

Working with UX

Planning

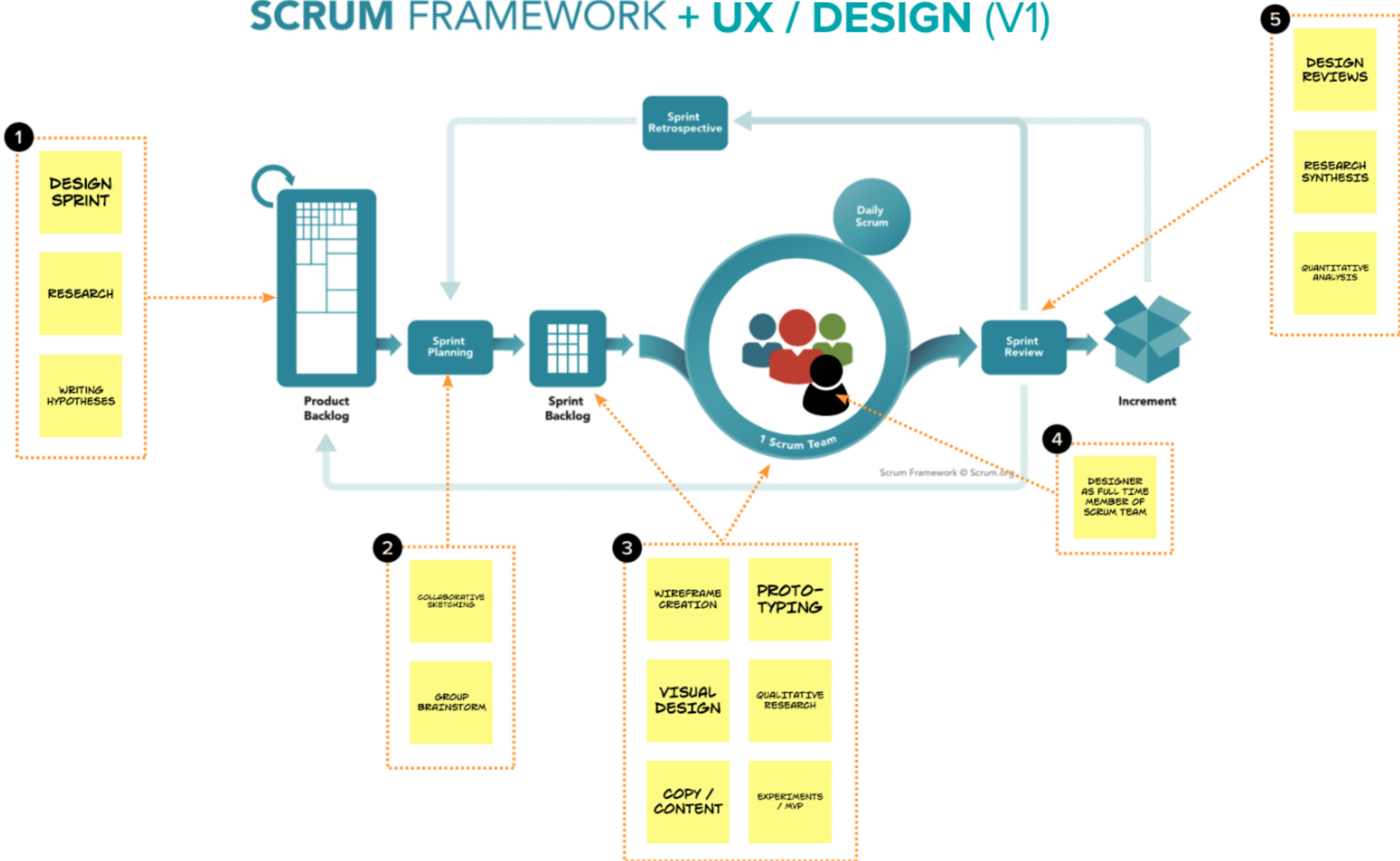
Why/How far ahead

Potential Deliverables

Who is involved

			Sr	Prod	Eng	Arch	Scrum	RTE
Strategic	<p>Roadmap for 6 months - 3 years ahead. Collection of activities that we choose to undertake to deliver a series of interactions which, when taken together, constitute an (product or service) offering that is superior in some meaningful, hard-to-replicate way; that is unique, distinct & distinguishable from that available from a competitor.</p>	Delta analysis, current state analysis, comparative and competitive analysis, Lean Model Canvas, Journey maps, user segments, workshops needed to solidify outcomes will be successful.	X	X				
PI (Multi-quarter) Business Investment	<p>6 months +. Engage UX at the ideation phase. Being able to stay ahead allows UX to look at any gaps in the research and/or data to determine a plan of action to help inform priority recommendations and outcomes. Will put on Teams to inform all of Product what is coming up for UX. May need a Discovery EPIC to determine needs.</p>	Design Sprint of 4-6 weeks is created to do research and testing needed to validate. May include: User research, brainstorming, whiteboarding, prototypes, user flows, comparative analysis, usability testing	X	X		X		
EPIC/Future work	<p>3 weeks to 3 months ahead. (varies per project) Gap analysis for research done/needed, help form the what problem are we solving for the user and how will we measure the success for the user.</p>	EPIC writing. Design Plan will be created. May also include: User research, brainstorming, whiteboarding, prototypes, user flows, comparative analysis, usability testing, journey maps, use cases/user flows and outcome based workshops	X	X				X
Continuous (Qty)	<p>Ideally, 3 weeks to 3 months ahead. Determine recommendations, prioritize work, Define the who, what and when.</p>	Research gap analysis, low-high fidelity wires or prototype, usability testing		X	X	X	X	X
