

# Defining NEW for the time-honored experience of Words With Friends.

**Whitney Taylor** 

Lead UX Designer on Words With Friends, Zynga

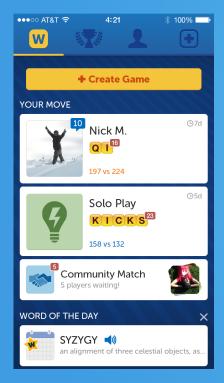




Words With Friends is a crossword based social puzzle. It's the number 1 free game in iPhone history, and is played by millions every day.

It's also cross platform and available on iPhone, iPad, Android devices, and Web.

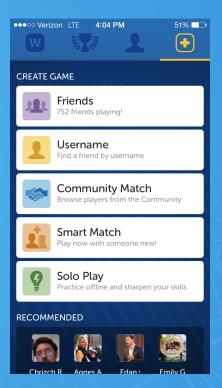
## **Core Components**







Gameboard



Create Game

## **Brand Motivators**









Escape

## Consumer Needs



ESCAPIST

Play to relax and lightly challenge themselves.



CASUAL
Varied motivations for playing.



COMPETITOR

All about competition and mental challenge.



SOCIAL
Highly connected to others in the game.

#### Software

- Cross Platform solution
- Shared Gameboard tech using Cocos2d-x
- Native iOS and Android
- A/B testing



# 5 Year Anniversary

billion games played

More than 5x the amount of smartphones currently in the world

217 billion letters played
That many tiles would wrap around the Earth 5.4 times

58 billion words played

Equivalent of more than 65,000 copies of Shakepeare's complete works

# Defining NEW for the time-honored experience of Words With Friends.

# **Defining NEW**

Player Love

More Social

Cross Platform

Results

# Player Love



#### **User Needs**

#### Friends to Play



keisha katr @klassykeis 2012

I want to play words with friends, so somebody come play me

#### Ways to Play



candacejohne

@sweeetascan

2012

i've been playing Words With Friends all day . join me people!

#### Ways to Feel Smart



Christopher Bat @christopherm 2012

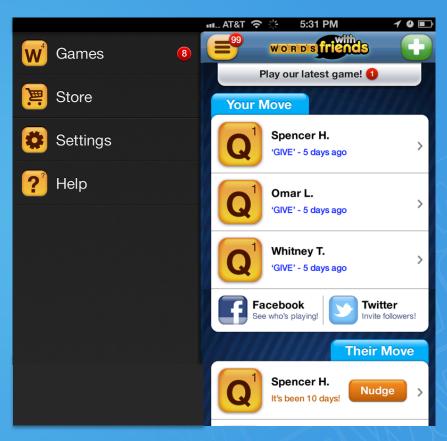
What new words have people learned from **Words with Friends**, and what do they mean?

#### Think back to 2012

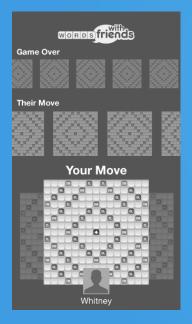
- iOS 7
- Android Jelly Bean
- Windows 8 Metro
- Flat design replaces skeumorphic design
- Growing screen sizes
- Letterpress

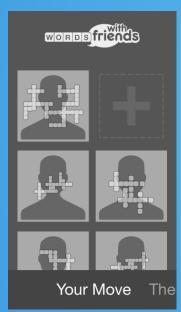
# Old UI Framework

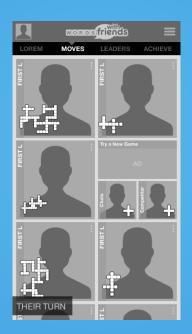
- Competing for real-estate
- No primary call to action
- Hidden side menu
- No communication channels
- Accessibility concerns
- iOS list view

