

## **User Experience at the Park**

– by Paul Turner, 2007

Some user experience (UX) people traipse separately into a state park that's frequented by dogs and their leashes.

The interaction designer follows a broken path. The information architect is sorting through some unnamed species and sipping a rich brew. The usability tester thinks about a post-hoc survey and spies a distant bench. The wireframe guy is sketching faintly. A dog without a leash is sniffing the tall grass, and dumps. A hapless user without olfactory sense steps into it.

None of this is logged.