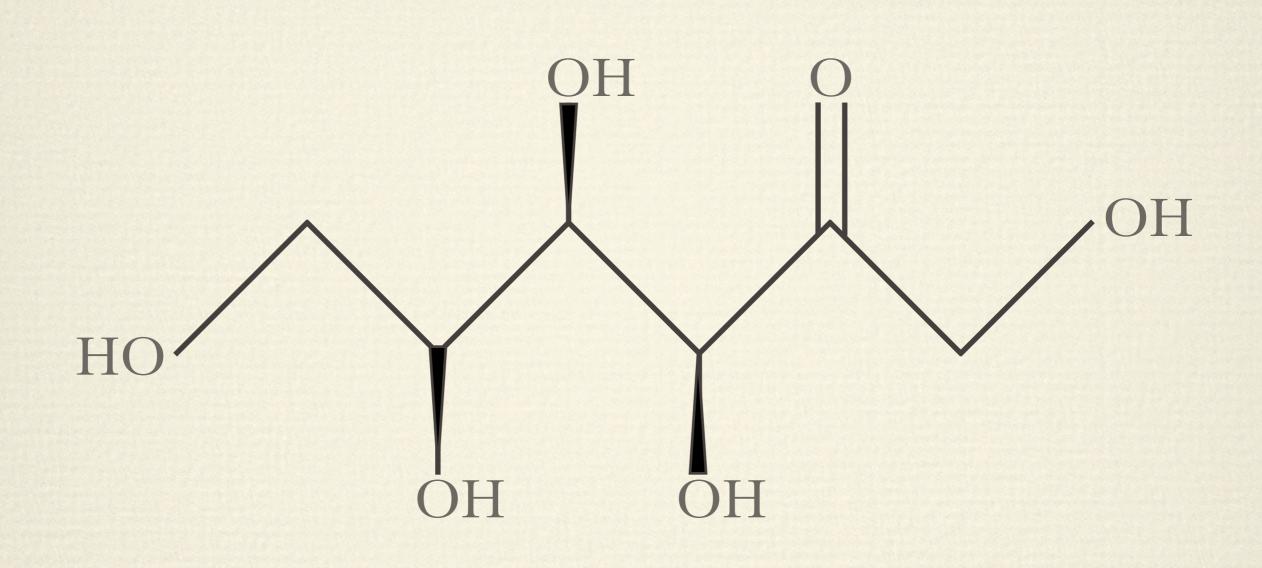
PROPERTY WATER

If you want to be remembered, be memorable.



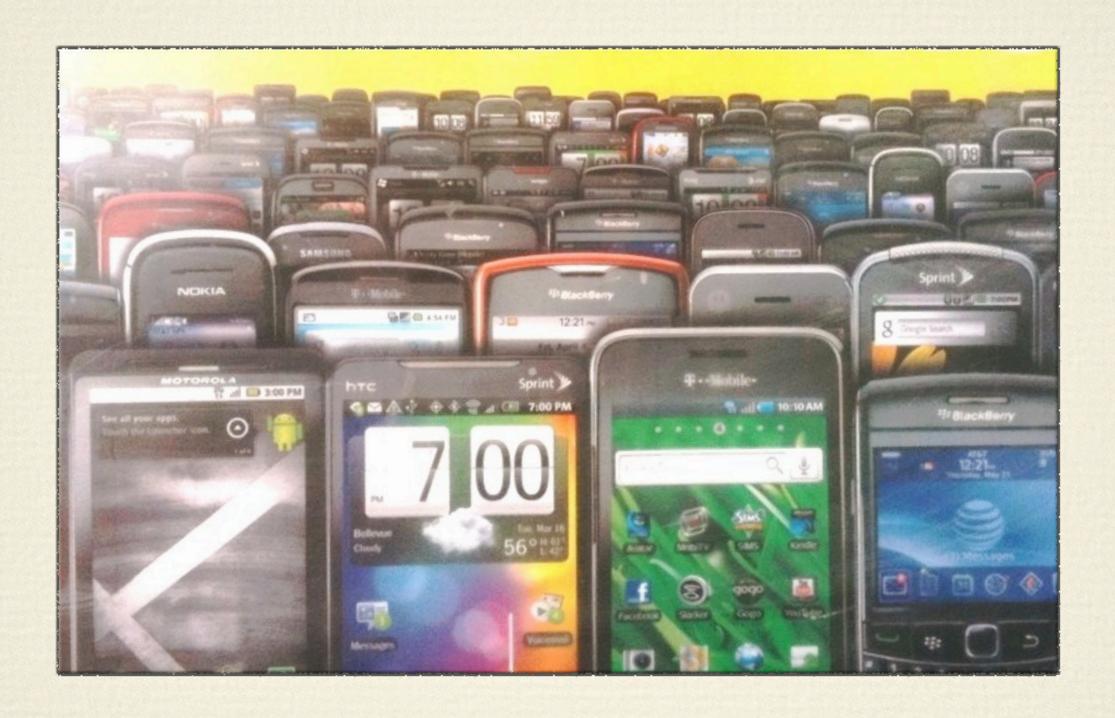
The harder it is to make, the harder it is to copy.