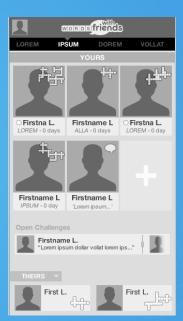


# Early Explorations





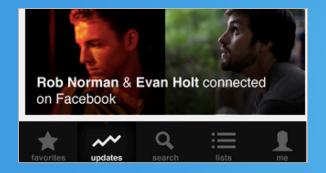






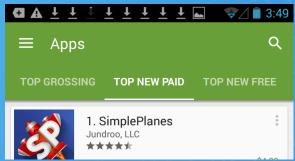


# Early Research



**Tab Bars** 





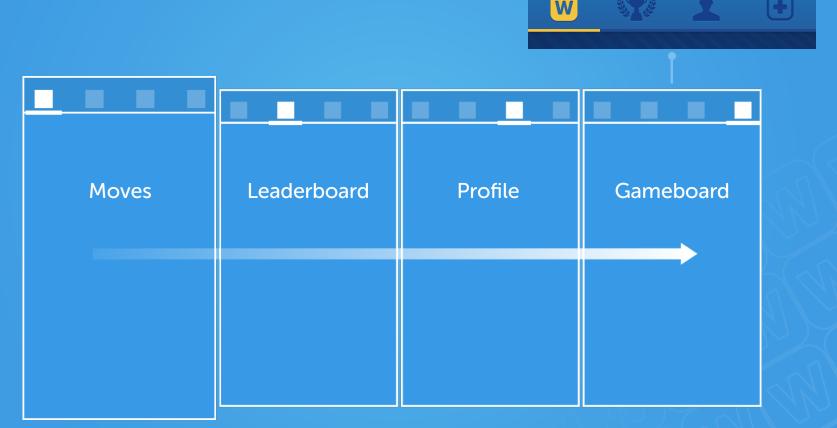
Sliders

4:21

●●●○○ AT&T **令** 

∦ 100% 🚃

### New UI Framework

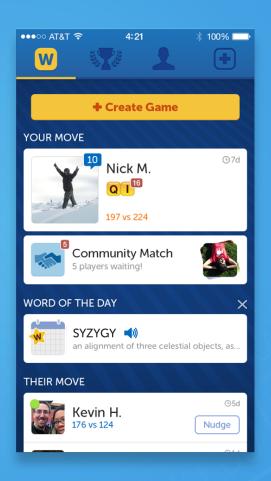


# Visual Weight

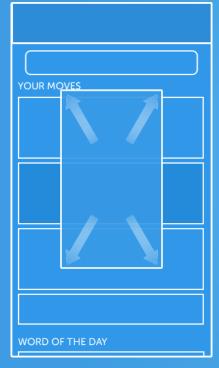
PROFILE IMAGE SIZE

90POINTS

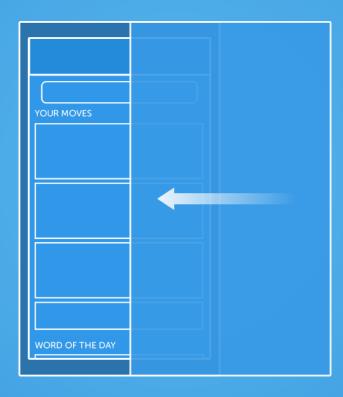
45POINTS -



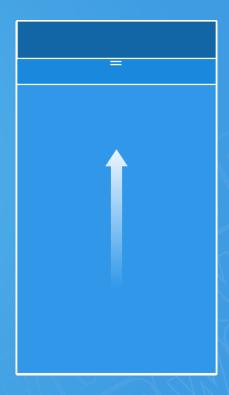
### Interaction Scheme



Gameboard



**Secondary Screens** 



**Specialty Content** 

#### **Cross Platform Solution**

"This new version is absolutely amazing. It's like Zynga finally realized how to build a game on Android."

