

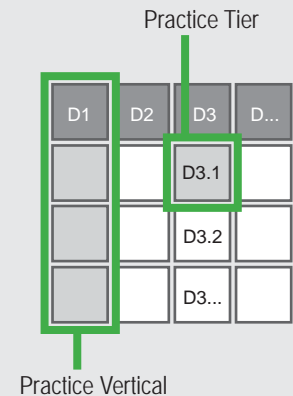
# UX Design Practice Verticals

Proposed first-order segmentation\* contributed by Nathaniel Davis

	Business Context Analysis <sup>↑</sup> <sub>1</sub>	Usability Engineering <sup>1</sup>	User Experience Planning <sup>2</sup>	Content Publishing <sup>5</sup>	Information Architecture <sup>3</sup>	Interaction Design <sup>↑</sup> <sub>4,5</sub>	Visual & Information Design <sup>↑</sup> <sub>5,6</sub>	Computer Science <sup>[4,6]</sup>
User Experience Design	Context Map	Synthesis	UX Brief	Content	Navigation	Wireframe	Graphics	Front-end Code
	Performance Measures	Primary Research	Personas	Editing	Information Organization	Interaction	Layout	Database Design
	Product / Service Definitions	Testing	Engagement Definitions	Governance	Information Relationship	Patterns	Style Guide	Server Code
Business Intent	Logistics	UXD Management	Content Management	IA Management	Conventions	Art Direction	Infrastructure	
Mission / Vision	Research Design	UX Strategy	Content Strategy	IA Strategy	Device Strategy	Creative Strategy	System Architecture	
Business Model	Analytics	Research	Research / Analytics	Research / Analytics	Research / Analytics	Research / Analytics	Research / Analytics	

## Practical Uses of the UX Design Practice Verticals Chart

- Use for individual skills assessment for IA and UX design professionals
- Use as a guide for applying UX design deliverables to a project
- Use for gap analysis for evaluating UX design deliverables



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