Case Study: The Cost of Cheap







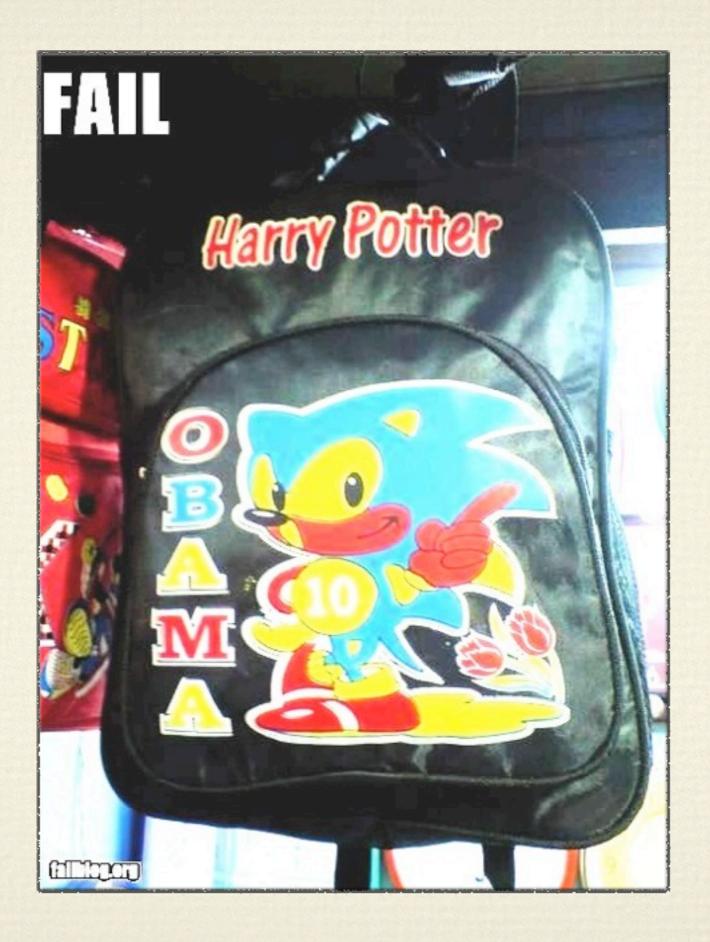


Stop making crap. The world has enough of that already.

