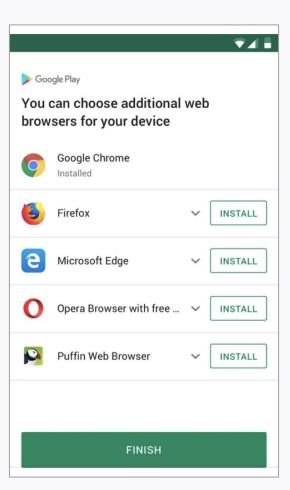
Designing Better Remedies

User research can bridge the gap between regulatory intent + user experience.



2009 Microsoft

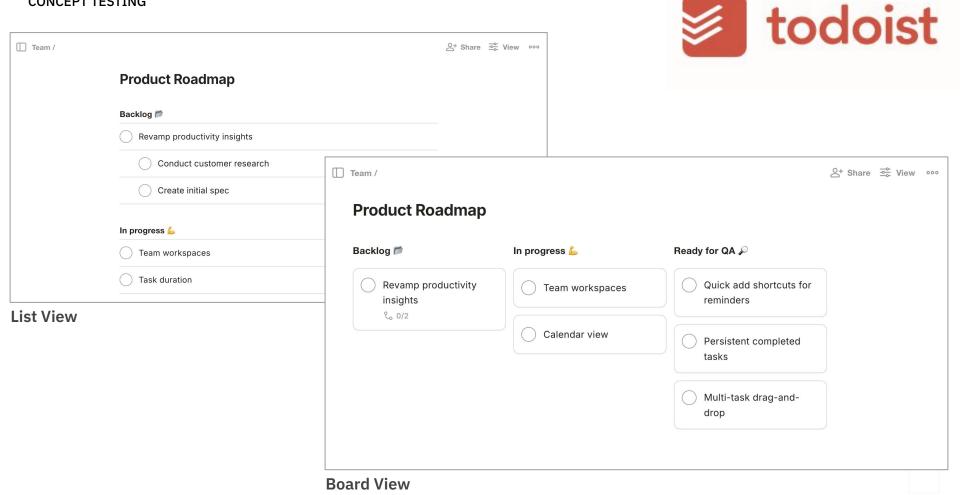


- 1. Concept Testing
- 2. Behavioral Experiments
- 3. Usability Testing

Concept Testing

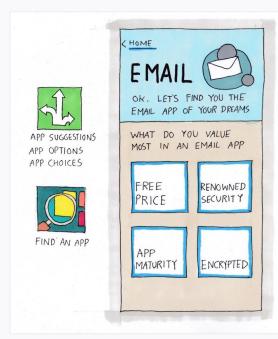
Exploring New Ideas

CONCEPT TESTING

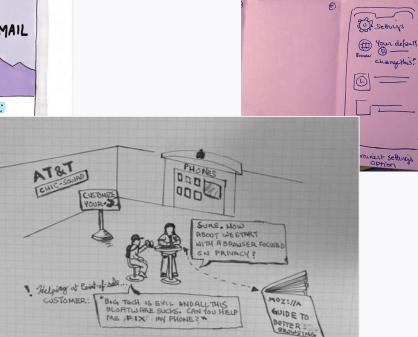


Thinking beyond browser choice screens.

CONCEPT TESTING







Early Concept Sketches

DOD

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3: variation on #2

(Info: why user might choose a different browser)

1: After an upgrade,

2: In-tray switcher

prompt/remind screen

Default

ophons

5: variation # 4

How can we help people find the best browser for them?

How can we help people find the best browser for them?

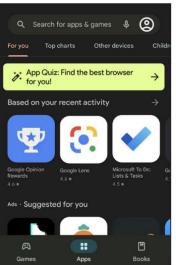
Concept 1: Play Store Quiz



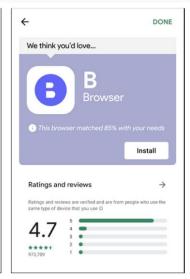
How can we help people find the best browser for them?

