User Experience Resources for RSEs — Two BSSw Fellowship Projects

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better scientific software

What is Better Scientific Software (BSSw)?
BSSw provides a central hub for the scientific software community to address pressing challenges in software productivity, quality, and sustainability.

The BSSw Fellowship Program
gives recognition and funding to leaders and advocates of high-quality scientific software.

Applications are open for 2027 Fellows until Oct. 30th!
See the BSSw team at their poster for more info.

Thinking Like Your User

https://www.thinkinglikeyouruser.com/

You made a great tool, so why don't people use it?

Sound familiar?

- ☐ Users ask for features that already exist
- ☐ People try it once and never come back
- ☐ Your collaborator loves it. Nobody else uses it.
- ☐ You're the only one who really knows how to run it

These aren't code problems.
They're *thinking like your user* problems

Read the guide

Short, practical.

Start with 'Your first project'

Help improve it

Leave your email.

I'll check in a week to ask what was useful.

***Thinking Like Your User:* A practical User Experience Design guide for busy scientific software developers.**

What's inside:

- A quick test that helps show where users get stuck
- How to talk to users questions so they tell you the truth, not what you want to hear
- Learn what users need when you can't talk to them
- How to pick a first project
- What to say when you hear "Our users are used to it"

UX in Science

https://uxin.science

An open community hub organizing knowledge and resources for scientific user experience (UX).

UX in Science exists to help scientific stakeholders build and steward more usable software to enable more impactful research. The hub is organized around four core types of materials.

👩‍🎨🧑‍🎨 UX Resources 📚💻

Curated readings and practical guides for doing UX in science.

- Perspectives on AI in UX
- Guides on interviewing, journey mapping
- Commentaries on academic research

🧑‍🤝‍🧑 Communities 🧑‍🤝‍🧑

Increasing visibility of UX communities, working groups, and teams.

- US-RSE UX WG
- CASS UDX WG

🧑‍🏫 Education & Training 🧑‍🏫

Pointers to community created & maintained resources to help learn UX practices. Current examples include:

- Thinking Like Your User 👀
- The Carpentries draft UX curriculum

Visit & Contribute

Want to provide your perspective?
Have a topic you want to learn about?
Tell us how you've used a resource?

Contribute today on the GitHub.

Mailing List Join the mailing list to hear about new content and events.

Objectives guiding this hub.

1. Curated environment
for scientific software communities (such as BSSw and US-RSE) to rely on for a range of trusted user experience knowledge.

2. Welcoming space
to help community groups and teams share their efforts and outputs.

3. Work in the open
where all are welcome to contribute.

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