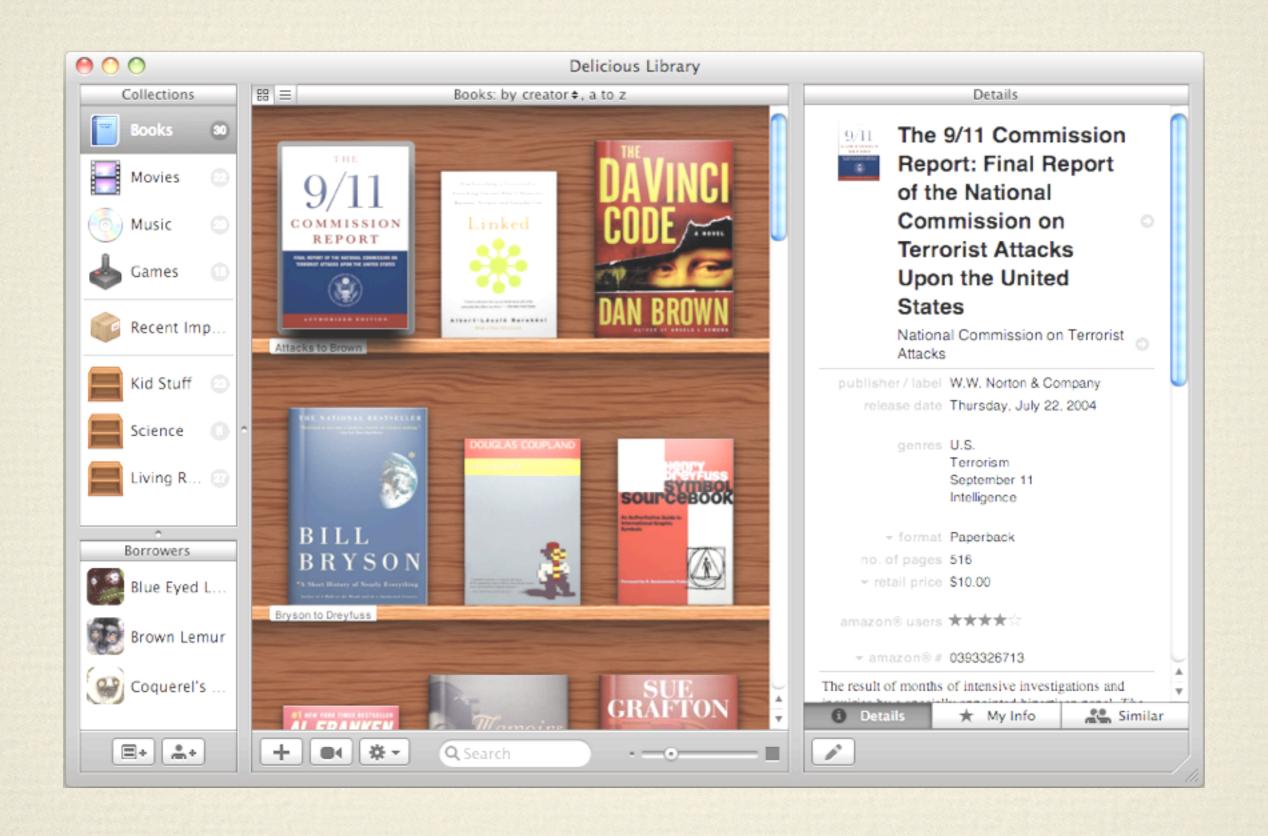
To make great things, you must first refuse to make things that suck.

