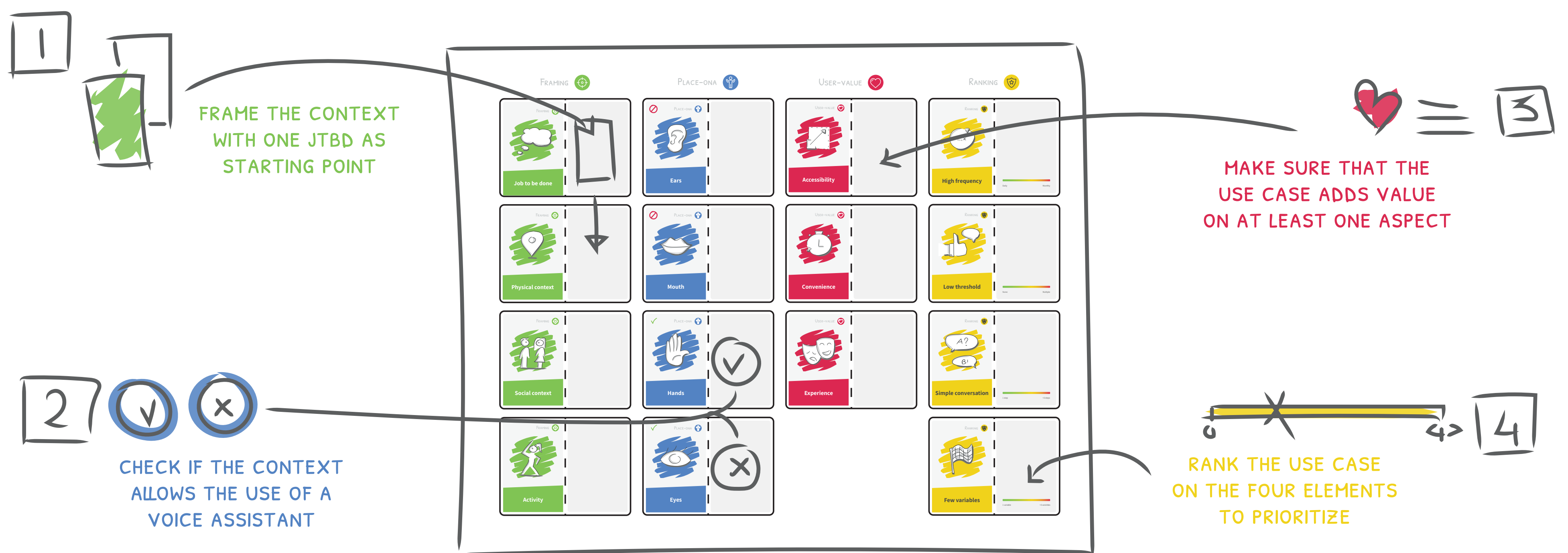# humanVUI

Human Centered Voice Design

Voice user interfaces (VUI) have arrived. This is the result of a technology push: putting human needs in its shade. How do we make sure to re-integrate human needs into the VUI design process? How do we design voice interactions that matter? humanVUI is the answer!

1 FRAME THE CONTEXT WITH ONE JTBD AS STARTING POINT

2 CHECK IF THE CONTEXT ALLOWS THE USE OF A VOICE ASSISTANT

3 MAKE SURE THAT THE USE CASE ADDS VALUE ON AT LEAST ONE ASPECT

4 RANK THE USE CASE ON THE FOUR ELEMENTS TO PRIORITIZE

humanVUI is a toolkit consisting of a canvas and a card deck. With the canvas, you decide step-by-step if voice technology provides the right solution for the fulfillment of a job to be done, putting the needs of the human central to the modal. The card deck shows examples of contexts, target groups and specific types of interactions in which a VUI could be of added value to human.

FULL COLOR CARDS MATCH WITH THE ELEMENTS OF THE CANVAS

THE BACK OF THE CARDS CONTAIN EXPLANATIONS AND QUESTIONS

GREY TRIGGER CARDS CONTAIN INSPIRATION

YELLOW CARDS HAVE RANKING BARS

humanVUI enables designers to help organizations in creating voice solutions. This project initiates a new movement: putting humans in the center of the voice revolution, towards a world with voice interactions that are worthy of humans' precious time!

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Design for Interaction

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