





Webdagen - 19.09.2023

Sustainable UX

Workshop: How to make your website more sustainable

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"The greatest *threat* to our planet is the belief that someone else will save it."

Robert Swan - 2041 Foundation



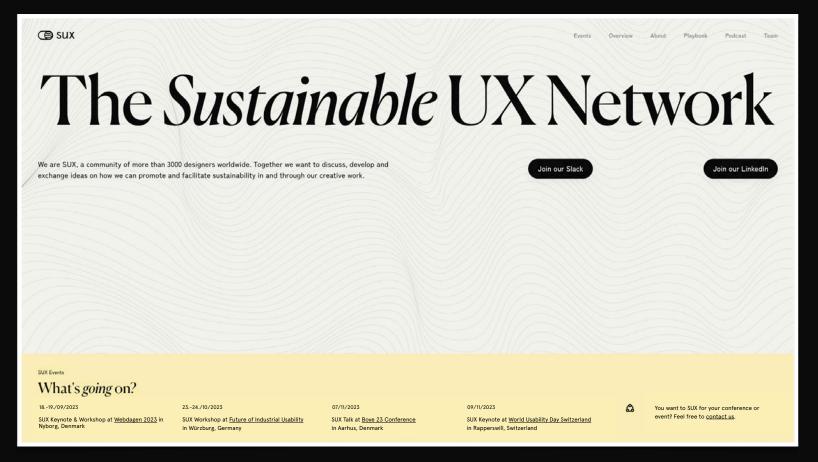
Thorsten Jonas

Digital Sustainability Trailblazer Founder of the "SUX Network"

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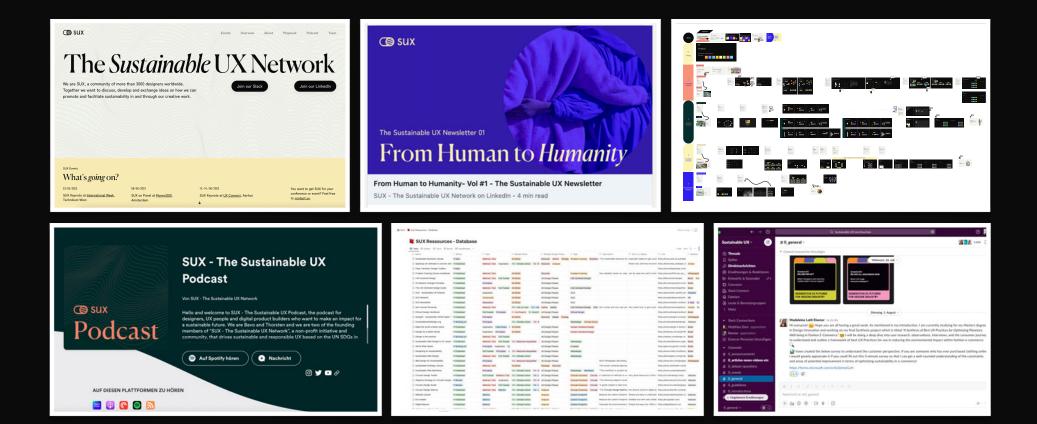


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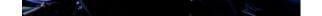


Making sustainability *Default* in all productdesign processes.

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"User experience (UX) design is the process, teams use to create products that provide meaningful and relevant experiences to users."

"When designers center around the user, where do the needs and desires of the other actors in the system go?"

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Kevin Slavin



We need to move from a human to a humanity and environmental centered design approach.



The Internet is responsible for 3,7% of the global green house emissions per year.

Source: BBC, 2020



A website with 2,5million visits per month easily "emits" 20 tons of CO2 - each month.



2,5 million visits per month 10 page views per visit 0,8g CO per page view

20 tons of CO2 per month
Flying Copenhagen - NY 20 times

Sustainability

is more than CO2 emissions.



What have we won, if we save the world only for us, who were lucky enough to be born well suited or on the rich side of society or the planet?







What have we won, if we build sustainable products that exclude people?

