

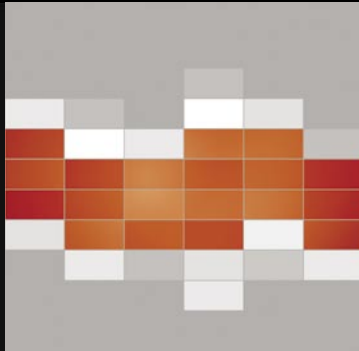
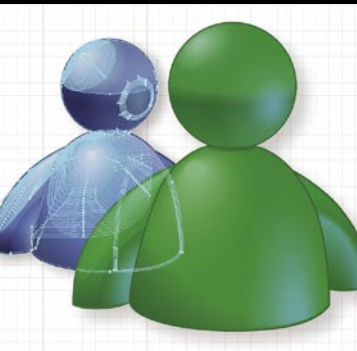
Microsoft
microsoft.com/design

Design at Microsoft

Our great challenge: Instill our products with spirit and magic. Therefore, we strive to create an environment that nurtures the spontaneity and inspiration so crucial to good design. In short, we seek to create products that people love.

Microsoft

Where do you want to go today?



From pixels to plastix, designers
here work on a wide range of products

The gameplay's the thing



X-Box and Games

Extreme PC makeover



Hardware

Ubiquity



From the phone in your pocket to the pda in your backpack, computers truly are "here, there, and everywhere"

"Existing everywhere"

Omnipresent, universal, global, abundant, integrated, permeating, here, there, everywhere, aboard, on board, at home, afield, on the spot, in the presence of, before, under the eyes of, under the nose of, in the face of.

Mobility

The butterfly never sleeps



Select a category:

Web

News | Images | Music | Desktop

| **Encarta**

Search the Web:

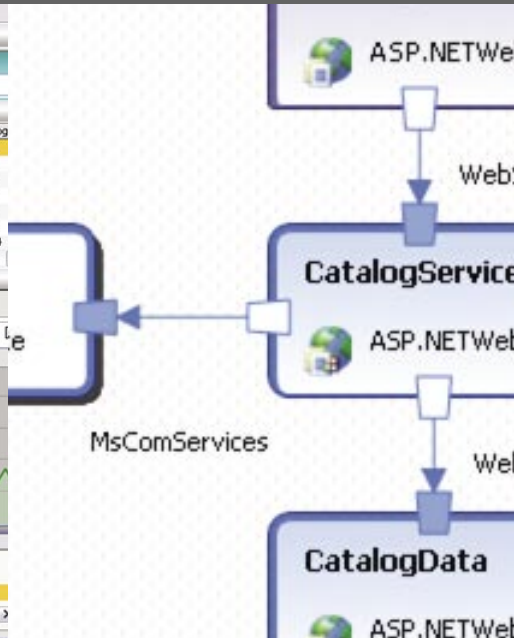
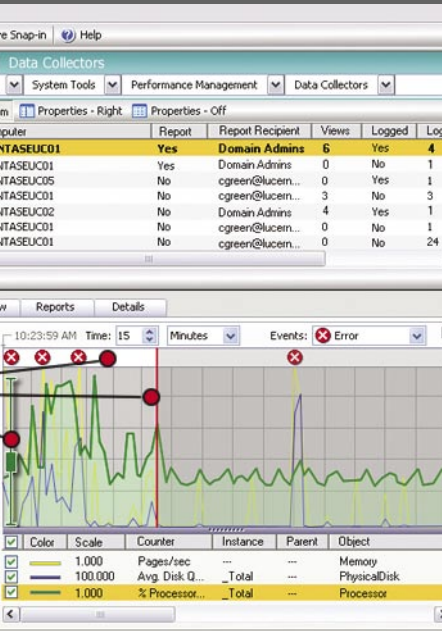
Search



msn®

MSN

Mission critical software



"A product that you create here may be used by 800 million people, which is an unprecedented scope for impact. Designers here have amazing reach."

— Surya Vanka, Manager
UX Excellence

Server and Tools

Some people spend more time with Office than the love of their life



Office

The PC is due for an image change...

