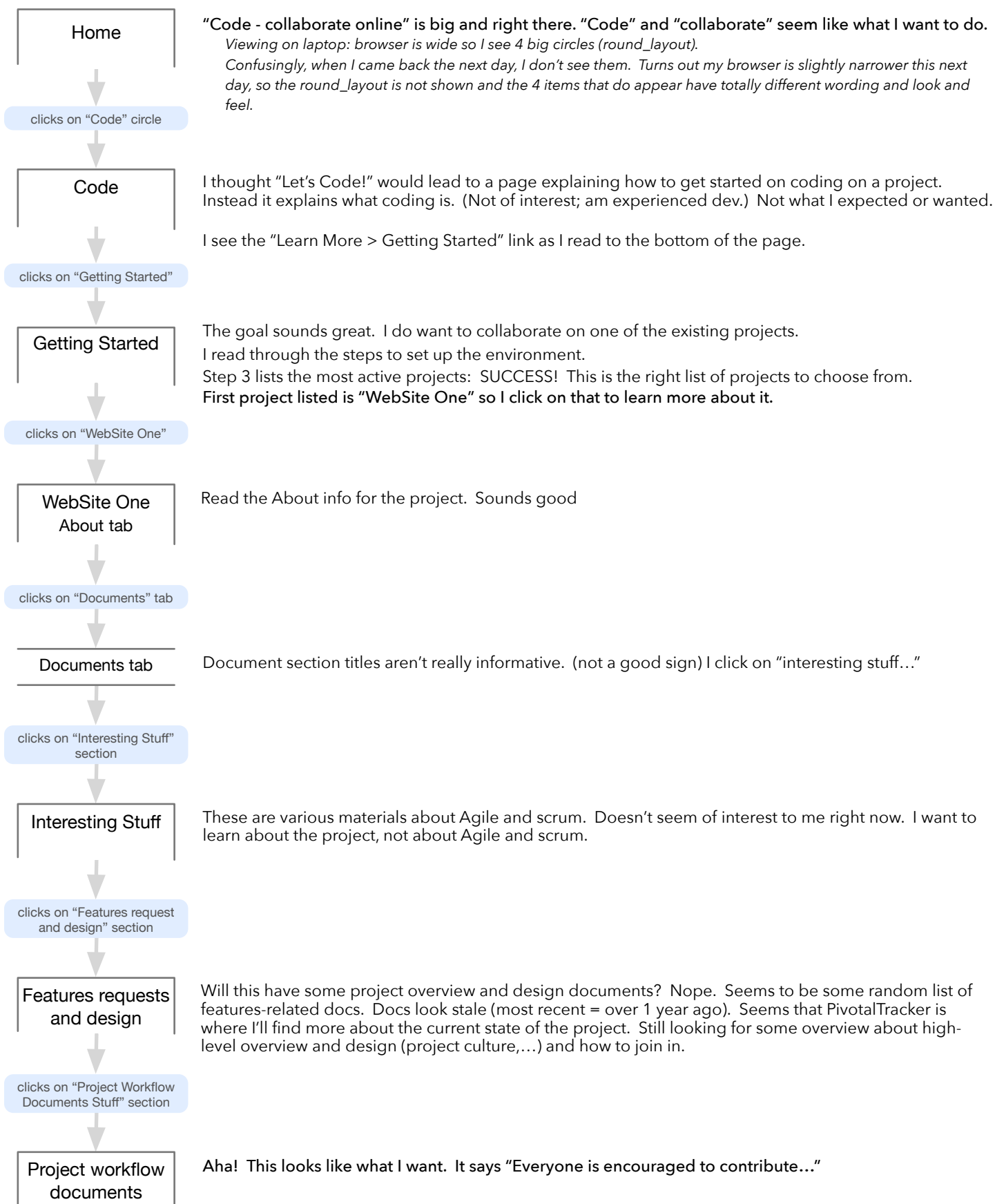


# AgileVentures.org USER EXPERIENCE FLOW:

**ACTUAL EXPERIENCE:** Ashley E. (Experienced Developer New to AgileVentures)

Goal: Find an interesting project that I can contribute to



## Notes:

I clearly never came across anything about signing up for membership. If everyone needs to sign up, then that must be a major funnel in the website. (No user should be able to do anything without first coming across that information or being signed up for some level of membership.)

There is lots of content about the technical aspects (what Agile is, and the technical aspects of onboarding/participating), but very little (any?) about the overall process and roles. The main page jumps straight into the technical aspects, but no context is provided for the overall process and interactions. (How do novice developers interact with a project? Is there a sign-up? What is the value of signing up? How does a project progress? What are the cultural expectations (rules of conduct)? What if you want to leave/drop-out?...)

### Do you have Use Cases and Roles sketched out (or documented) anywhere?

Seems that the major roles are:

- novice developer
- experienced developer (Do you want experienced developers to help? What is the value to them? Or are these only the AgileVentures people? If so this is a limited resource, so will limit capacity. )
- non-profit (There must be some separate non-profit roles, but I'm not familiar enough to break some out)
- pair programming live-session host
- AgileVentures site manager/admin (can change the content of the AgileVentures section of the website (the pages that are not specific to a project).
- is there an AgileVentures person (or experienced dev) associated with each project? Is this a different role?

- What are the use cases for each role? How does AgileVentures interact with each? What do you provide for them? What are different interactions they have? (Be sure to include interactions in Slack. Are there other interactions that happen outside of AgileVentures.org? Phone calls, meetings, discussions,...?)

Are the parts of a Project that are proscribed (that can't be changed by users)? Or is everything about a project (all attributes and all webpage content) open to change by the users?

Some set structure and content will be beneficial. Having a common structure and some guiding content will help guide both developers and non-profits toward best practices. Will help to ensure that the right information (e.g. web content) is in the right place and can be easily found. Will ensure that project descriptions and information stays consistent and is helpful.