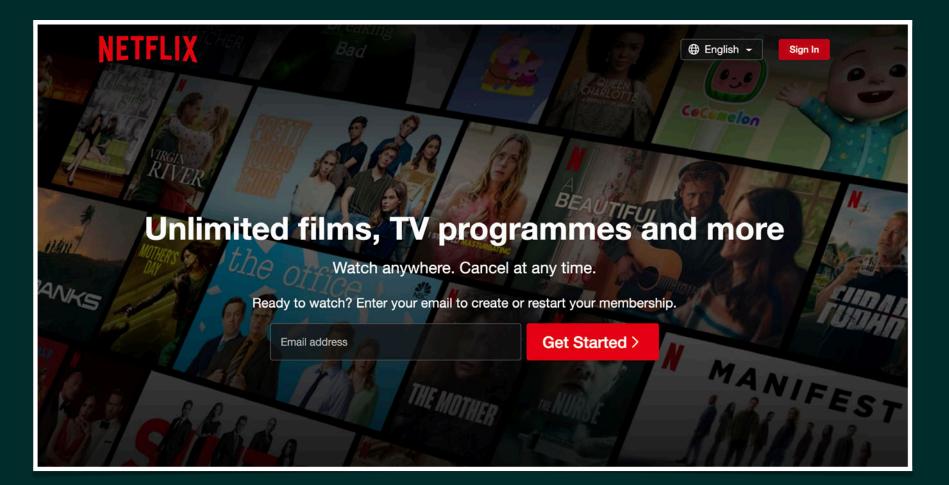






Or what have we won, if we save the planet, but continue having more and more cases of depression and burnout?











Practical Exercise

Warm-Up

Apple and Mother Nature.

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Mother Nature

Task:

Think a few minutes about the digital product or website you work on: What would "Mother Nature" say about "your" Product/Website?

Talk the person left or right to you and tell each other your thoughts.







Scenario

Choose one of the following two scenarios to work on.

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🕓 5min

Choose a Scenario

Szenario 1: "Citizen Service" Website

Municipality website for all citizen services, where citizens get access to all relevant information and (self-)services.

Szenario 2: Online Shop for Coffee

An online shop, were people can buy coffee. Coffee is imported directly



Group Work

Get together in groups of 5-8 people.



Practical Exercise

1. Actors

Who is impacted by your product?

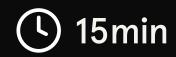


Actor Mapping

Actor Mapping Put your product / idea in the center. Think about all actors that are impacted by the product. Actors can be human or non-human.		Sux sustainableuxnetwork.com
ප <u>ි</u> පු Human	Place your idea / product / experience here	
Ø⊕ Non-Human		

Source: SUX Network

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Actors

Task:

Think about all actors that are impacted by your product. Think about human AND non-human actors. Non-human actors can be anything (animals, nature, neighborhoods, etc.)

Actor Mapping Put your product / idea in the center. Think about all actors that are impacted by the product. Actors can be human or non-human.		sustainableuxnetwork.com
පි <u>ප</u> Human	Place your idea / product /	
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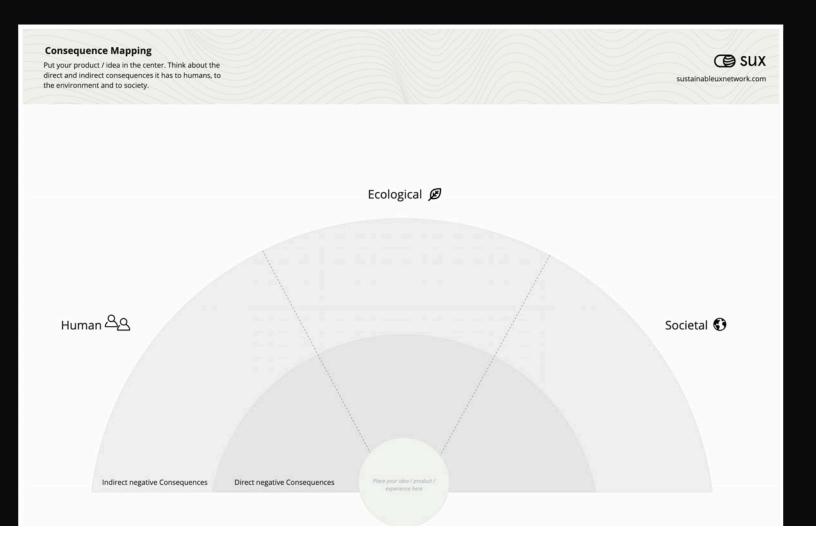
Practical Exercise

2. Consequences

What are the direct and indirect consequences of your product?

