

Agile and User Centered Design

Sharing Strategies for Success

Presented by: Melissa Federoff

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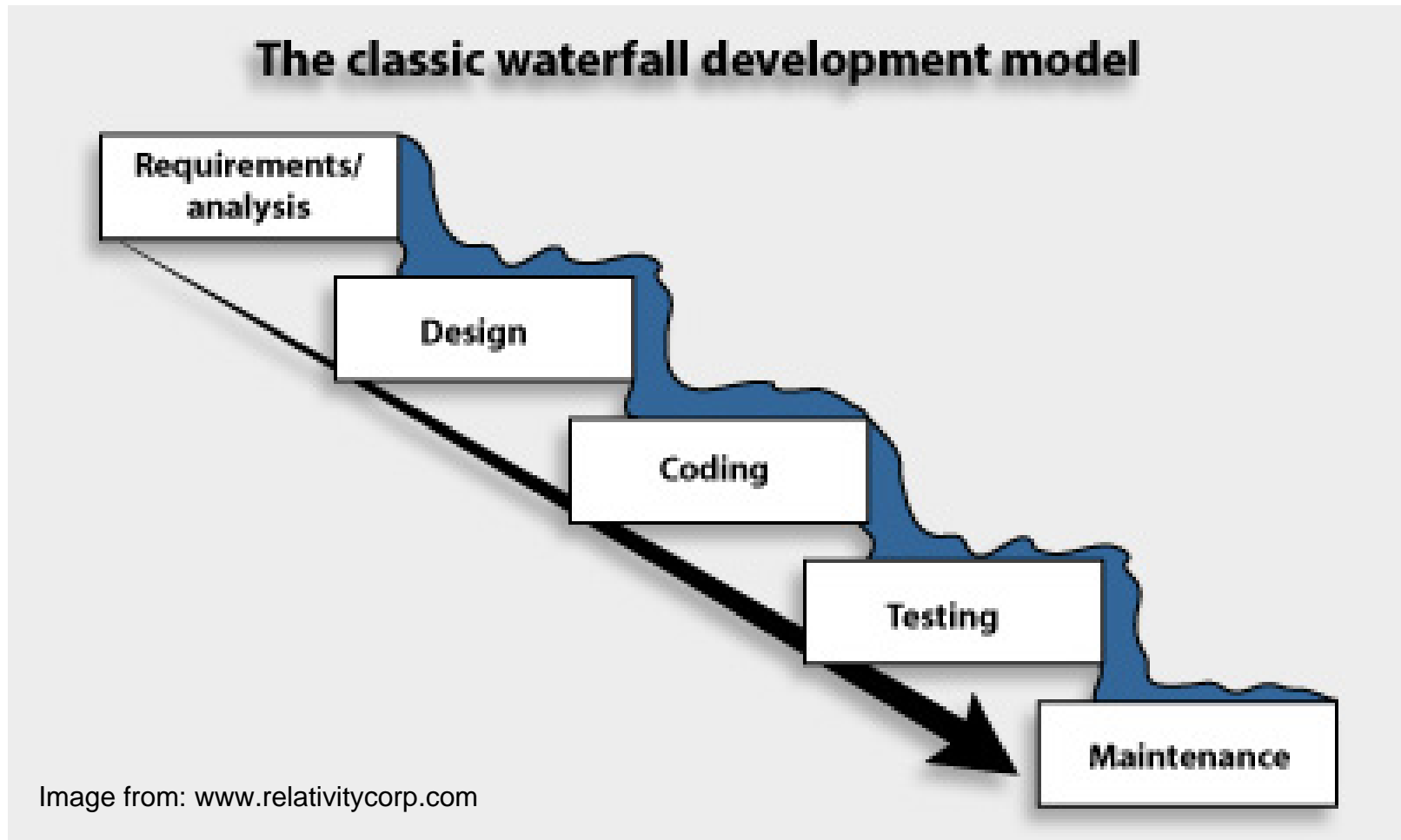
Agile – a hot topic for practitioners