Concept 1: Play Store Quiz





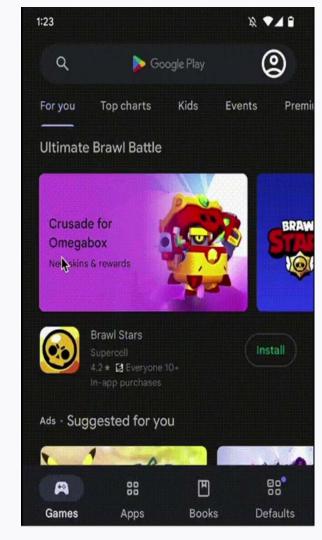




How can we help people explore and manage their defaults?

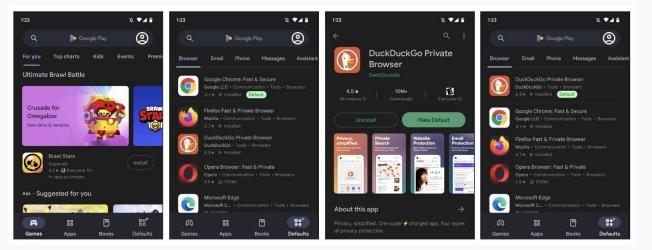
How can we help people explore and manage their defaults?

Concept 2: Play Store Defaults Tab



How can we help people explore and manage their defaults?

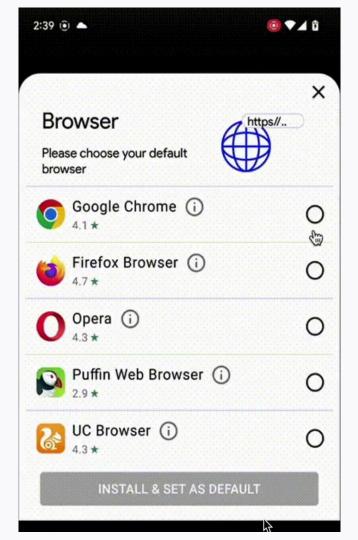
Concept 2: Play Store Defaults Tab





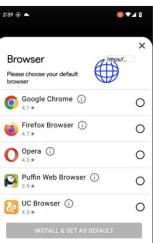


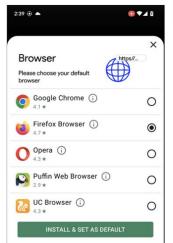
Concept 3: "Hot Seat" Update



Concept 3: "Hot Seat" Update









TIMING

Offer choice in relevant contexts.

INFORMED CHOICE

Meaningful choice is informed choice.

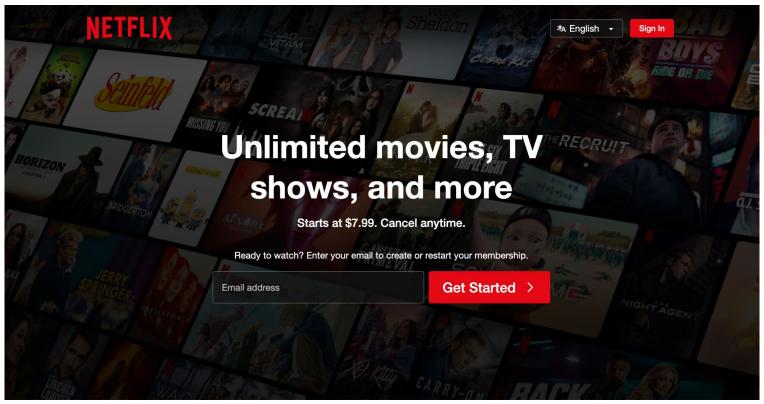
INERTIA

Consider complementary interventions beyond a single choice moment.