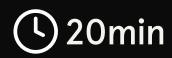


Consequence Mapping



Source: SUX Network

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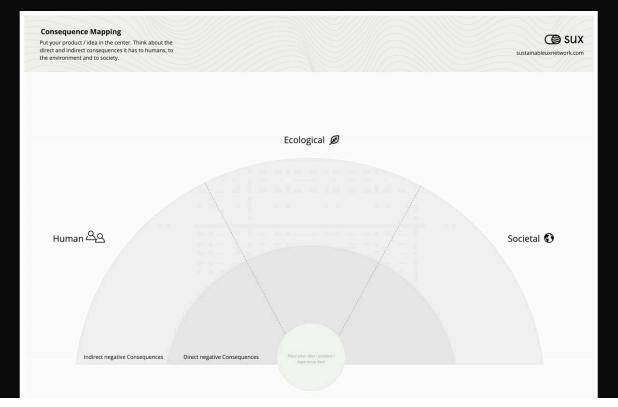
Consequences

Task 1:

Put your product in the center.

Task 2:

Think and discuss about the direct and in-direct consequences it has on humans, the environment and the society.





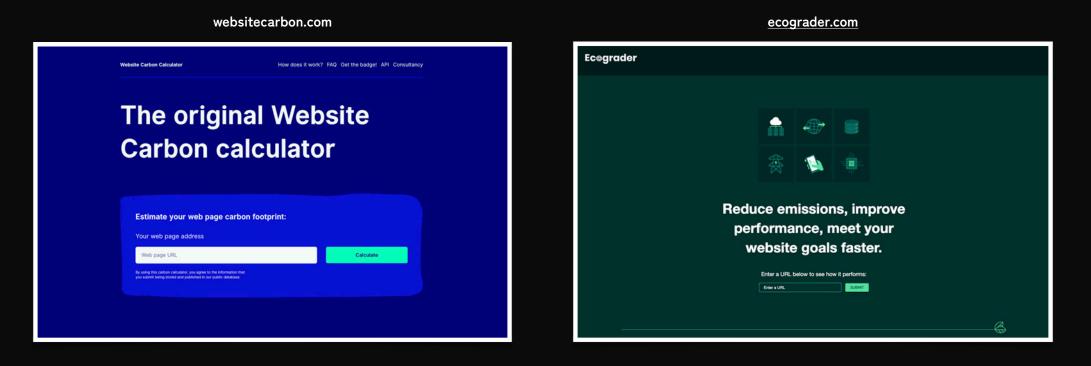
Practical Exercise

3. Carbon Impact

How could the carbon impact of your product been reduced?

