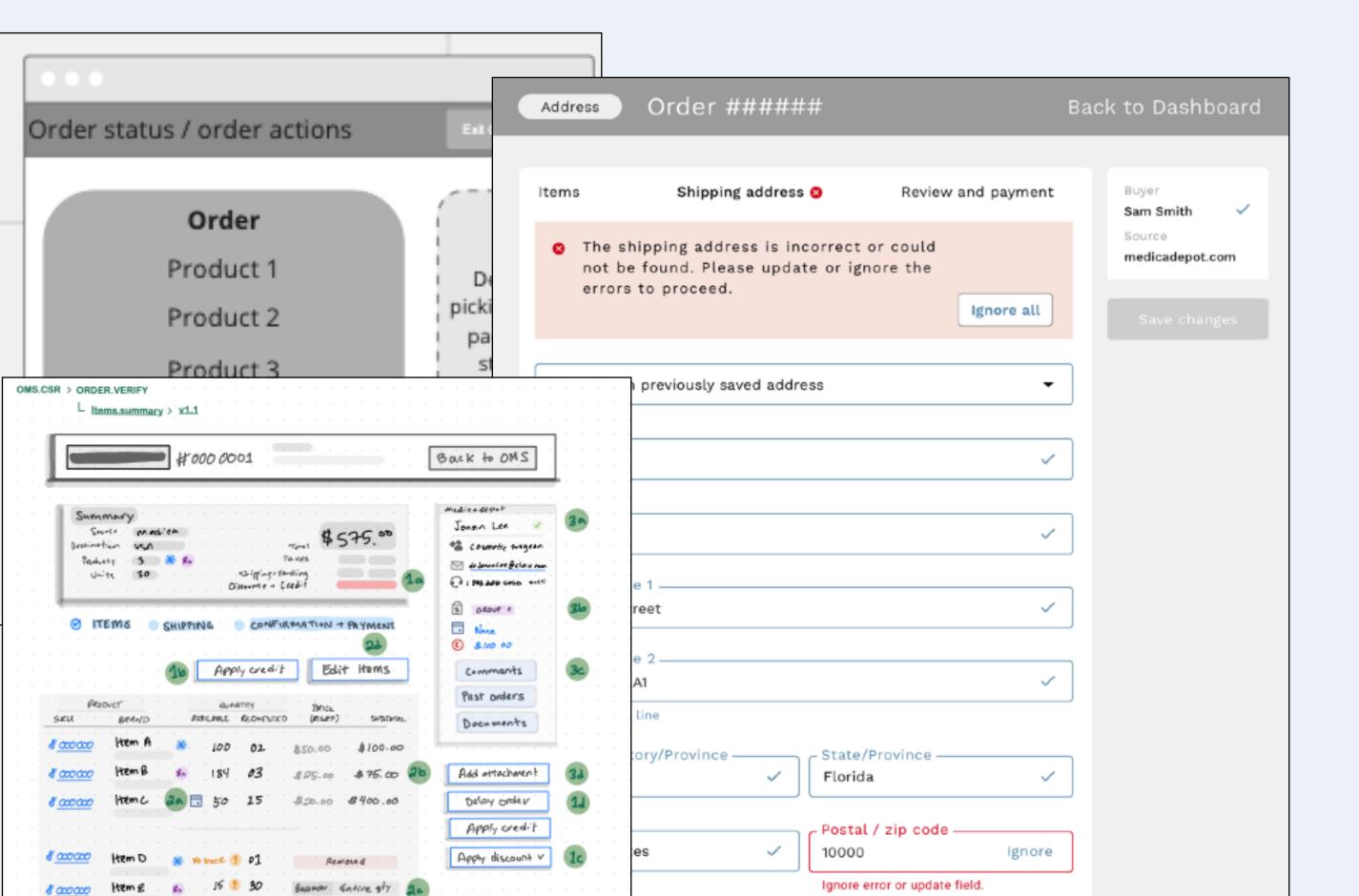
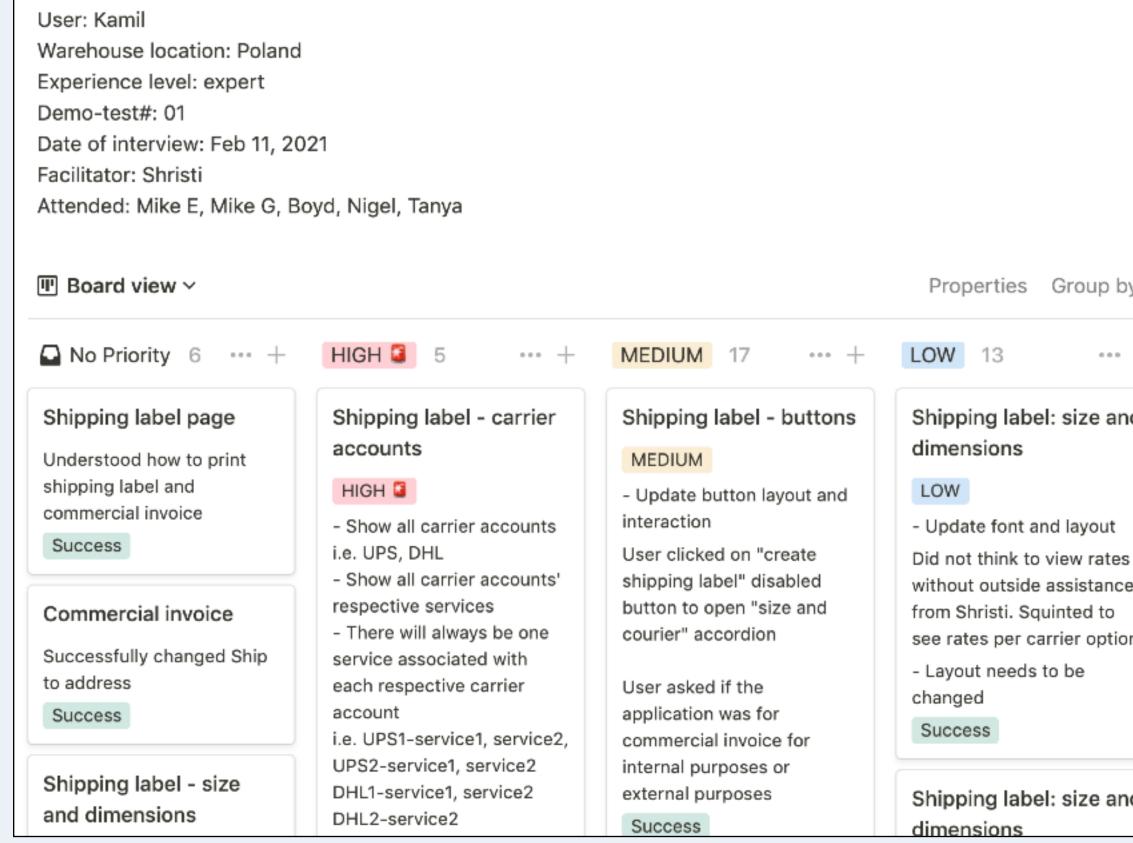
Process for usability testing on features

