
Lecture 20

Agile UX

UNIVERSITY OF AUCKLAND

COMPSCI 345 / SOFTENG 350

Dr Danielle Lottridge

Lecture Q&A on zoom <https://auckland.zoom.us/j/7290166787>

First 15 minutes of the usual lecture times, or longer, on June 5

The UX Book 29.6-up to 29.7.1.1, 29.7.3.1 up to fig. 29.9 (p. 644)

Learning Outcomes

- To appreciate the challenges of integrating agile and ux/hci approaches
- To understand how agile and ux can be integrated

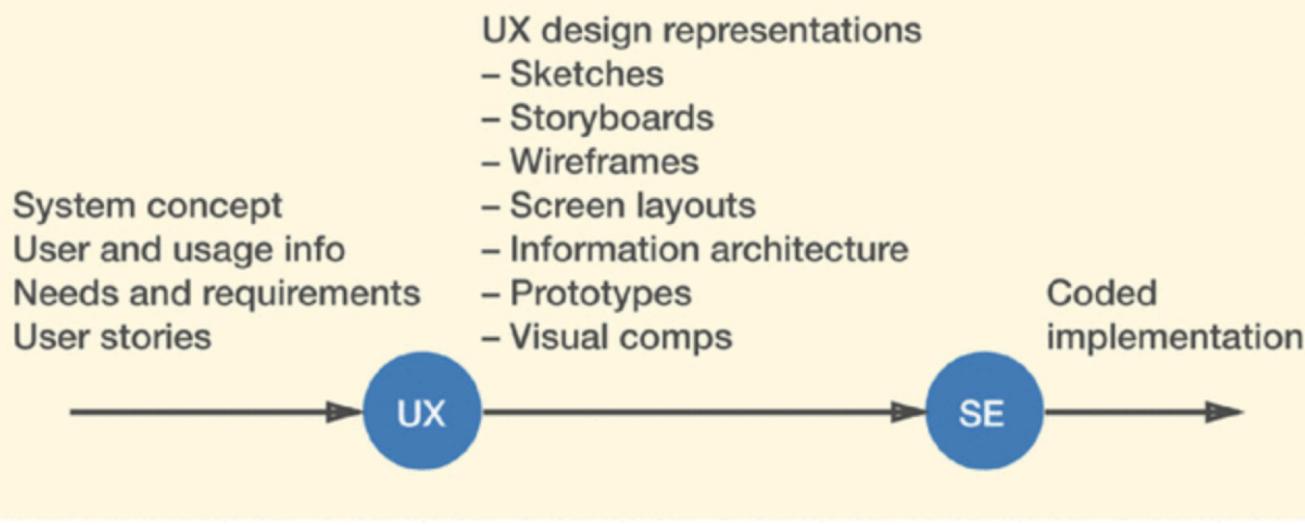
Agenda

- Intro to Agile UX
- Guest: Jennifer Ferreira, School of Engineering and Computer Science
- How do to Agile UX
 - Industry case studies

what is agile ux?

Agile UX

- Agile: one feature at a time
- UX/HCI: well-integrated conceptual model, unified style/theme



*Fig. 29-6
How UX and SE work together.*

Agile UX

- Integrates techniques from interaction design and Agile software development
- Agile UX requires a change of mindset
- In Agile, as implementation proceeds:
 - requirements are elaborated
 - requirements are re-prioritised
- All techniques in UX are still relevant but when and how much needs re-thinking
 - focus on product, not design, as deliverable
 - cross-functional teams
- Three practical areas: user research, aligning work practices, documentation