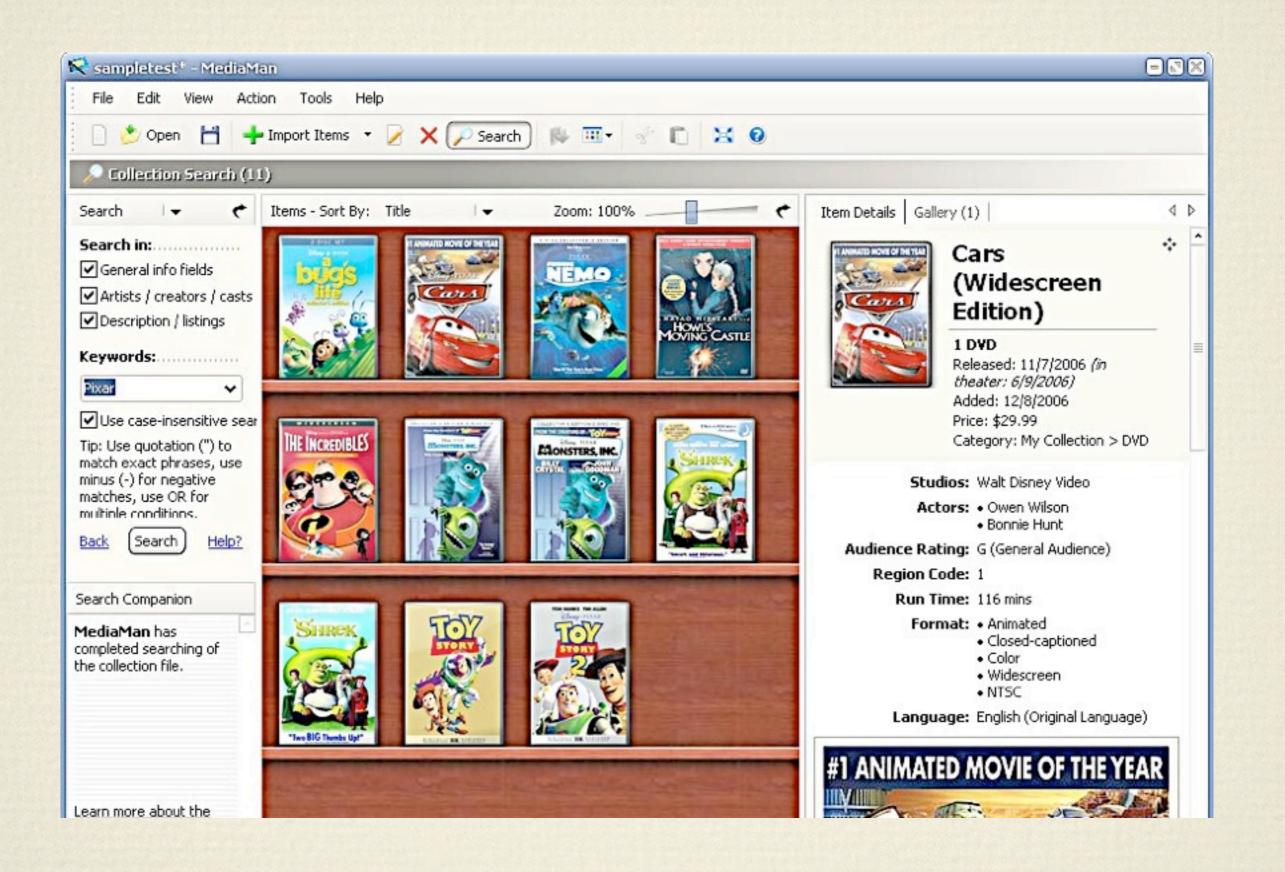
Don't compete on price if you can't compete on cost.

Case Study: Hits and Ripples









If you spend all your time looking at your competition, your product will look like your competition's ass.

Why do you do what you do?

Why Money is the Wrong Answer

- * The love of money is an overrated motivator
- * There are easier ways to make money
- * Money is a side effect of creation, not a goal
- * You can't take it with you

There is money in ripples, but immortality in hits.

Life is finite.
Use your time to do something worth remembering.

Case Study: Don't Be a Jerk



Mike Lee @bmf

Shut up, shut up, shut up! Sookie, you inane pratt! Oh yeah, sorry. I've been watching True Blood.

Twitter for iPhone • 7/31/10 9:06 PM







Sell unto others as you would have others sell unto you.

