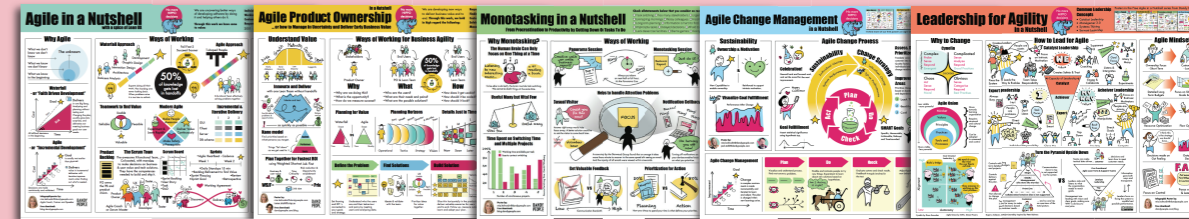


Agile User Experience

in a Nutshell with a dash of Lean UX



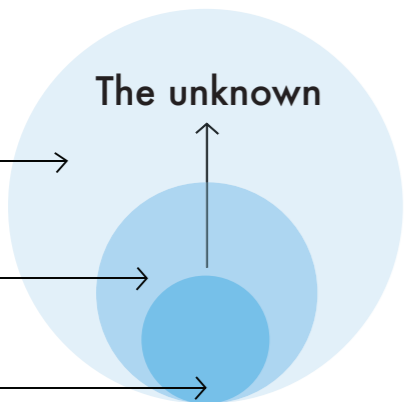
Posters in the Free Agile in a Nutshell series from Dandy People



Version 2.0

Product Discovery

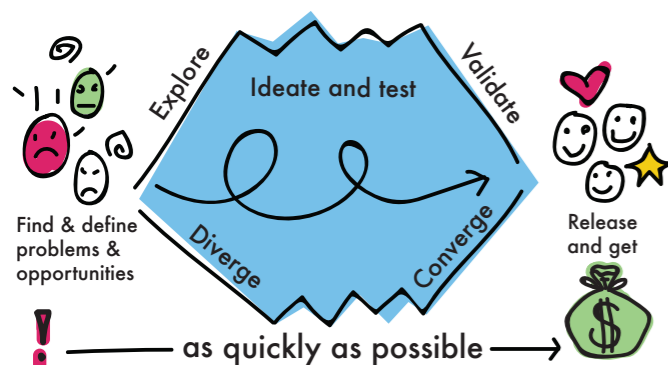
What we don't know we don't know
 What we know we don't know
 What we know in the beginning



50%
of knowledge gets lost in handoffs

Creative Process as a Team Activity

with one Agile Lean Team without handoffs.



The Agile Lean Team



T-shaped People

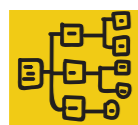


X-functional Team effectively solving real user problems together in a data driven way.