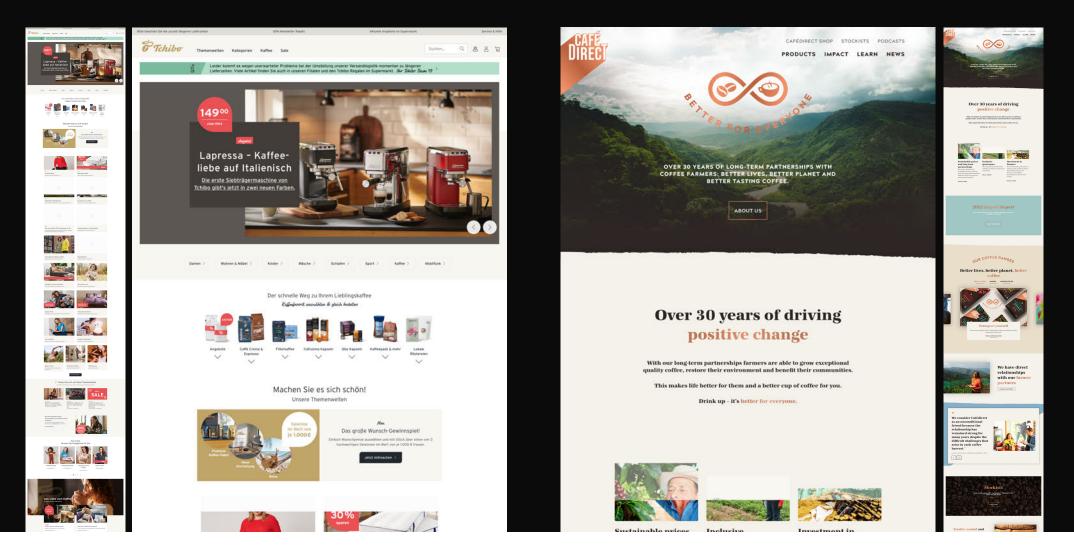


Measuring Carbon Footprints

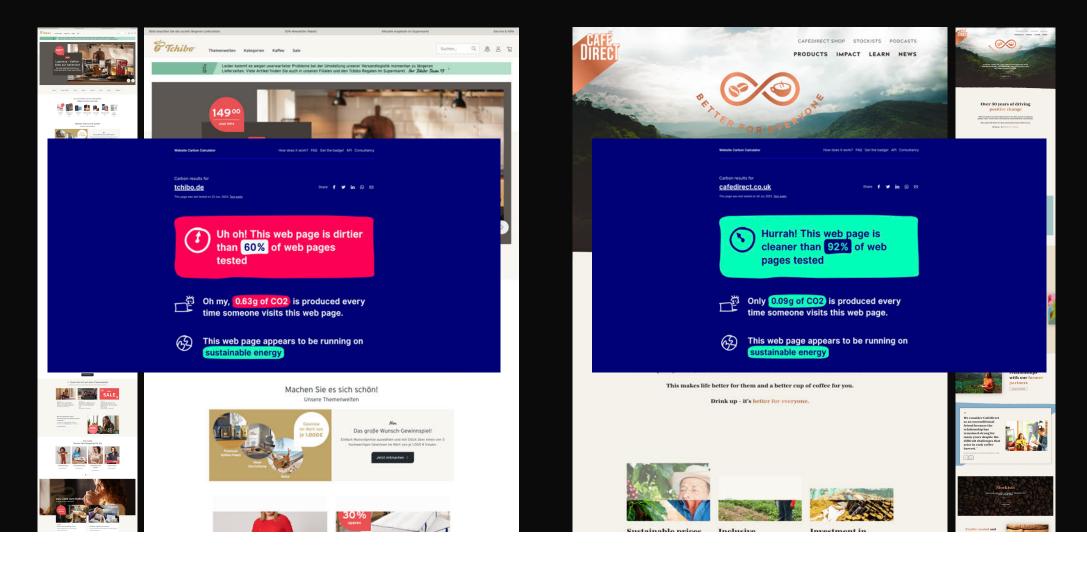


And further tools: digitalbeacon.co, Globemallow (Chrome Extension)











Low Impact

Carbon Impact Brainstorming

arbon Impact Brainstorming instorm ideas, that help lowering the carbon impact your digital product / website / experience. sustainableuxnetwo				
	Backend	Frontend	A User	Content
High Impact				

Source: SUX Network

Note: external

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Carbon Impact Brainstorming - Part 1

Task:

Think about ideas how to reduce the carbon impact of your product on the **BACKEND and FRONTEND** level.

ainstorm ideas, that hel your digital product / w	p lowering the carbon impact ebsite / experience.			sustainableuxnetw
	Backend	🖵 Frontend	A User	Content
High Impact				
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Carbon Impact Brainstorming - Part 2

Task:

Think about ideas how to reduce the carbon impact of your product on the **USER and CONTENT** site.

your digital product / wei	o lowering the carbon impact obsite / experience.			sustainableuxnetw
	Backend	Frontend	A User	Content
High Impact				
1				
Low Impact				

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We need to make building for **less Carbon Emissions** the new normal.

1 Design

- Lightweight Design
- Colors, Fonts
- Elements (e.g.: no carrousels)

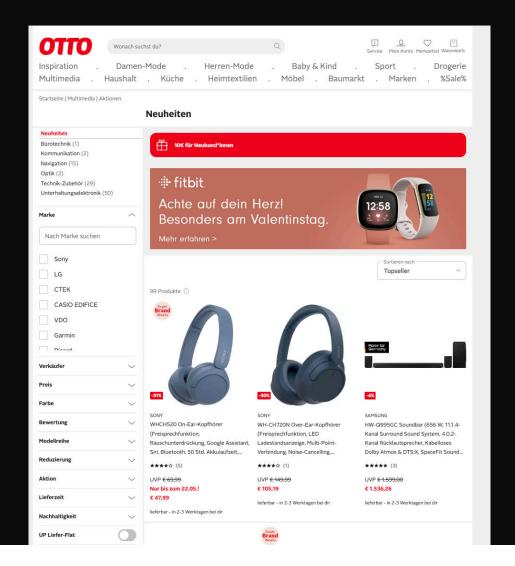
2 Hosting

- Green Hosting
- Caching
- CDN (note: not in every case)

3 Development

- Image Formats (-> WebP) and size (deliver in proper size)
- HTML, CSS, JS optimization
- Video optimization







We need to help our users to act more sustainable.