HCI / UX & Agile: The main challenges for integration

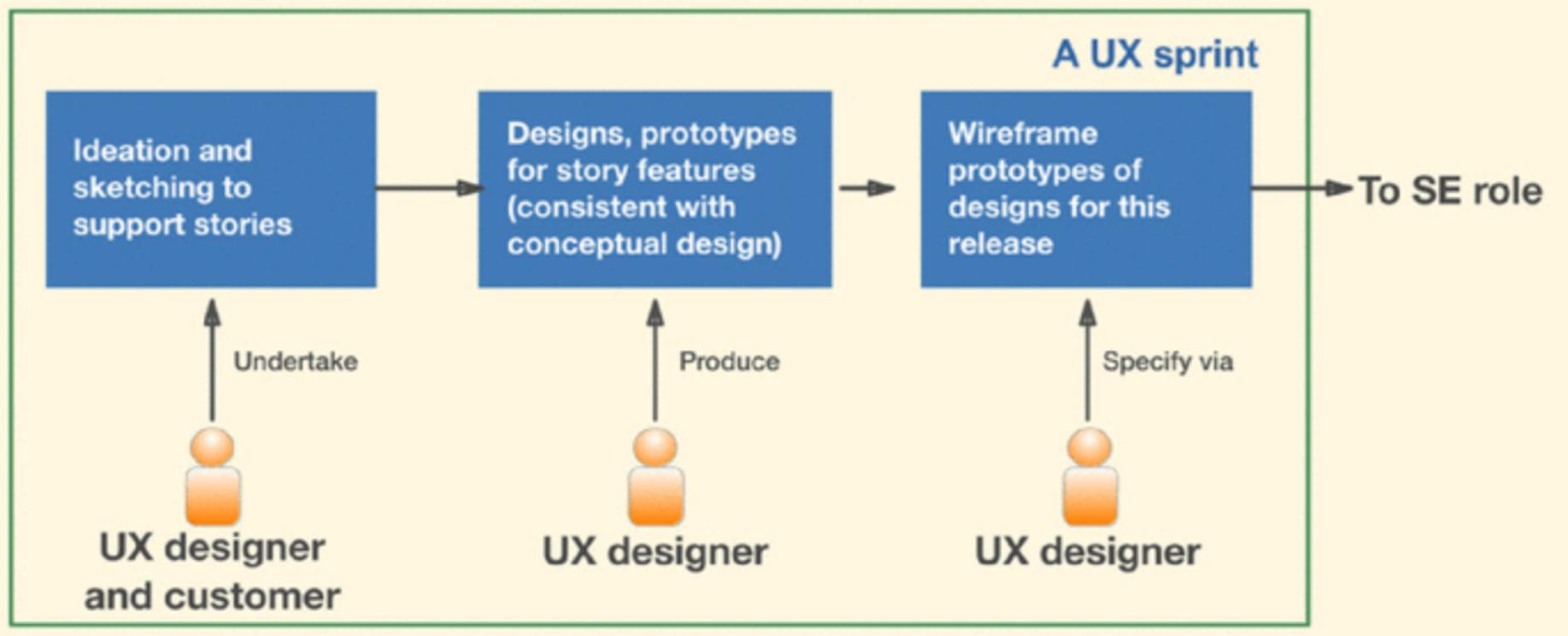
Dr Jennifer Ferreira

Senior Lecturer

School of Engineering and Computer Science
Victoria University of Wellington, New Zealand

how do we do agile ux?