- CHI 2008
 - Workshop:
 - Optimizing Agile User Centered Design
 - Panel:
 - Agile or Awkward: Surviving and Flourishing in an Agile/Scrum Project
 - Panel:
 - Extreme Usability: Adapting Research Approaches for Agile Development

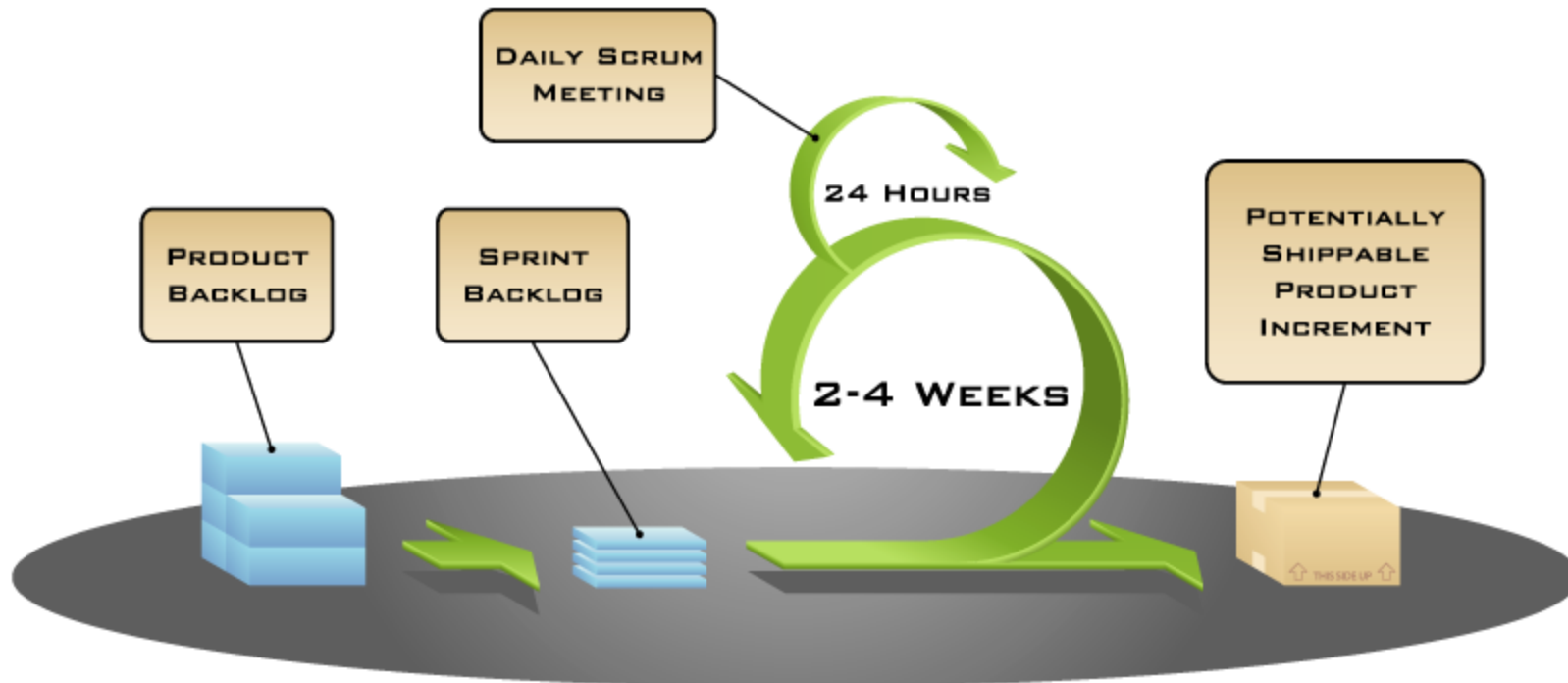
What is Agile?