> Testing features and user flow on low to mid-fidelity UI screens with various users

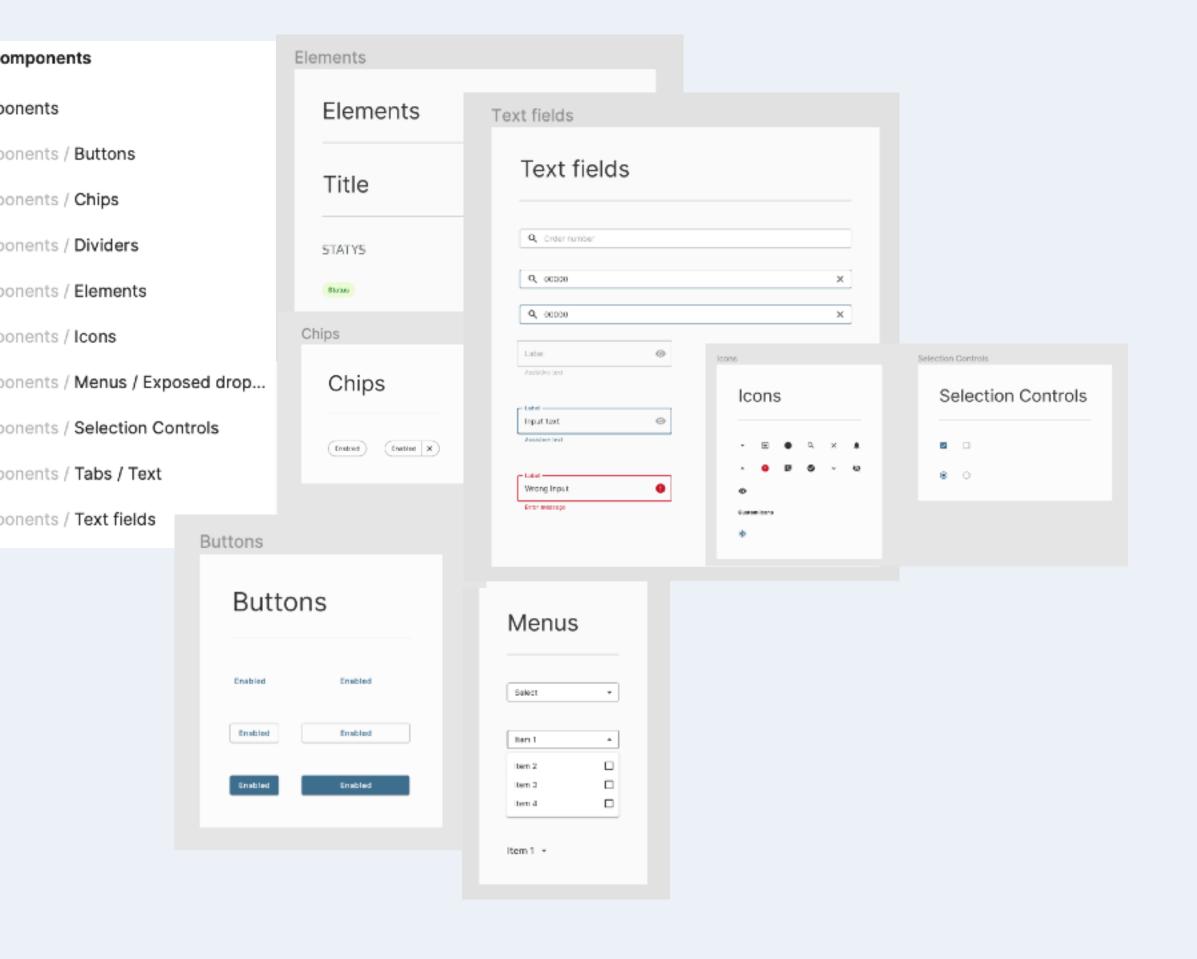


- > Capturing the results as a PASS or FAIL experience
- > Prioritizing importance of fixing the UI for FAILED experiences
- Adjusting the interaction experience / feature



Implementation of a design system with design documentation

> Defining a new design system (and framework) that is simple to use now and easy to scale later



- > Advocation and adherence to a new shared design system (i.e. Google Material, etc.)
- > Ensuring design updates are documented on any collaborative platform (i.e. Atlassian, Miro, etc.)