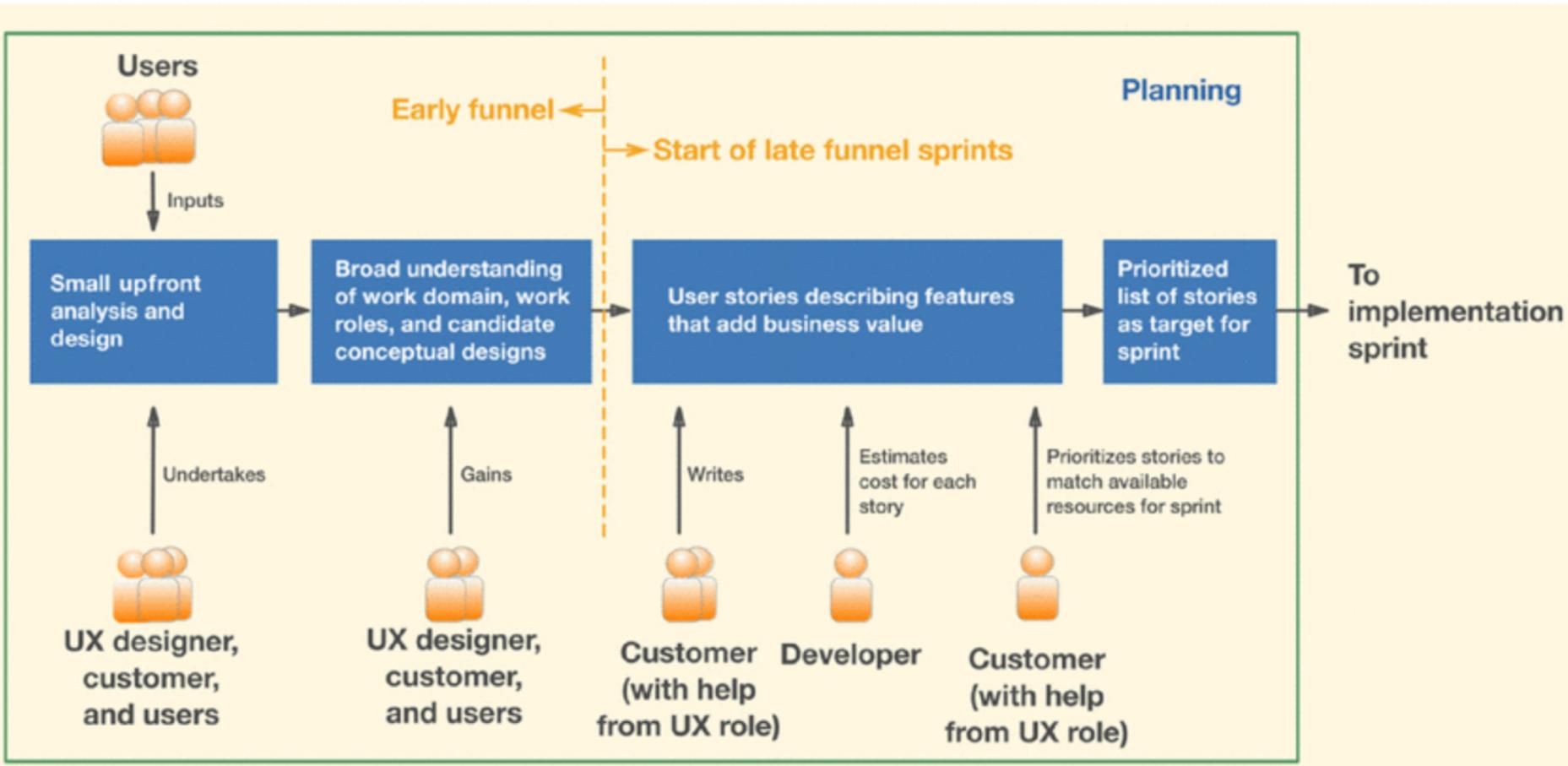
UX design sprint



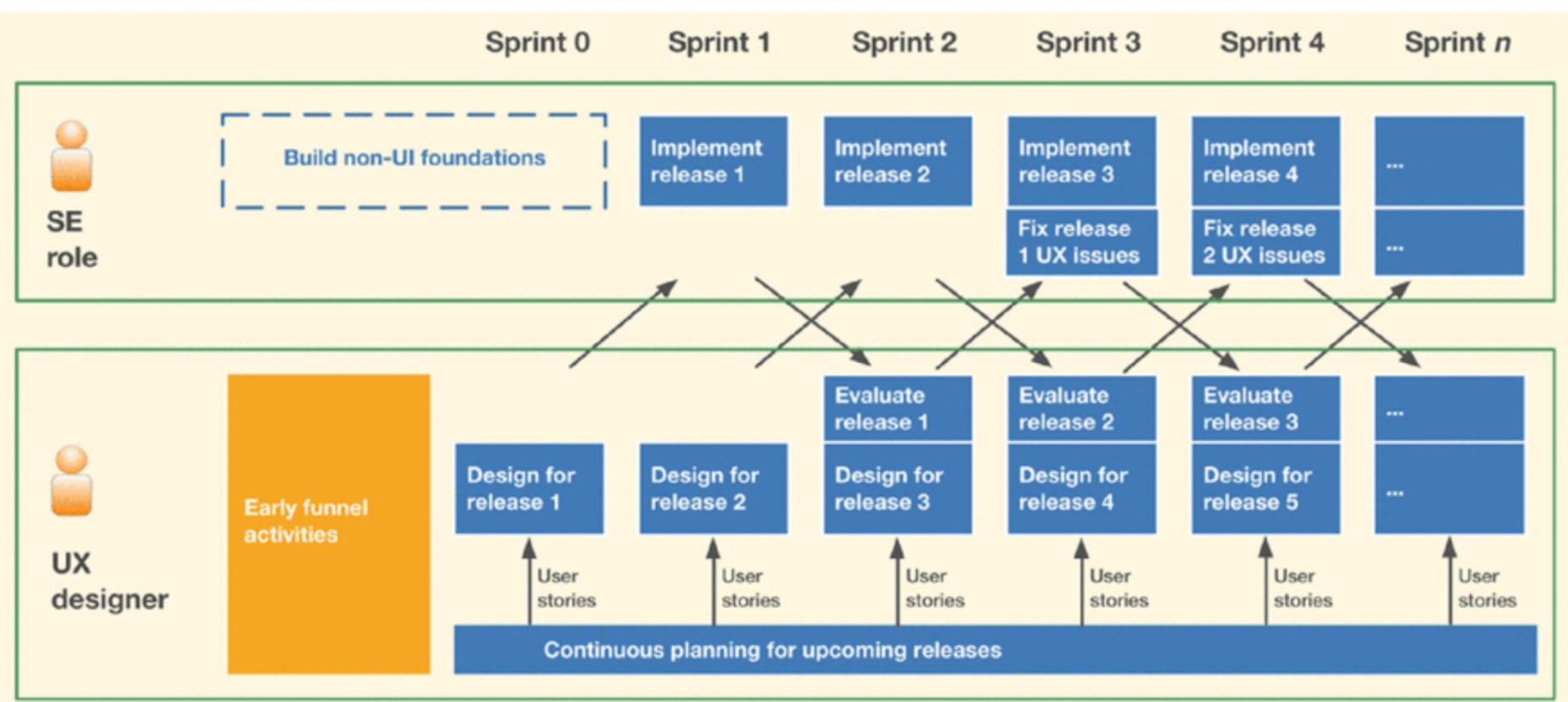
Example UX research sprint activities

- Meet with a product manager, post an online survey a few hours later, present results the next day
- Weekly usage testing. Facilitator accepts prototypes to test in usage testing up to the morning of the usage test