Behavioral Experiments

Measuring What Works

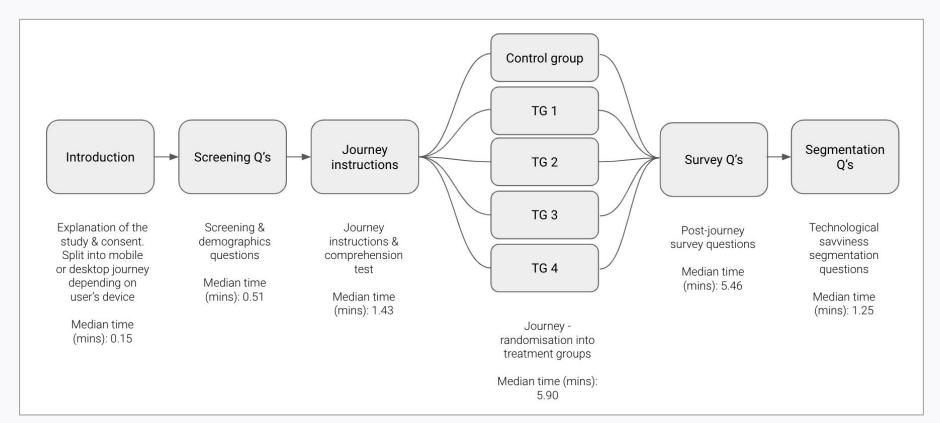




Get Started Page

Analyzing the impact of browser choice screen design, content, and placement.

BEHAVIORAL EXPERIMENTS



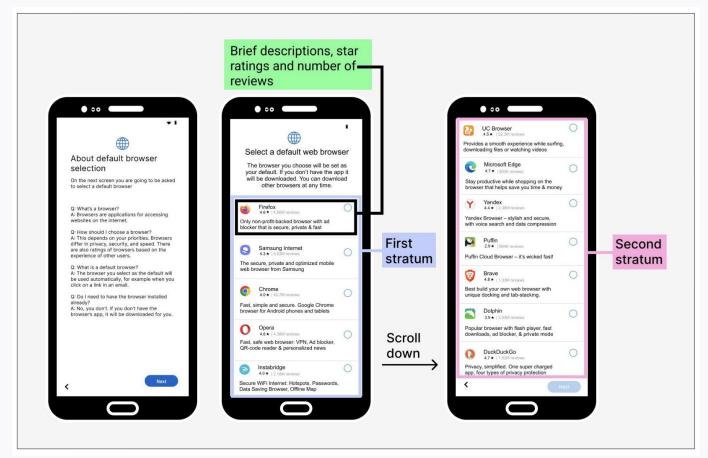
Research Design

BEHAVIORAL EXPERIMENTS

Condition	Timing	# Browsers	Information	Browser Shown
Control	N/A	N/A	N/A	Pre-set: Samsung/Edge
Treatment 1	Device first use	12	Low information	Chosen
Treatment 2	Device first use	12	High information	Chosen
Treatment 3	Device first use	5	High information	Chosen
Treatment 4	Browser first use	5	High information	Chosen

Experiment Conditions

BEHAVIORAL EXPERIMENTS



Effective Choice Screens

- Include key informationPresent a wide range of browsers
- Address ordering effects
 Are shown at device set-up/major updates

Well Designed Choice Screens

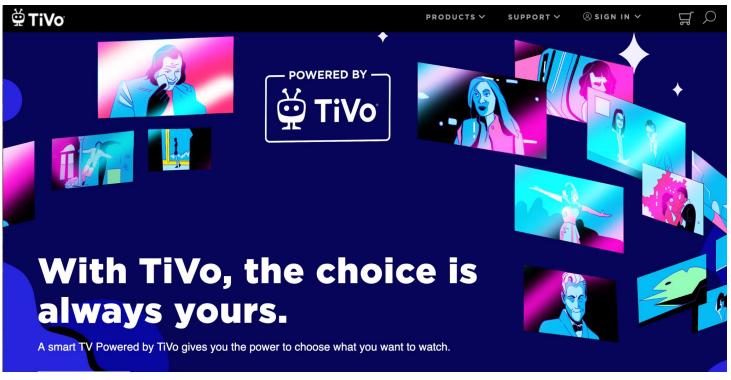
- Align with people's preferences
 Increase people's satisfaction
 Increase browser contestability

- Help people find a default they will stick with

Usability Testing

Identifying Gaps Between Intent and Experience





Assessing the default browser setting experience.