- Android Central

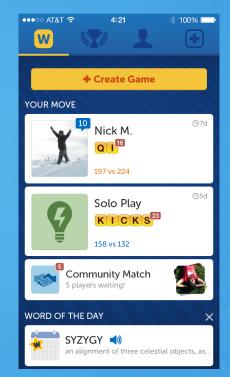




## New UI Framework



Before



After

# Original Gameboard

- All buttons exposed at once
- No primary call to action
- Confusing game menu
- Designed for short phones

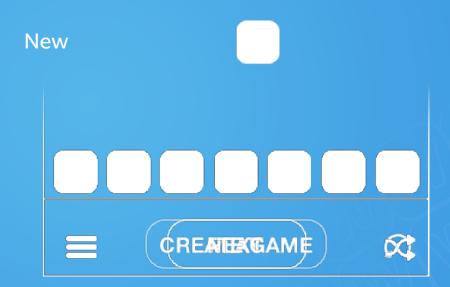


**Before** 

# Simplified Game Actions



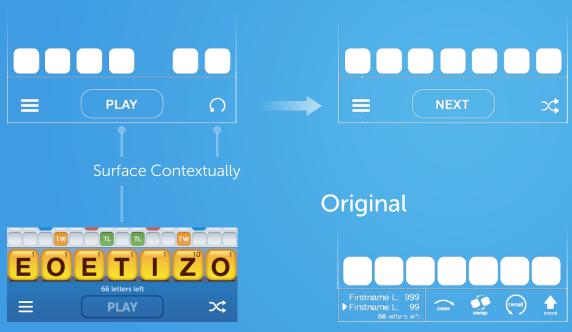






# Simplified Game Actions

New





# Improved Game Menu

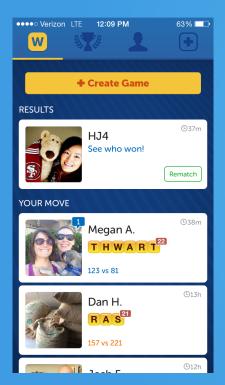
- Clear ON/OFF states
- Room for expansion
- Consistent iconography
- Includes secondary actions



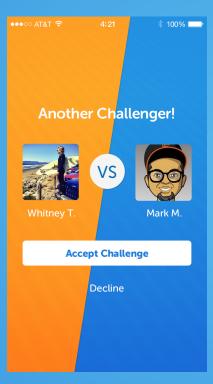


After

#### Communication Channels



**Results Section** 



**Matchup Screens** 



**End of Game** 

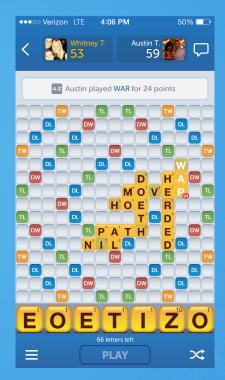


**Toaster System** 

#### Gameboard



Before



After

#### **Features**

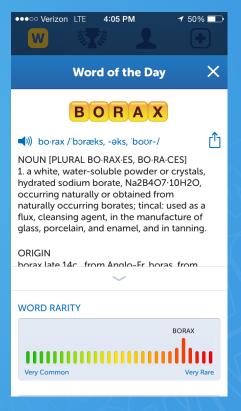
- Feature parity
- Community Match
- Solo Play (Offline)
- Dictionary & Word of the Day
- Profiles + Competitive Stats
- Unlimited Word Strength & Tile Bag



# **Dictionary & WOTD**







# Solo Play (Offline)





# Defining NEW

Player Love

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#### **More Social**

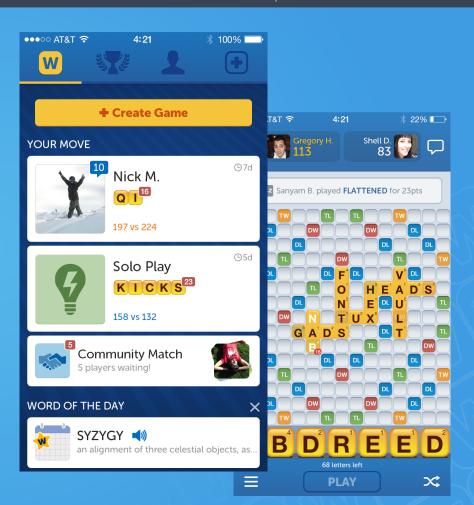


Savage @Bruning\_15

You know it's real when she plays you back in words with friends before she texts you back

# Visual Redesign

- Committed to quality
- Pixel perfect
- Respect the brand identity
- Balance social vs game UI
- Elegant typography
- Consistent iconography
- Rich animations



# Approach









Beautiful



True to Brand

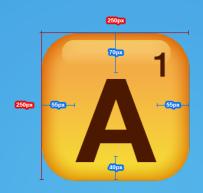


- Refreshed
- New tag
- Tilted tiles
- Removed gradients
- Speech bubble tail





#### Tiles



The most iconic piece of the Words brand is the tile.