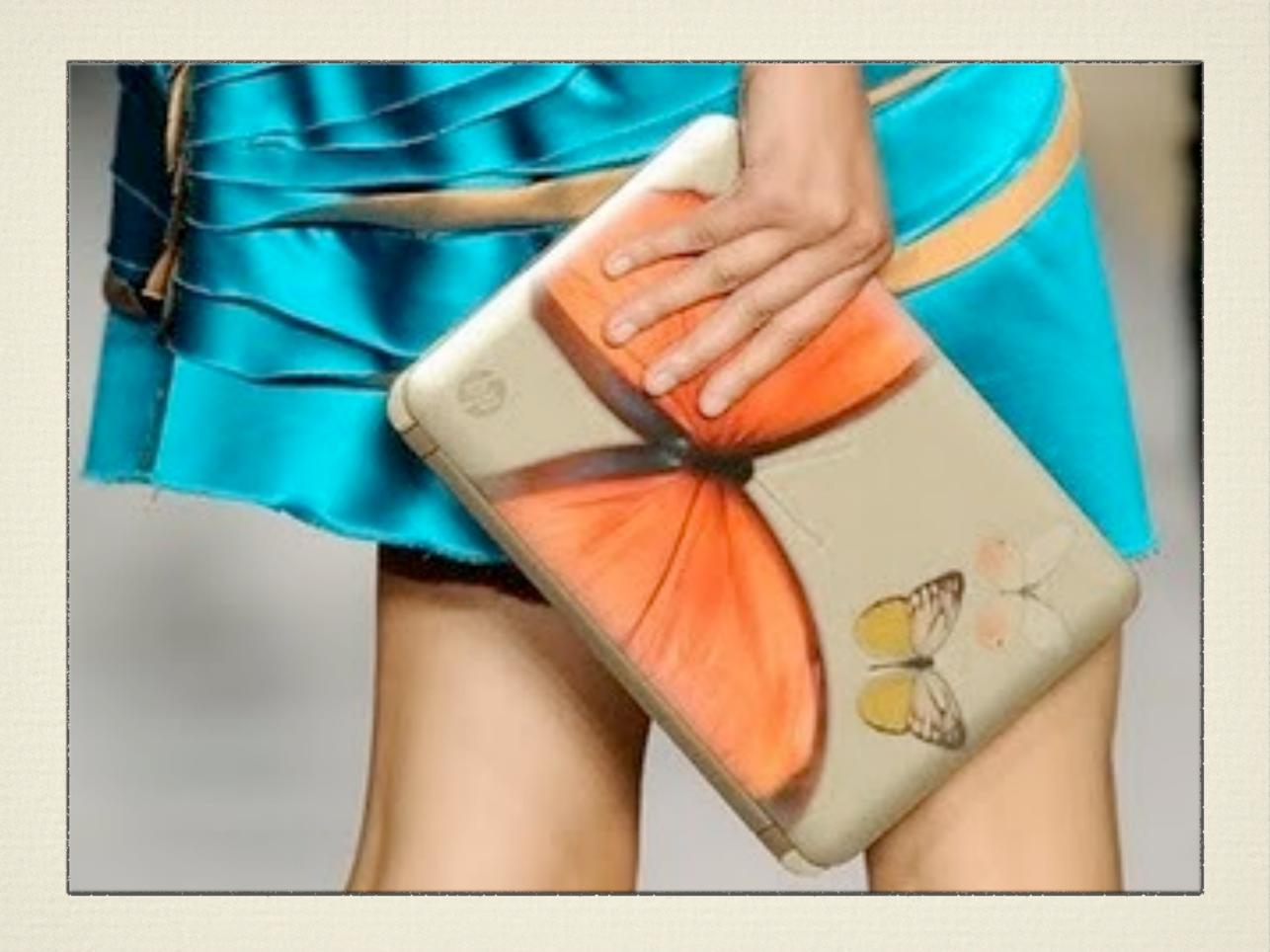
Case Study: The Whole World



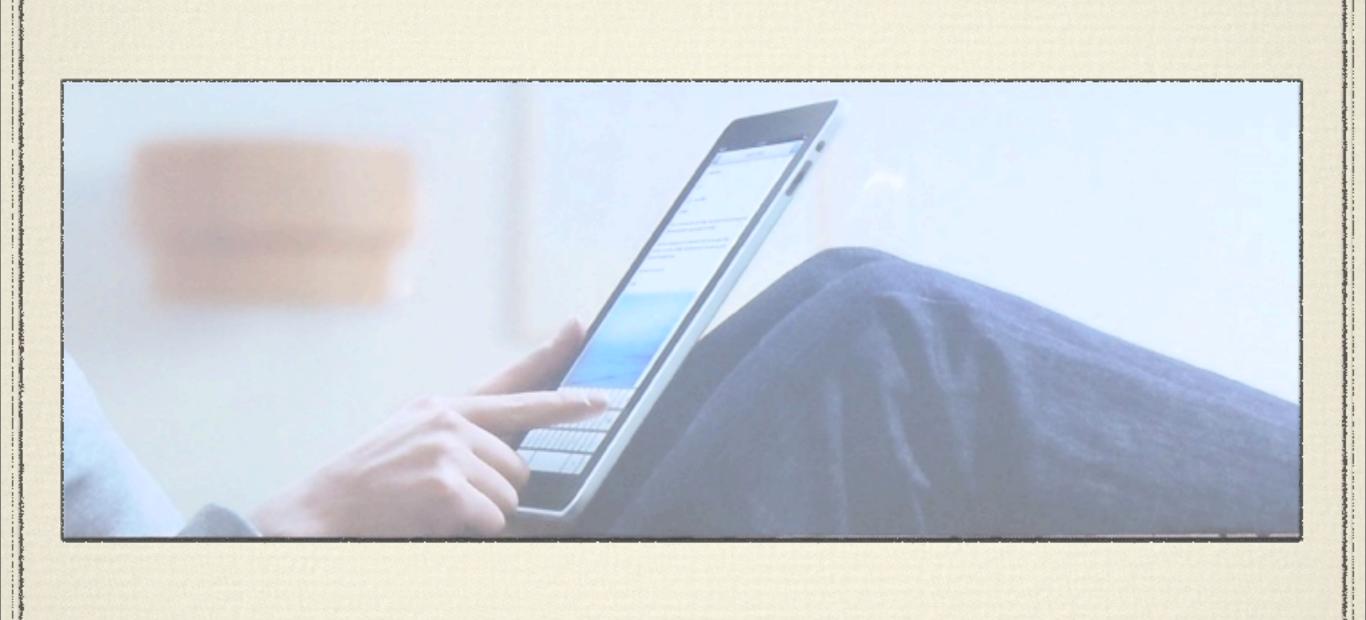