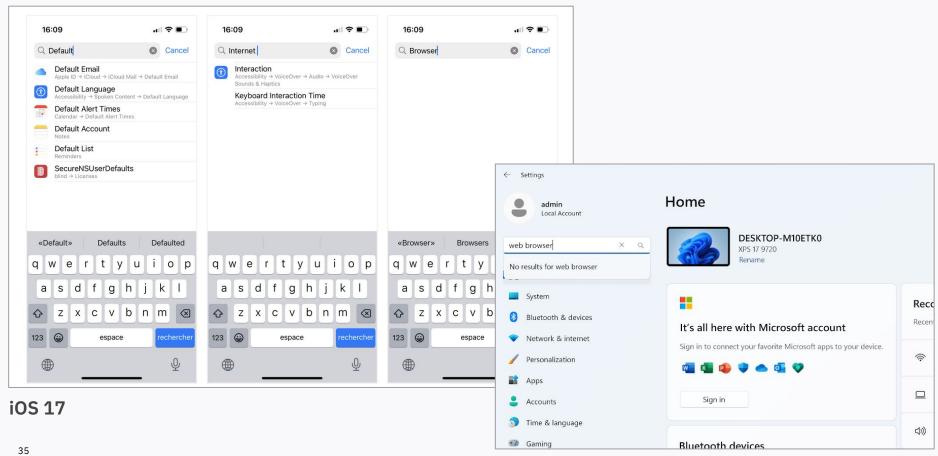
NAVIGATION

Settings are buried in unexpected places.

SEARCH ISSUES

Common terms like "browser" and "default" return no results.

USABILITY TESTING

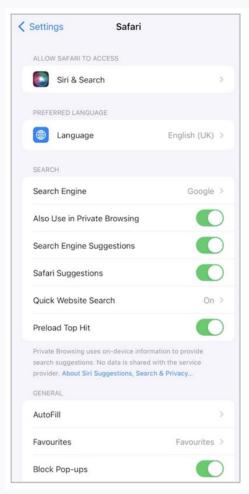


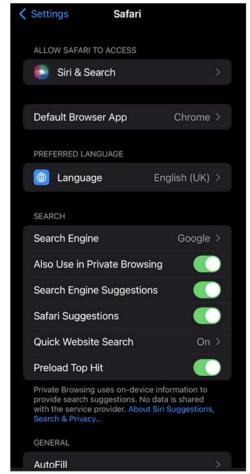
Windows 11

SELF PREFERENCING

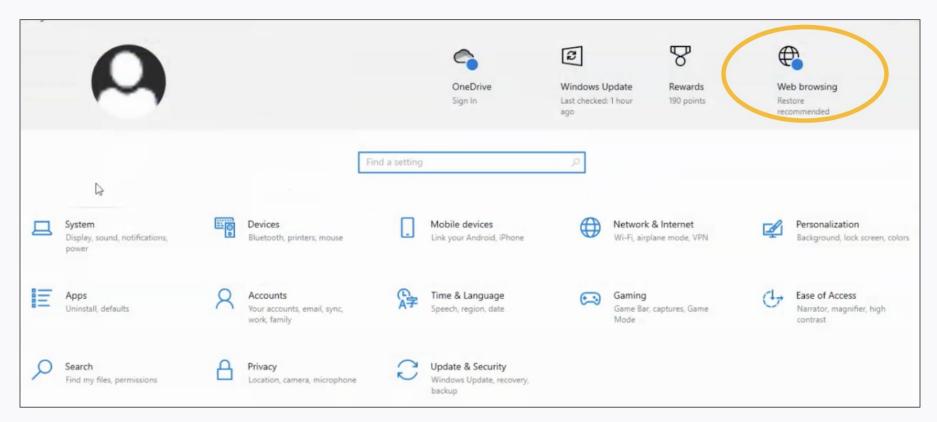
Hidden menus and misleading labels push people to OS browsers.

USABILITY TESTING





USABILITY TESTING



Windows 10

|3

RECOMMENDATIONS FOR BETTER REMEDY DESIGN

Integrate user research throughout remedy development.

Require systematic evaluation of remedies.

Base remedies on empirical evidence about user behavior.

Explore new, innovative remedies.

Foster collaboration with a wide range of stakeholders.

Thank you

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