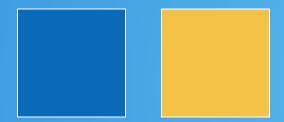
QUIXOTIC QUIXOTIC A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z

#### **Color Palette**

#### **Primary**

Background, Icons, Buttons and Call Outs.



#### Secondary

Typography, Backgrounds, Highlights.

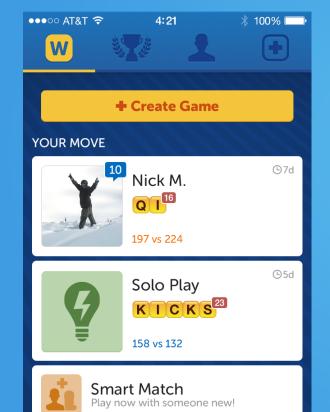


#### Accent

Icons, Win/Loss States/Game Play



# Simple Typography







# Consistent Iconography

- Same perceived size
- Flat, no perspective
- Rounded corners
- Simple and easy to identify
- Universally understood
- Negative space







# Consistent Iconography

Main Nav









Create Game









Game Menu













Gameboard











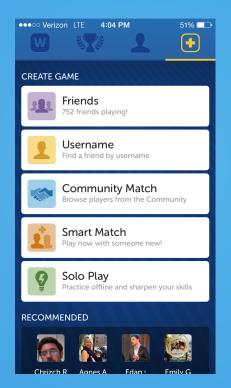






# **Iconography Usage**







Navigation & Feature Icons

Game Icons

# Gameboard Redesign



4	STREAK	3
2	CURRENT WIN STREAK	0
Current	Last Game	All Time
1761	TOTAL SCORE	1544
BONUS TILES PLAYED PER GAME		
DL 43%		57%
π 47%		53%
TL 47% DW 59%		53% 41%



# Learnings

- Constantly iterating on design
- New font and color on Tiles
- New font on Gameboard





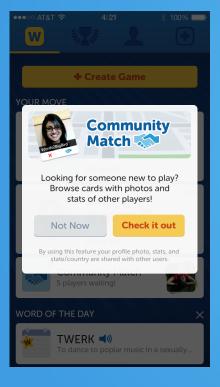


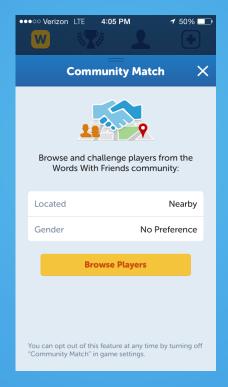
#### **New Social Elements**

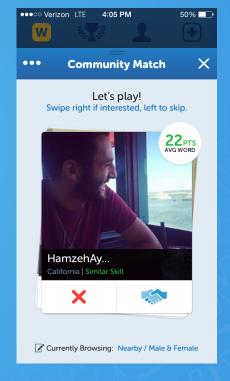
- Presence (online indication)
- Community Match
- Profiles + Competitive Stats
- Improved Matchmaking Algorithm
- Rich Animations