(Agile vs. Waterfall)

Traditional Development (aka 'Waterfall')



Agile Development



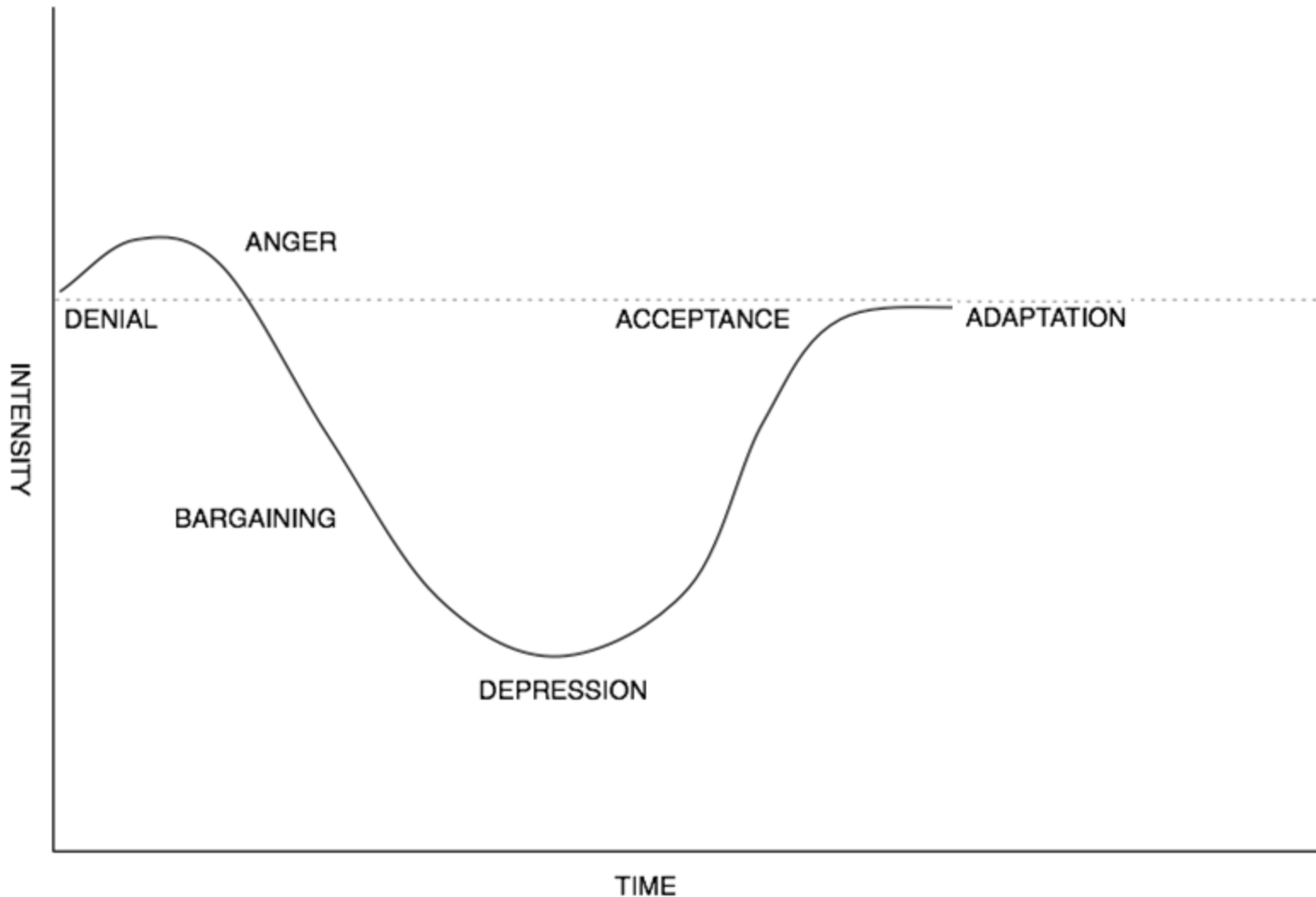
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- *More questions? See handout.*

So why all the fuss?

