LEE JORDAN 2021 /

AGILE UN TIPS!

UX DESIGN VERSION OF THE AGILE MANIFESTO

WE ARE UNCOVERING BETTER WAYS
OF CREATING THE BEST EXPERIENCES
FOR OUR USERS
BY DOING IT
AND HELPING OTHERS DO IT.

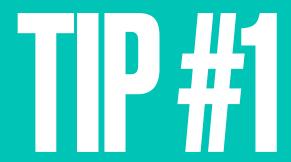
WE VALUE:

PEOPLE OVER WORKFLOWS, APPROVALS AND TOOLS

USABLE PRODUCTS OVER DESIGNS AND MOCKUPS

QUICK FEEDBACK AND CREATIVITY OVER FOLLOWING A PLAN

THAT IS, WHILE THERE IS VALUE IN THE ITEMS ON THE RIGHT, WE VALUE THE ITEMS ON THE LEFT MORE.



Start with a conversation.

1.WHAT DO THE DESIGNERS AND UX TEAM MEMBERS CARE ABOUT?

- 2.WHAT PAIN ARE THEY EXPERIENCING?
- 3.WHAT ARE THEIR IMPEDIMENTS?

We must be user driven in the choices we make, so we can deliver the most value for the customer with what we have right now.

What is the feedback loop like right now between designers and developers? End users and the teams creating the solutions?

Ask why.

Discover what the goal is and make it visible to everyone.

Bring people together to iterate on designs and ideas as a cross-functional team

Champion interactive communication: Slack channels, ad-hoc discord chats, "design power hour" feedback sessions...

Coach teams on powerful questions to create new ideas, resolve conflict, encourage reflection and expose assumptions.

- "What is another way?"
- "What do we want?"
- "Why is that important to x?"
- "What would happen if...

Look at reported bugs, trends, user feedback and other results from users with designers.

Designers and developers should be working together daily for the users.

How can you get them mixed in to each other's work and encourage tighter feedback loops?