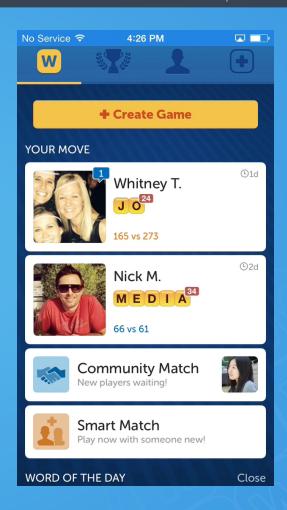
# Community Match







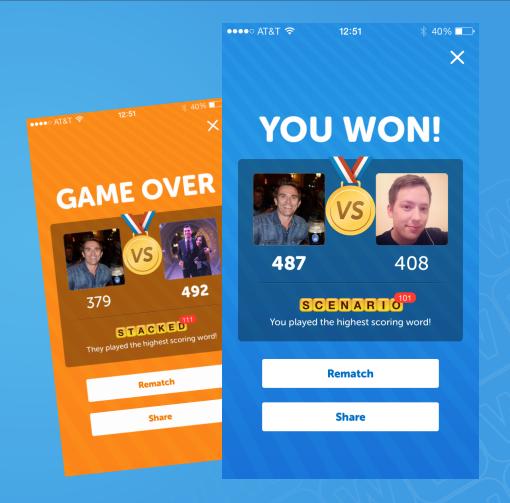
Stats



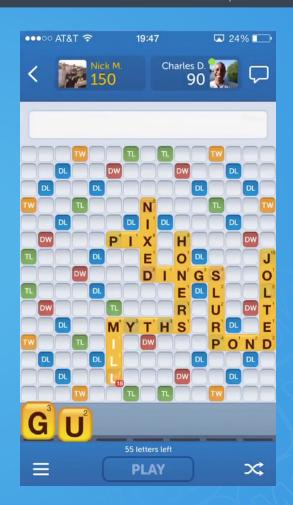
- Stats
- Matchup Screens



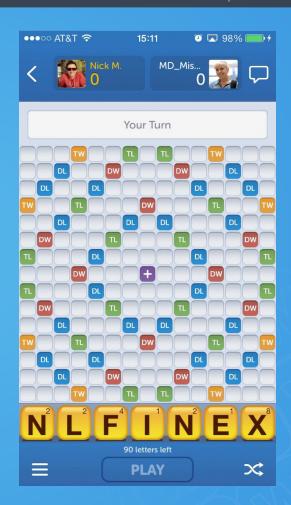
- Stats
- Matchup Screens
- End of Game celebrations



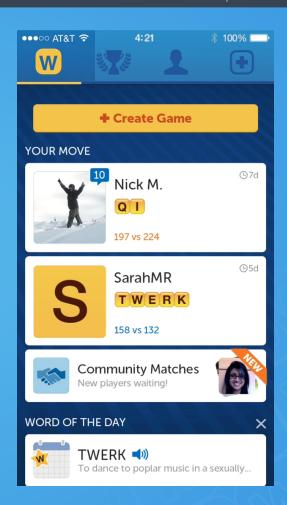
- Stats
- Matchup Screens
- End of Game celebrations
- Tiles



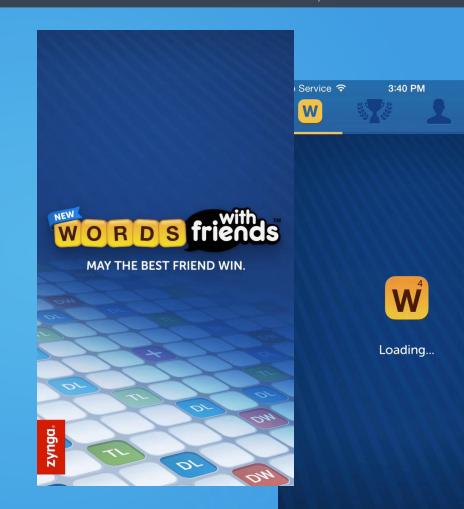
- Stats
- Matchup Screens
- End of Game celebrations
- Tiles
- Word Strength



- Stats
- Matchup Screens
- End of Game celebrations
- Tiles
- Word Strength
- Pull to Refresh



- Stats
- Matchup Screens
- End of Game celebrations
- Tiles
- Word Strength
- Pull to Refresh
- Loading



# **Defining NEW**

Player Love

More Social

Cross Platform

Results

#### Cross Platform



Laura Weis @Laura\_Weis Jul 18

Need to step away from the **tablet**. @nyvelocl just slammed me with a 114 point word in **Words with Friends**.