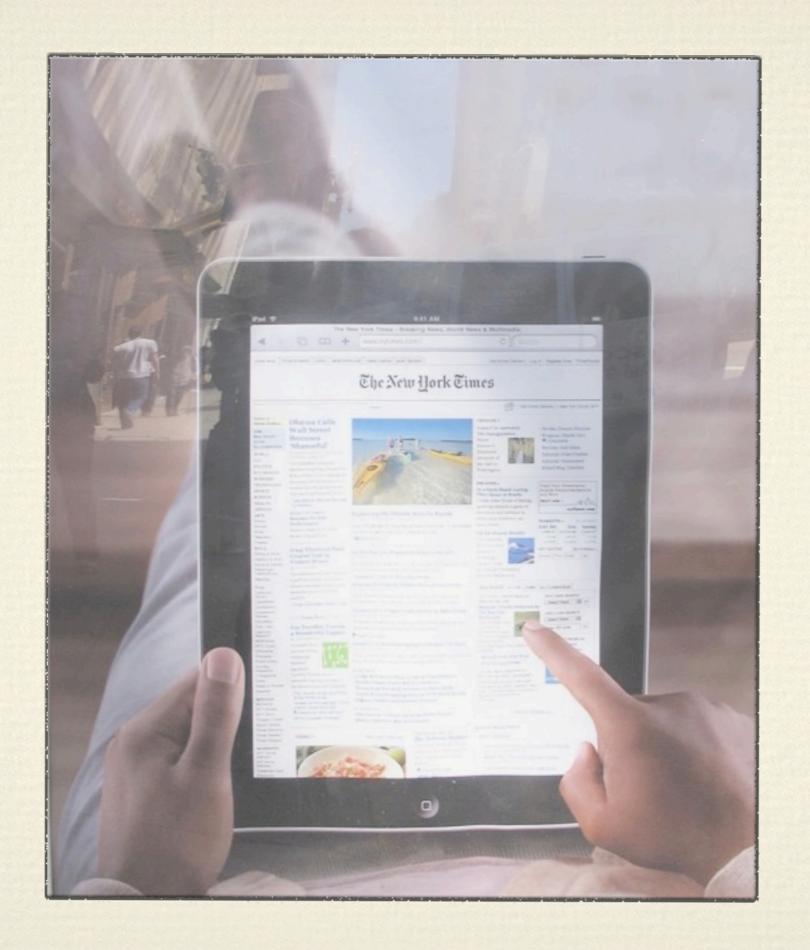


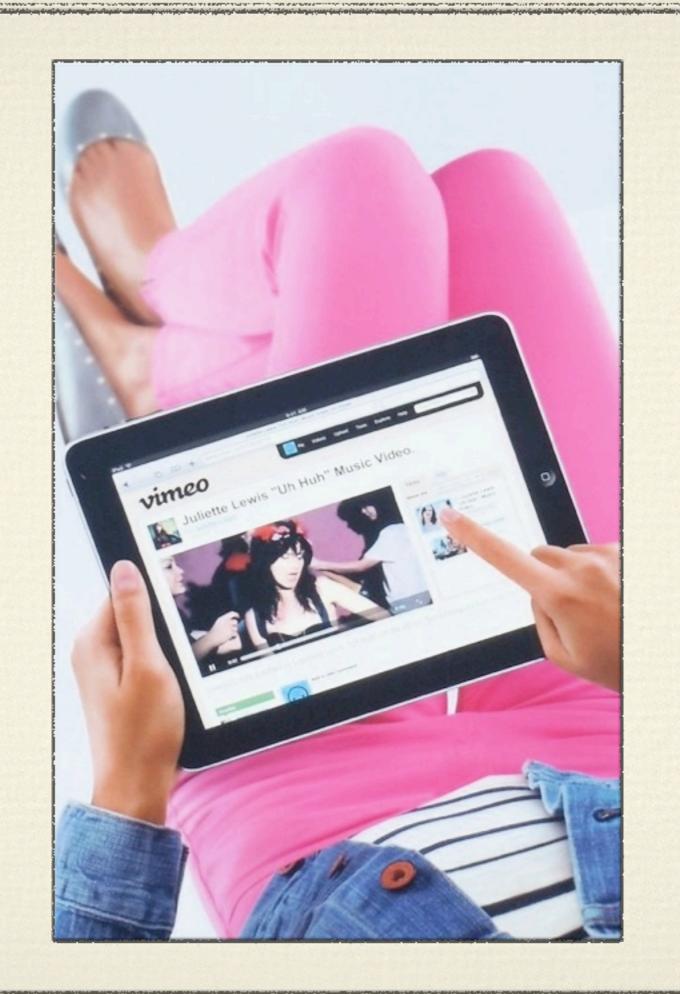
Get uncomfortable and