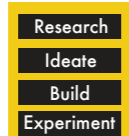
Team Mission



Team Opportunity Map



Sprint Backlog



Ways of Working

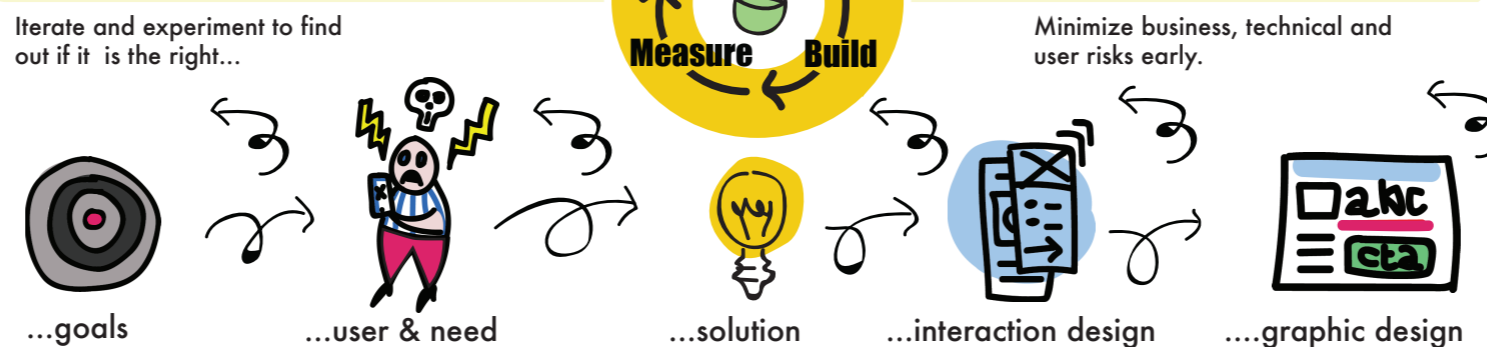
Define the Problem

Find Solutions

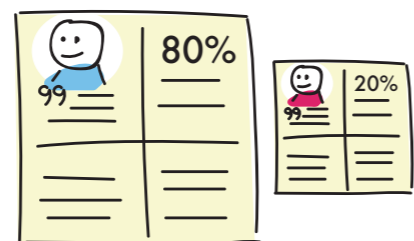
Build Solution

Discover and Deliver in...

...iterations and increments.



Persona with Prio



Create proto Personas to get a common understanding of who the solution will be for and what behaviours to support, validate with tests. Prio for focus.

Modern Agile



Collaborative Solutions & Hypotheses for Innovation



Ideate often in the x-func team, using Design Studio or other time boxed ideation method, the more diverse group the better.

Make use of the Agile Cadence

Agile Requirements for Innovation

Don't do all discovery at once. Iterate, change solutions based on insights and learnings. Focus on how to reach the goal and do prioritization and slicing on all levels.

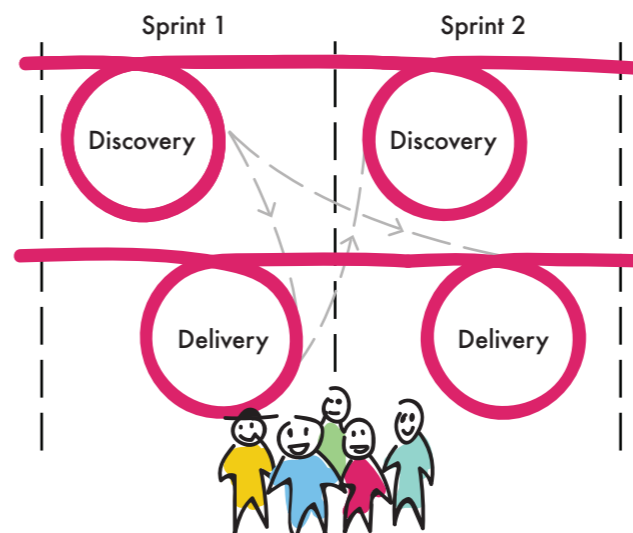


Requirements gets old
Focus on what you need now to create value.



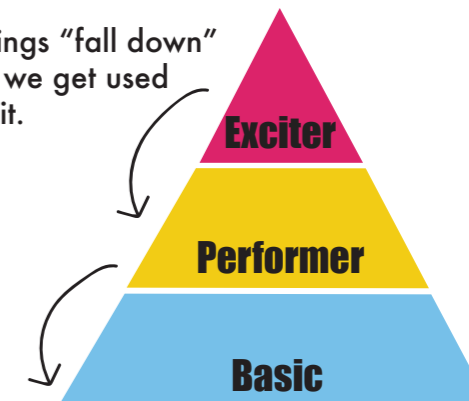
- Vision
- Impact goals and metrics (what should change after release)
- Personas & behaviours as well as scenarios. Detail requirements just in time when needed
- Solutions (software & other)

Dual Tracks in the Lean Team



Find Value

Things "fall down" as we get used to it.



Kano - Prio by Persona

Exciter

• Attractive requirements (Exciters make the users want to use your product instead of someone else's)

Performer

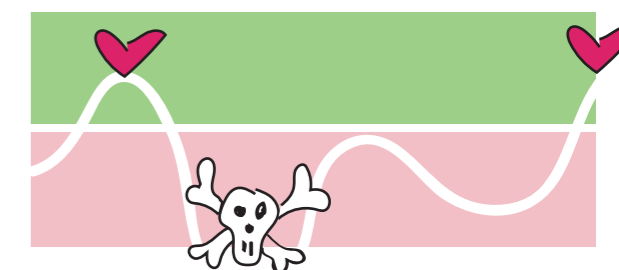
• One dimensional requirements (Desired quality)

Basic

• Must-be requirements (Expected quality)



Story Telling & Context



Get context, learn about behaviours and pains with Customer Journeys or User Transaction Flows. Go to a User Story Map, slice releases along the value chain. See the big picture and not just the details.



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