Feature	<p>2-4 sprints ahead. Feature writing/planning should include UX to ensure data-driven outcomes and the solution meets the users needs. UX work should be accounted for in the backlog, either with separate UX tickets that share epics with engineering, or as part of the same tickets where UX work is organized into subtasks off of the parent user story.</p>	Priority mapping, UX recommendations, user flow, whiteboarding, low fidelity wires and/or prototypes. Usability testing. T-shirt size how long it will take. Any recruitment needed takes 2+ weeks.		X	X		X	X
Story	<p>UX work should be at least 1, if not 2 sprints ahead. Stories are tagged with UX, we along with development give points to the level of effort how long it will take. https://www.nngroup.com/articles/ux-agile-backlog/</p>	<ul style="list-style-type: none"> • UX Task in Rally • Validation with users • A final design should be part of the story 		X	X		X	
UX QA	Final UX flow including UI elements and sign off from UX	Making sure the design was developed to spec.			X		X	

SCRUM FRAMEWORK + UX / DESIGN (V1)



A SAMPLE OF DELIVERABLES AT THE DIFFERENT STAGES FOR UX - DISCOVERY, DESIGN AND VALIDATE

DISCOVER



STRATEGY



**Analysis
Competitive/Comparative**



**Experience or
Journey Map**



**Analysis
Current State**



**Heuristic
Evaluation**



**Personas/
Behaviors**



User Stories



Field Study

RESEARCH



VALIDATION



User Interviews



A/B Testing



Card Sorting



Surveys



Usability Testing



**Quantitative/
Qualitative
Research**

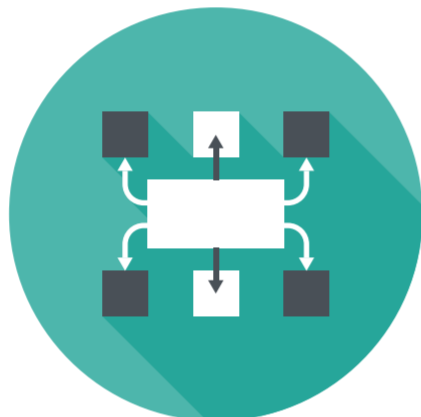


Delta Analysis

CONCEPTING



Brainstorming



User Flow



Storyboarding



**Affinity
Diagramming**



**Design Ideation
Sessions**



Task Analysis

**PRODUCT
PLANNING**



Roadmap



**Information
Architecture**



Metrics Analysis



User Case Scenarios



Moodboards



Content Audit

INTERACTION



Case Study



Sketching



**Low Fidelity
Wireframes**



**Annotated
Wireframes**



**Paper
Prototypes**



**Comparative/
Competitive
Analysis**



Prototype

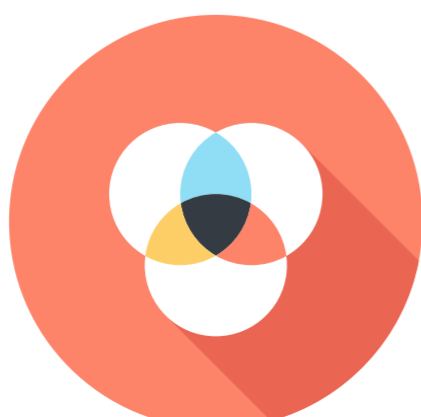
VISUAL DESIGN



UI DESIGN



**High Fidelity
Wireframes**



Style Guide



**Assets
Hand-off**



**Standards
Guide**



Prototype



Spec Guide



**Pattern
Library**