stay there.







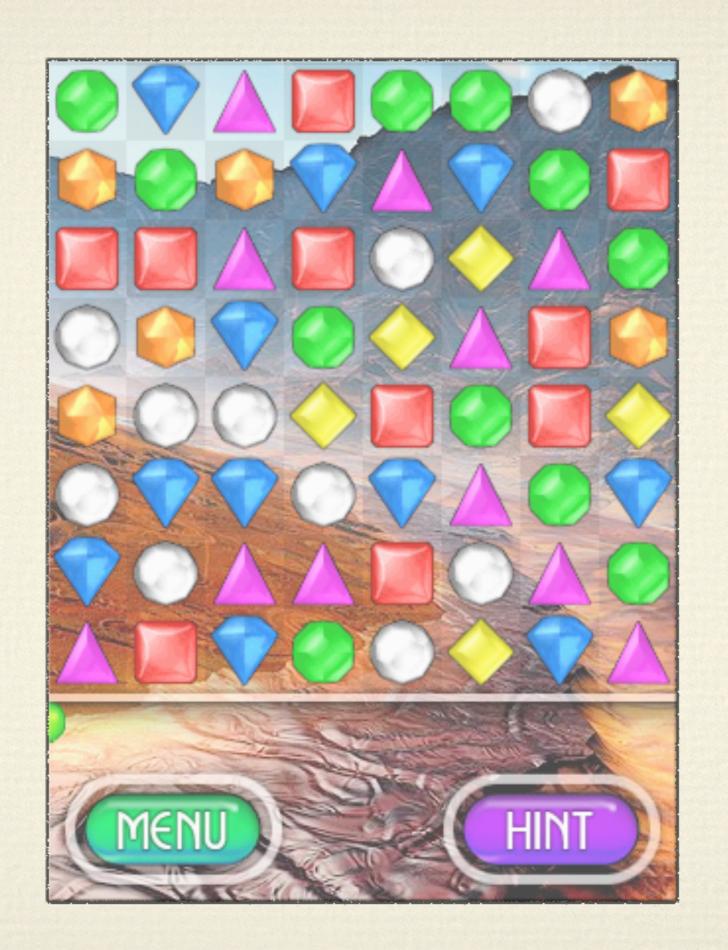




Market segmentation will not unite us.