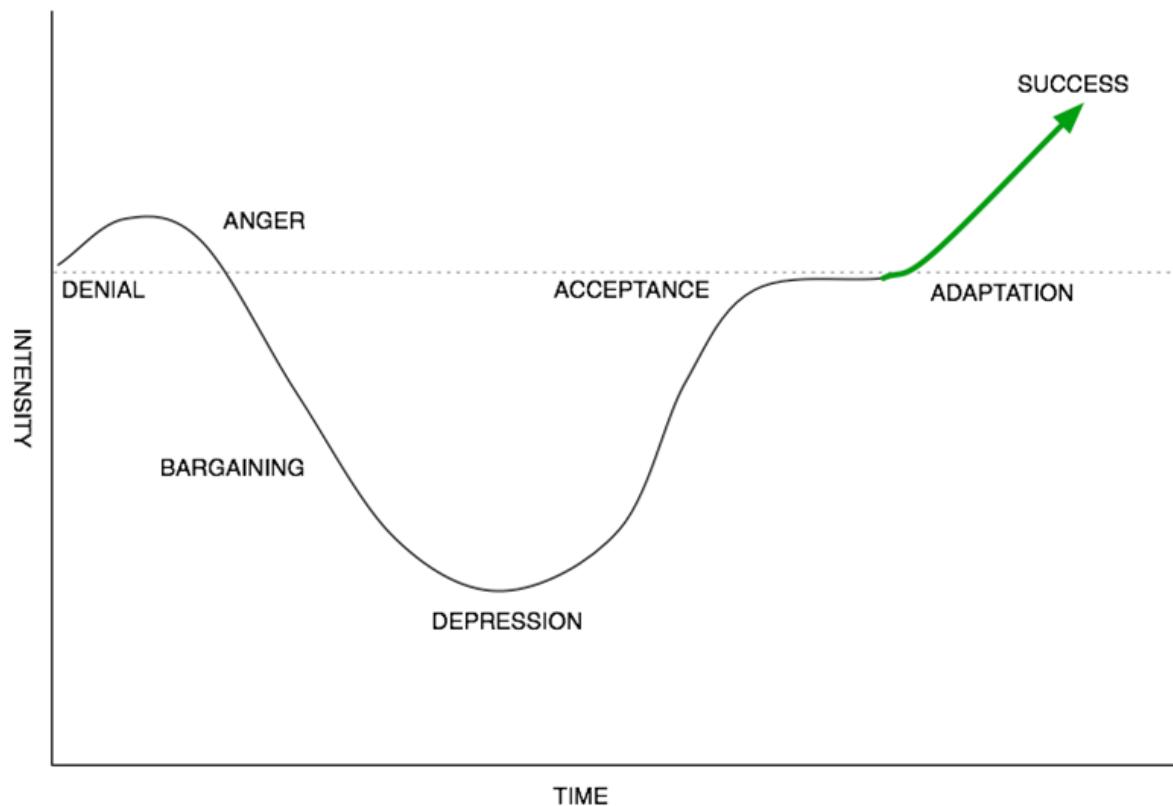
- When Agile was introduced, UCD was not included
 - Left out of literature
 - Left out of training/consulting
- This left usability professionals struggling

The 5+ Stages of Agile Adoption*



There is hope for success with Agile!

- If you had UCD before, you will have UCD again.
 - It takes time to adapt.



Strategies for Success

- Project Planning
 - Take time to do upfront planning
 - Sprint Zero
 - Take PM off previous sprint
 - Parallel Tracks
 - UX one sprint ahead
 - 1-pager
 - What it is
 - What it's not

Strategies for Success

- Design
 - Design Studio (Ungar and White, Jewelry Television)
 - Design critique with ALL disciplines
 - Voluntary
 - Culmination of the best ideas
 - Results in

Strategies for Success

- Usability Testing

- RITE (Rapid Iterative Testing & Evaluation: M.Medlock)

- RITE Now

- Test asap
 - Lowest fidelity prototype necessary
 - Iterate in the lab
 - Decide now, document later

Strategies for Success

- Field Work
 - Can inform product backlog
 - Get inside the black box
 - Prioritize based on user need
 - Partner with PM
 - Adapt to fit timelines
 - Smaller scope
 - Established participant base

Thank you!

- Questions?