#### Short / Tall Phones









Before

After

Tablet Specific Design

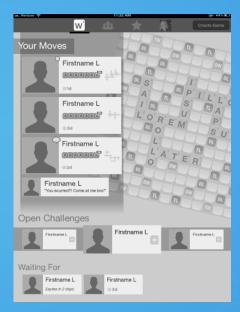




# Early Explorations









# Tablet Specific Design

- Consistent experience across all platforms
- One of a kind game board browsing
- Full use of real estate
- Portrait & landscape





# Tablet Learnings



# **Tablet Lobby**



Before



**After** 

#### **Tablet Gameboard**



Before



After

### Tablet Landscape





Before

**After** 

# Web Redesign



### Web Redesign





Before After

# **Defining NEW**

Player Love

More Social

Cross Platform

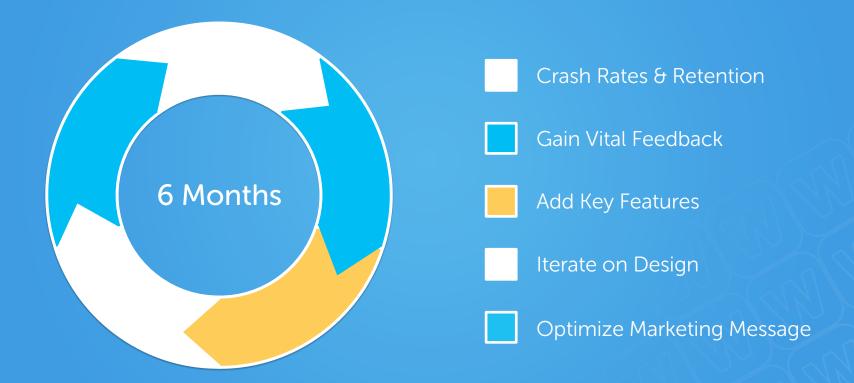
Results

#### Results

Lisa Marie Iva @MissLM Oct 11

@WordsWFriends OMG. OMG. OMG. <3 y'all. & I'm #crazyinlove with the new app version!

#### **Extended Soft-Launch Period**



#### Geo Rollout

- Tracking, crashes, new look
- Stability, game health, retention
- Added Solo Play & Community Match
- iOS8 feature
- Migration
- Worldwide launch



**Brand New Features!** 

### **Targeted Communications**



Game-Centric imagery

Current Users



Scene-Centric imagery Lapsed Users

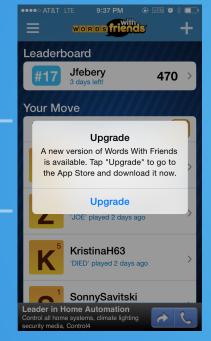
# Migration

- Fully backwards compatible
- No change to gameplay
- Opponents carry over
- Historical stats preserved
- Purchases grandfathered
- Soft gates, no hard gate
- Old SKUs still functional



### Migration Channels

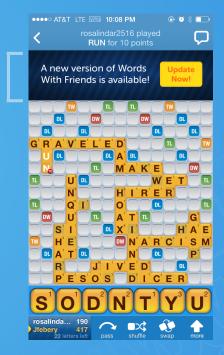
#1



**Upgrade Dialog** Most Effective (3x)



Webview Cell 2<sup>nd</sup> most effective (2x) \*Total DAU interaction by channel



Gameboard Banner Least Impact

## Launch

- Oct 2014
- Worldwide launch on all platforms
- Top 5 chart positions
- 4.0+ star ratings
- Grew audience 35%
- Crash rates < 2%</li>