1 Educate Users

- Explain impacts to users
- Offer low impact alternative of your website as a choice for the users

2 Create new Defaults

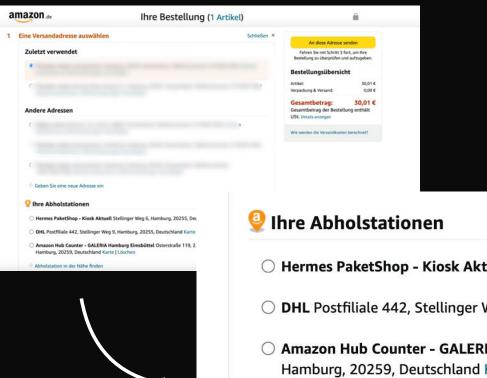
Shift form Opt-In for Sustainability to Opt-Out

- Think about the most sustainable choices
- Make the most sustainable choice default

3 Low Impact Alternative

- Offer low impact version
- Less Content
- Load more contents on demand





- O Hermes PaketShop Kiosk Aktuell Stellinger Weg 6, Hamburg, 20255, Deutschland Karte | Löschen
- O DHL Postfiliale 442, Stellinger Weg 9, Hamburg, 20255, Deutschland Karte | Löschen
- Amazon Hub Counter GALERIA Hamburg Eimsbüttel Osterstraße 119, 2. Obergeschoss; Sport-Kasse, Hamburg, 20259, Deutschland Karte | Löschen

+ Abholstation in der Nähe finden

Web Sustainability Guidelines (WSG) 1.0

- Inspired by W3C's Web Content Accessibility **Guidelines** (WCAG)
- 93 guidelines with 232 success criteria and cited references over 250+ pages.
- Five areas to address sustainability issues as they relate to web design and the overall internet ecosystem:
 - UX design
 - Web development
 - Hosting & infrastructure
 - **Business & product strategy**
 - Metrics & measurement

https://w3c.github.io/sustyweb/



1.

Abstract

Status of This Documer

1.1 Background on WSG

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- 1.2.2 Guidelines
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- 23 Research Non-visitor's Needs
- 2.4 Consider Sustainability In Early Ideation
- 25 Account For Stakeholder Issues
- Create a Frictionless Lightweight 2.6 Experience By Default
- 2.7 Avoid Unnecessary Or An Overabundance Of Assets
- Ensure Navigation And Way-finding Is Well-28 structured
- 29 Respect The Visitor's Attention 2.10
 - Use Recognized Design Patterns Avoid Manipulative Patterns
- 2.11 2.12 Document And Share Project Outputs

Web Sustainability Guidelines (WSG) 1.0 Draft Community Group Report 30 August 2023

Latest published version: https://w3c.github.io/sustyweb/

- Latest editor's draft:
- https://w3c.github.io/sustyweb Editors:
 - Alexander Dawson (Invited Expert)
- Tim Frick (Mightybytes) Feedback:

GitHub w3c/sustyweb (pull requests, new issue, open issues)

Implementation Sustainable Web Design

Glance:

Web Sustainability Guidelines At A Glance

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Abstract

Web Sustainability Guidelines (WSG) 1.0 covers a wide range of recommendations for making websites and products more sustainable. Following these guidelines which utilize environment, social, and governance (ESG) principles throughout the decision-making processes, you can minimize your environmental impact through a mixture of user-centered design, performant web development, renewable infrastructure, sustainable business strategy, and (with metrics) various combinations of those mentioned. It should be noted that these quidelines will not address every possible mechanism or strategy to become sustainable, as such, these guidelines (which are notably Web orientated and focused) should be seen as a starting point in a sustainability journey (coverage does not extend for example to manufacturing or shipping of physical products). Following these guidelines will often make Web content more accessible, usable, and performant as a by-product.

