

hi

I'm declan

Agile
User
eXperience

software project crisis

CHAOS Report 1994

cancelled: 31%

cost x 2: 50%

on time & budget: 16%

how do we fix this?

controlled processes

comprehensive documentation

contracts

detailed plans

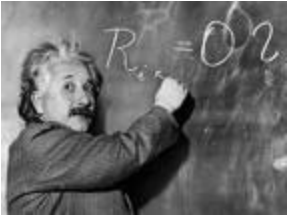
does this work?

not very often!

Y!

software development is
not a repeatable process

creativity & teamwork
drive software



not constrained by
physical law



software is
malleable

an alternate approach

40 CENTS

THE

Agile Manifesto



KARL MARX & FREDERICK ENGELS

INTERNATIONAL



PUBLISHERS

individuals & interactions

processes & tools

working software

documentation

customer collaboration

contract negotiation

responding to change

following a plan



agility?

think about
a great team
you were on ...



shared
vision



**“impossible”
goals**



trust



working
together



overcame
obstacles



agile process

Plan

Requirements

Design

Code

Test

Deliver



1 – 4 weeks

how does UX fit?

challenges ...

developers
focus on
stakeholders

designers
focus on
users

developers
focus on
technical issues

designers
focus on
usability

developers
model
just-in-time

designers
model
up-front



Agile UX



infuse
UX into team

advocate for the user



be the user stakeholder



champion
personas



train team
on UX

introduce
UX guidelines

do “just enough”
up-front modeling



light-weight modeling

**use index cards for
roles and tasks**

use flip-chart and
post-it notes
for initial requirements

Place An Order

Customer Number

Customer Name

Order Number

Today's Date

Ship To Name
(Default Customer Name)

Ship to Address
(Default = cust Address)

Ship To Notes

Bill To Name
(Default = Ship To Name)

Bill To Address
(Default = Ship To Address)

Item Name *

Item Description *

Unit Price *

Number Ordered *

Subtotal for Item *

Search For Item

Discounts

Taxes

Order Total

Calculate

Place Order

Cancel Order

use pen & paper
for prototyping

Student Information Help

Student Number: 789-567-234

First Name:

Middle:

Surname:

Salutation:

Date first Enroll: June 14 2003

Seminars:

| Seminar | Term | Mark | Status |
|---------------------|-------------|------|----------|
| CSC 100 Intro to CS | Fall 2003 | A+ | Passed |
| CSC 200 Intro to AM | Fall 2003 | A | Passed |
| CSC 203 Advanced AM | Spring 2004 | - | Enrolled |

Add a seminar Help

Seminar Number:

Name:

Results

| Seminar | Term | Sects Avail | Professor |
|-----------------------------------|-------------|-------------|-------------|
| CSC 250 Agile Techniques | Fall 2004 | 4 | Smith, J. |
| CSC 300 Agile EUP | Spring 2005 | 17 | Jones, S. |
| CSC 310 Agile Database techniques | Spring 2004 | 0 | Johnson, M. |

Course description:

CSC 310 Agile Database Techniques

This course describes evolutionary development strategies for data oriented development. See www.agiledb.org for details.

This course currently has 39 people waitlisted for it. Close

use “story cards”
for development

173. Students can purchase parking passes.

Priority: 8
Estimate: 4



strive for constant
“drip, drip, drip”
of UX insights

use cheap, simple tools
for user feedback



UltraVNC



gotomeeting



be a
generalizing
specialist



www.agilemodeling.com

Jonathon Boutelle Blog

www.forUse.com

AgileProductDesign.com