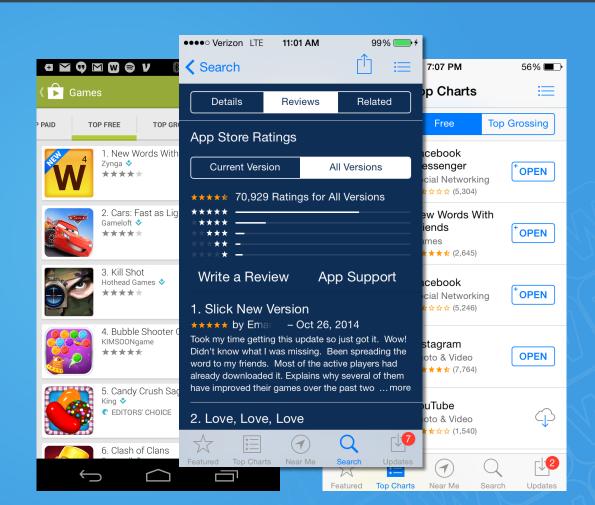
# **Key Stats and Specific Outcomes**

- Engagement days played per week up 15%
- Retention up for all user types
- Game creates
- Moves per day
- Reviews & Ratings maintained 4.0+ rating
- Revenue



## **Chart Positions**

- #1 on Google Play
  - 42 days
- #2 in the App Store
  - IPhone 49 days
  - iPad 43 days
- 4.0+ star ratings



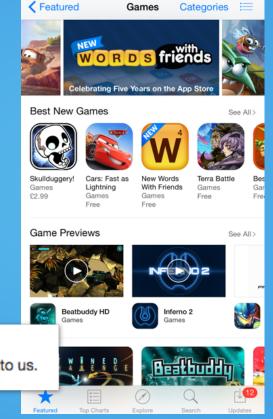
## Featuring

#### iOS

- 3<sup>rd</sup> in Best New Games
- Titled banner

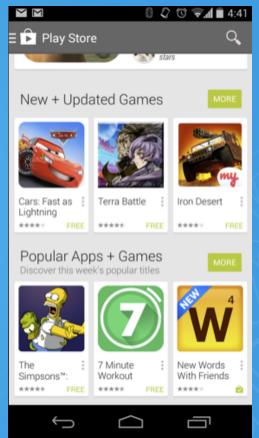
#### Android

New + Updated Games



9:55 AM

●●●●● AT&T LTE ※



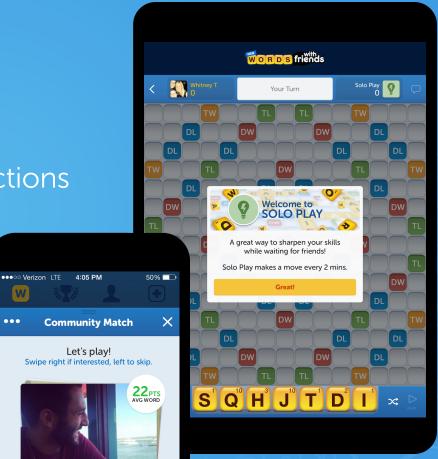


Google Play @GooglePlay · 2m

@WordsWFriends Spells A-W-E-S-O-M-E to us.



- Solo Play did best on iPad
- Community did best on Phones
- Next Turn UX improved game actions



# Feature Specific Results

## Community Match

- 9.3% increase in game creates
- 7% in moves played
- 2.7% of DAU create a new Community
   Match each day

#### Next Turn UX

- 21% click 'NEXT'
- 7% click 'CREATE GAME



# Feature Specific Results

#### Profiles & Stats

- 12% of our DAU view their own Profile
- 6% view opponents Profile

## Word Strength

13% of DAU use Word
 Strength each day



# **Defining NEW Post Launch**



Shane Dhollar @SDholland

Why study for finals when I can play words with friends and get just as smart

## Post Launch

- Hindsight smarter
- Chat 2.0 more social
- Community 2.0 more social
- Colleges
- Social Sharing
- International Markets



# Hindsight



# Hindsight







## Chat 2.0



Before



After

## Chat 2.0





Before

After

# Social Sharing











# Defining NEW for the time-honored experience of Words With Friends.

Q&A

More Questions?
Wrap-Up Room, West 2002

Whitney Taylor @wtaylordesign