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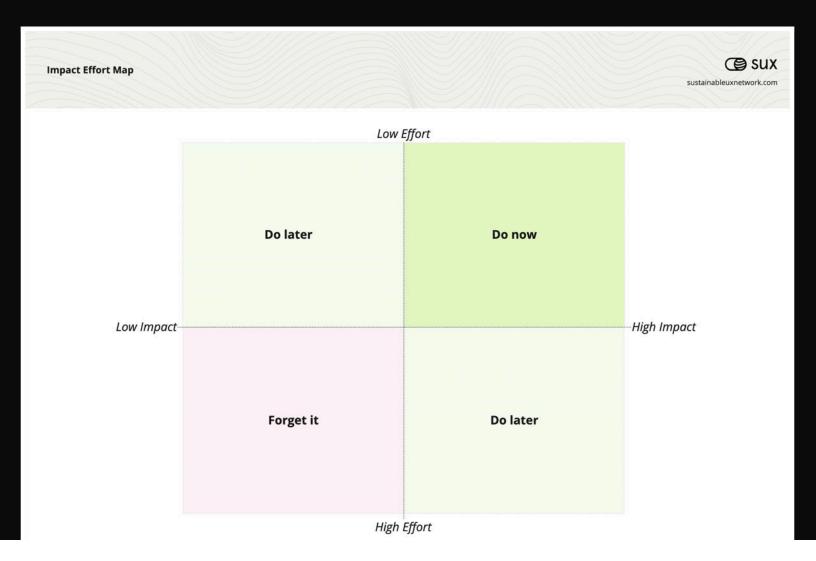
Practical Exercise

4. Impact Effort

What should you do first?



Impact Effort Map



Source: SUX Network

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Impact Effort Mapping

Task:

Take the ideas from the last exercise and map them in the Impact Effort Map.





Getting sustainable is not one project but an ongoing process

1 Set KPIs & Goals

- Set sustainability related KPIs and goals
- Make sure to break them down in doable steps

2 Stay in motion

 Do ongoing small steps rather than one big step followed by a long break

3 Feed the narrative

- Be transparent about your steps and why you do what
- Give frequent digital sustainability status updates



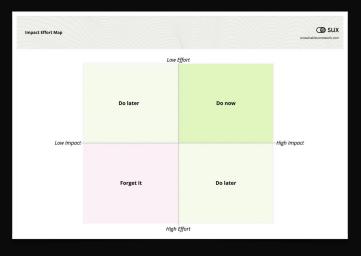
Practical Exercise

Present the results

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Present your results









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	Backend	- Frontend	A User	Content
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What can you do now?

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A. Create *Transparency* about the negative impacts of your (digital) product

Carbon Footprint

- What is the Carbon footprint of your digital product?
- What are the main drivers for it?

Actors & Impacts

- Who are the other actors in the context of your digital product?
- Who and what is impacted by your product?

Unintended Consequences

 Are there unintended consequences of your digital product - on other actors, the environment or the users?

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B. Start making Sustainability *Default* in your product strategy.

Sustainable Strategy

 Incorporate Sustainability in your product (and company) strategies from the beginning

Additional Goals

- How much less carbon will your product emit in 12 months?
- Which unintended consequences can be lowered or fully avoided in 12 months?

Go beyond the user

- Try to void negative impacts on other actors. Make a step by step plan towards this goal
- Make sure not to exclude users (be careful with MVPs)

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C. Start making Sustainability *Default* in your product building/design processes.

Design

- Start using carbon-friendly design and build practices: Elements, Fonts, Colors, etc.
- Identify and use Sustainable Defaults

Building

- Start using Carbon Friendly build practices: Caching, Image Formats, Lazy Loading etc.
- Green Hosting

Content

- Question your content from sustainable point of view: is it necessary?
- Questions the used medium:
 Video / picture necessary?

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https://w3c.github.io/sustyweb/

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"For there is always light, if only we're brave enough to see it. If only we're brave enough to be it."

Amanda Gorman

Sustainable UX

C sux

Sustainable UX

How UX can (hopefully) save the world

CO sux

DAD

EMAN

How UX can (hopefully) save the world

Let's get in touch.

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