— Steve Kaneko, Design Director for Windows Hardware Innovation



At the heart of your PC and the core of our business

Windows

Definitely not business as usual

Microsoft Business Solutions Great Plains

File Edit View Tools Transactions Inquiry Reports Cards Extras Windows Help

sa Fairbairn, Inc. 4/12/2007

Shortcuts

April's Home

Thursday, December 9, 2004

Print this page

To Do

New reminder...

Reminders

Payables due today (\$56,765.98)

Customers Over Credit Limit (7)

Overdue Invoices (254)

Tasks

Enter expense report (tomorrow)

Outlook

12 unread mail messages

Today

08:30 - 09:00 Review Cash Position

10:15 - 11:00 Updated: AX4 Cross-Pond slot #1 (Conf. call)

08:30 - 09:00 GP homepage visual design review, Round 2
Participant Passcode: 00000
(Meeting-C1-3.Vedbaek (10 pers.))

10:15 - 11:00 Updated: Core UX Team Meeting (Vedbaek: C1.4
Pin: 555-5555-5555 Pin: 11111)

08:30 - 09:00 Updated: Core UX Patterns - Design Sessions
(Meeting-C1-4.Vedbaek (10 pers.) 555-5555-5555
Pin: 11111)

10:15 - 11:00 All day event Christmas Eve (United States)

08:30 - 09:00 Updated: SmartClient team meeting (C1.2)

10:15 - 11:00 FW: Longhorn weekly team meeting
(Meeting-C1-2.Vedbaek (Vedbaek: C1.2 14 pers.))

08:30 - 09:00 All day event Christmas Day (United States)

10:15 - 11:00 All day event Christmas Day (Denmark)

10:15 - 11:00 Updated: Core UX Patterns - Design Sessions

Accounts Receivable Aging

Matrics

Accounts Receivable Aging

My Reports

Receivables Aging

Profit and Loss

Average Days to Pay

Quick Links

Account Summary Inquiry

Budget versus Actual Inquiry

Cash Flow Calendar

Quick Create

Contact

Go

Settings

Which feature would you like to work with?

Business Unit Settings

Manage business units, security roles, users, salespeople with quotas, teams, and queues.

Sales Territory Manager

Create new sales territories. Add and remove members. Modify information about territories and delete territories.

Template Manager

Manage e-mail, knowledge base (KB), and contract templates.

Announcements

Create, modify, and delete announcements that appear on the Home page.

Subject Manager

Manage the subject hierarchy for the organization.

Product Catalog

Create and manage the product catalog. Set price lists, discount lists, and unit groups, and manage products.

System Customization

Customize forms, views, associated views, system settings, and auto-numbering. Specify which views are shared.

Location: Settings

Advanced View

Home My Home page

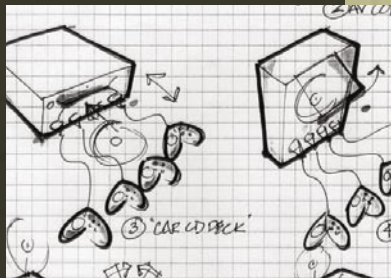
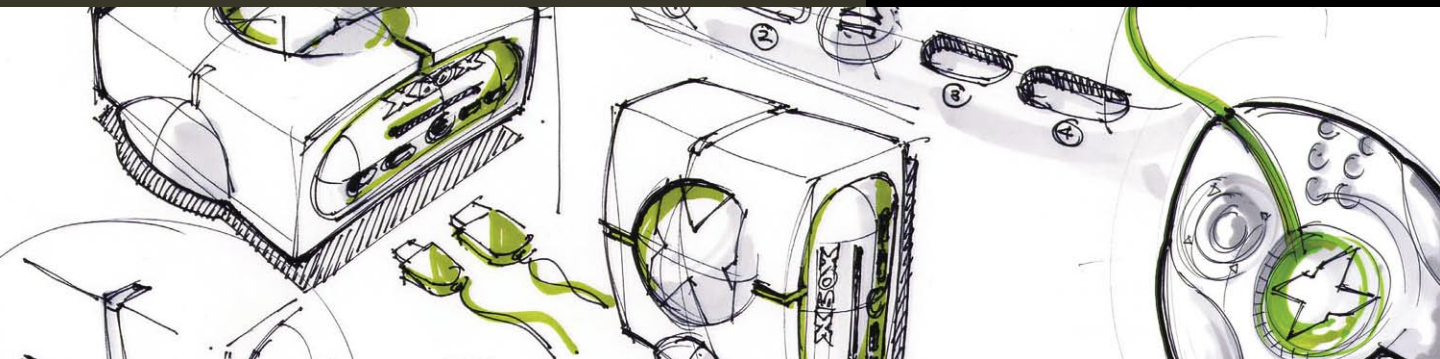
Workplace My Work Calendar