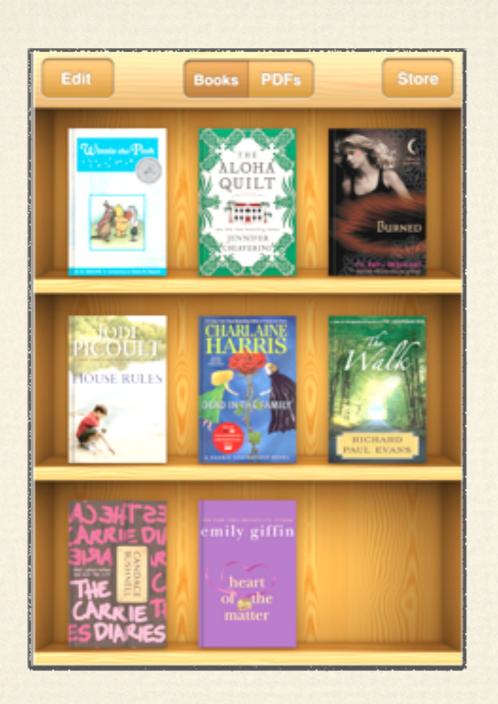


Design for everyone.

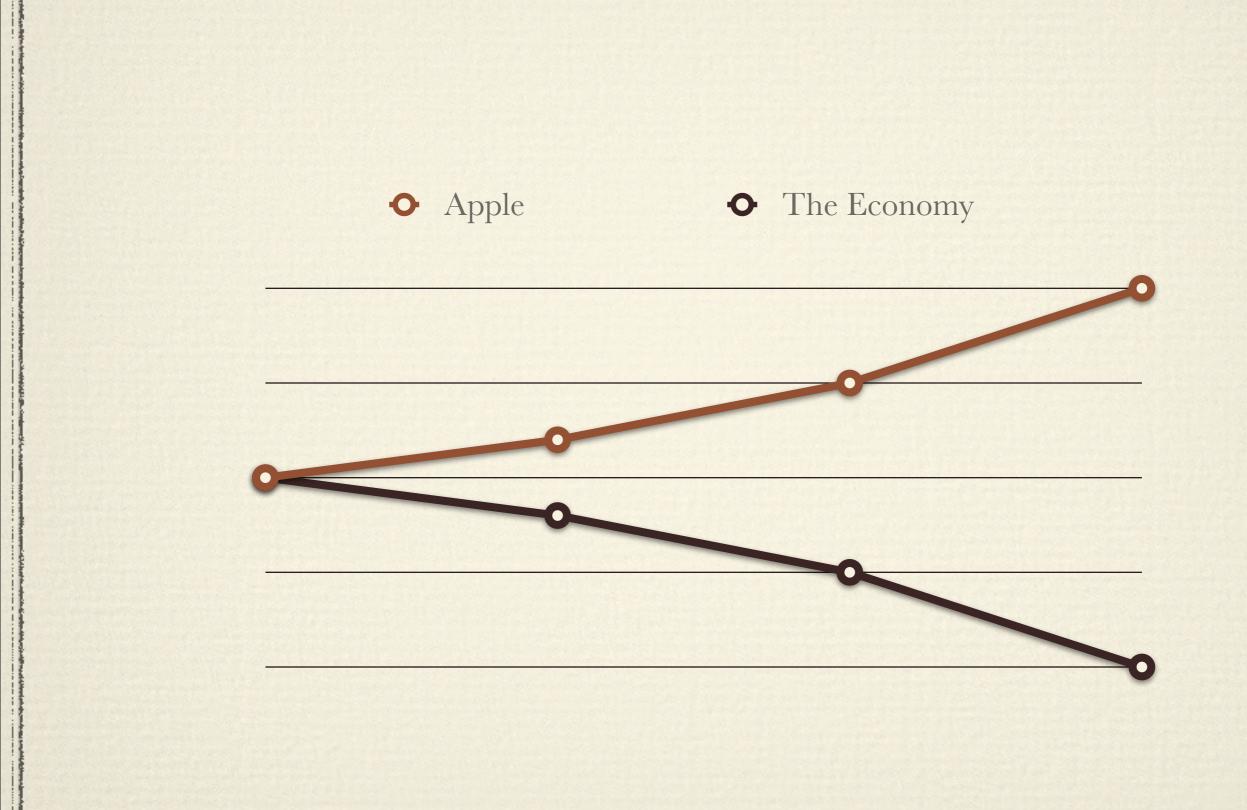
Case Study: A Better World







Case Study: In This Economy?!



Life is too short to waste time on things that suck.

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- 91/2 OIL

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