Sales Sales Automation

Service Customer Service

Reports Metrics, Statistics

Microsoft Business Solutions



De la technologie à l'amour
(for the love of technology)

People



Windows reflection

"It's important to us that beyond utility there is an emotional connection"

— Tjeerd Hoek, Group Design Manager, Windows



Unity by design

"People love what they do here"

— Nadja Haldimann, Product Design Lead

Usable art for the masses

"I've followed my dream of being a sculptor, but in a more practical way"

— Monique Chatterjee,
Industrial Designer, Hardware



Creating space

"Creative people are happiest when they're trying to solve a really difficult problem gracefully"

— Jon Hayes, Design Manager



From soufflés to software

"Microsoft is on the cusp of a cultural change. The next step is design-led engineering"

— August de los Reyes,
User Experience Manager, MSN Search

A happy ending

"I actually break out in a cold sweat when I think about how close I came to not being a designer"

— Sally Barton, Interaction Design Manager, Mobility



Community



Next Horizon

Microsoft partnered with IDSA to sponsor the Horizon 10 summit in June 2004. Focused on design 10 years down the road, 50 cross-industry designers from across the globe set an agenda for future research and product experiences.



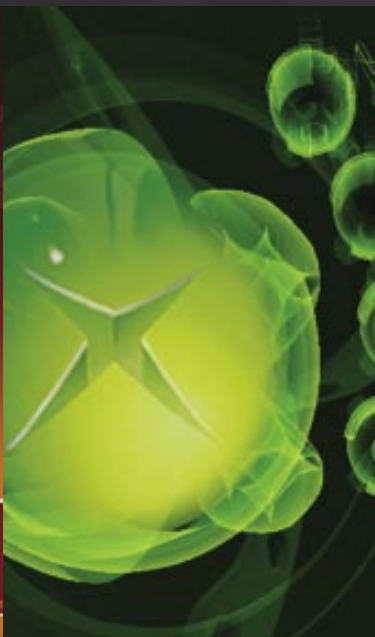
It's about **impact**

Billions of life moments and memories shared with millions of users around the world. Thousands of hardware and software partners. Five hundred plus designers and user experience experts. Hundreds of design awards.

Our Mission: to create products that people love to experience. Designers at Microsoft work side by side with the world's best software developers and usability experts to attain that elusive yet worthwhile goal. Through our design, we strive to create products of simplicity that you will also find intuitive to use. We aspire to create beautiful experiences that not only look amazing but also make our customers feel amazing about themselves. **Like love, great design requires no explanation.**

Microsoft

Geeks bearing gifts



Striving to impose elegance on the mundane

Not a programmer? Not a problem.

Ergonomacist

Art Director

Visual Designer

3D Artist

Industrial Designer

Media Editor

Motion-Capture Specialist

Audio Designer

Technical Animator

User Researcher

Hardware Design Engineer

Design Associate

Architectural Consultant

Content Specialist

User Experience Manager

Content Producer

Media Production Specialist

Visual Design Lead

Audio Design Manager

Marketing Manager

Product Designer

Web Designer

Architect

Media Services Specialist

Software Architect

Artist

Lead Animator

Web Producer

Character Scripter

Technologist

Training Specialist

Graphic Artist

Creative Lead

Technical Editor

Digital Photographer

Game Designer

Site Manager

Desktop Publisher

Design Manager

3D Designer

Industrial Design Lead

Creative Director

Program Manager

Usability Engineer

User Assistance Manager

Platform Experience Design Manager

Game Designer

Art Production Manager

Keyboard & Mouse Designer

Creative Designer

Production Artist

Design Director

Group Design Manager

Lead UI Designer

Studio Manager

Solutions Architect

Senior Interaction Manager

Content Development Manager

User Experience Lead

Lead Product Designer

microsoft.com/careers