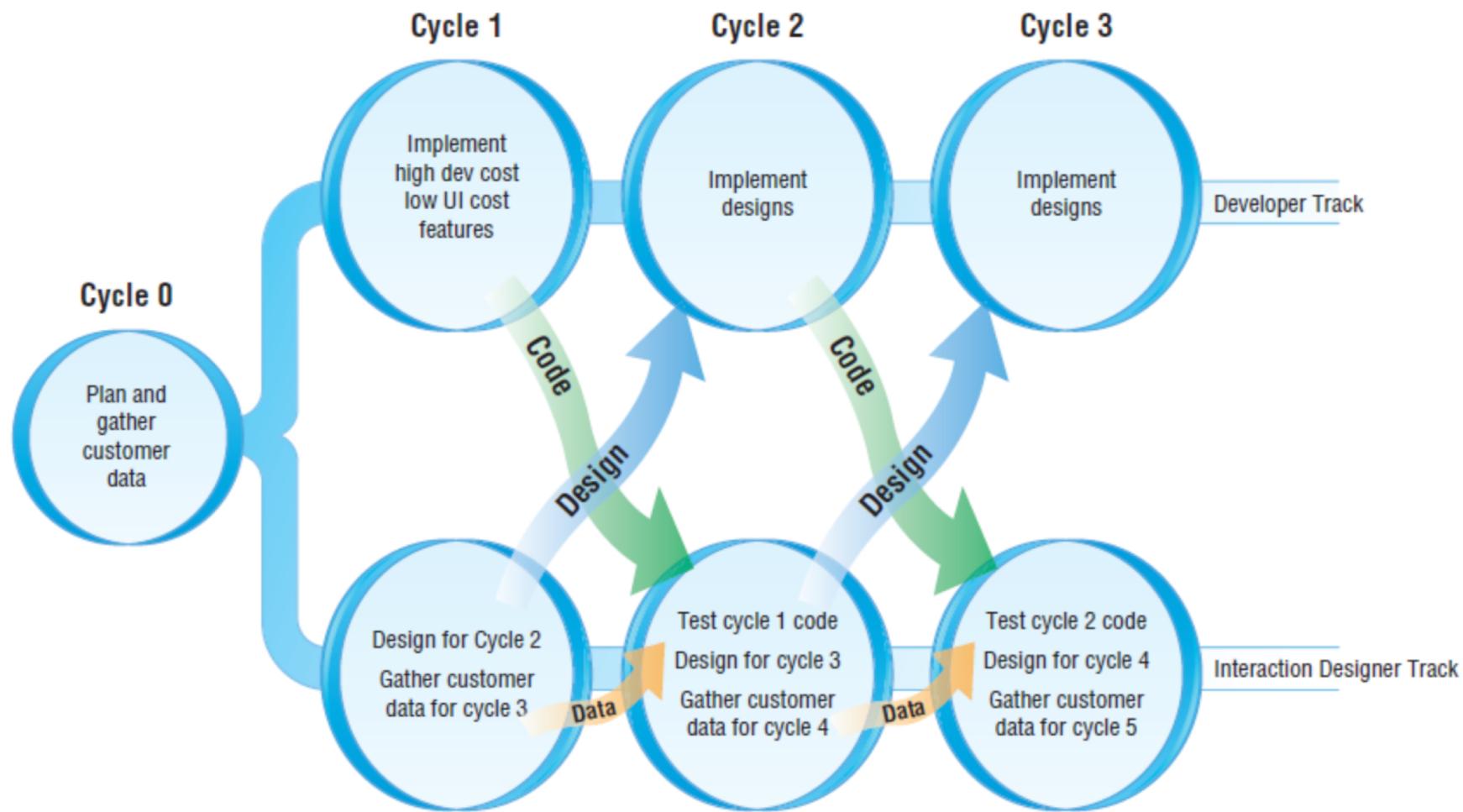
Integration through planning



Integrating UX/HCI and SE

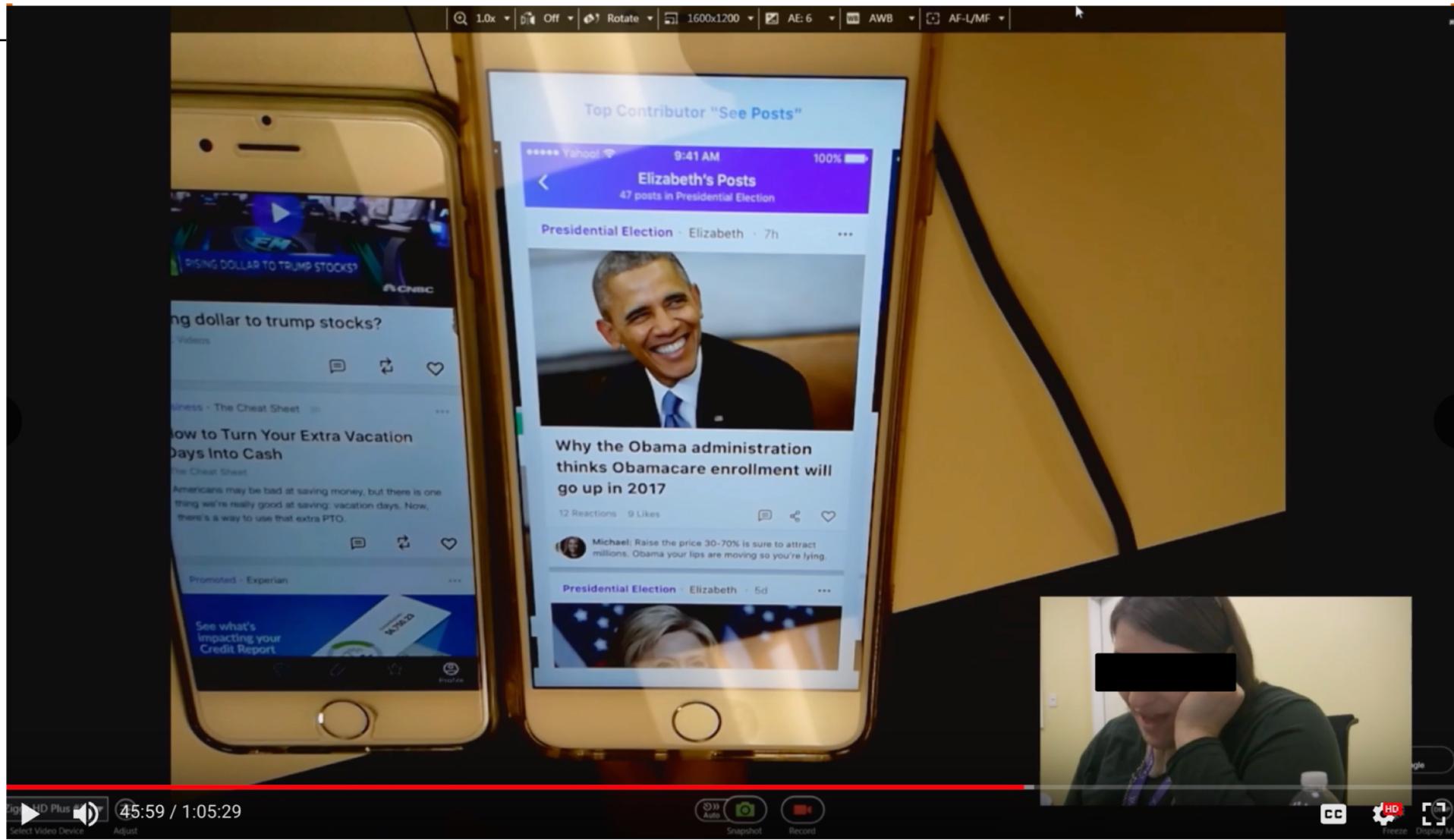


Parallel tracks approach to Agile UX

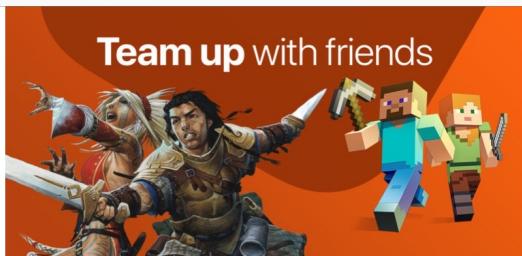


What that looks like in practice

1. Background interview on context, about next-next feature
2. Usage test on production build
3. Usage test on pre-production build
4. High-fidelity click-through prototype of current feature
5. Mock up on next feature



Featured



New apps we love

[See All >](#)

Cabana —
Hang out, w...
Social Netw...



Animal World
- Animal So...
Education
\$2.99



Charge
Running
Health & Fit...



AutoSleep.
Auto Sleep...
Health & Fit...
\$2.99



Art
Magician
Edu...

New games we love

[See All >](#)

Marvel's
Guardians o...
Games
\$4.99



CATS: Crash
Arena Turbo...
Games



Vignettes
Games
\$2.99



Invert - A
Minimal Puz...
Games
\$2.99

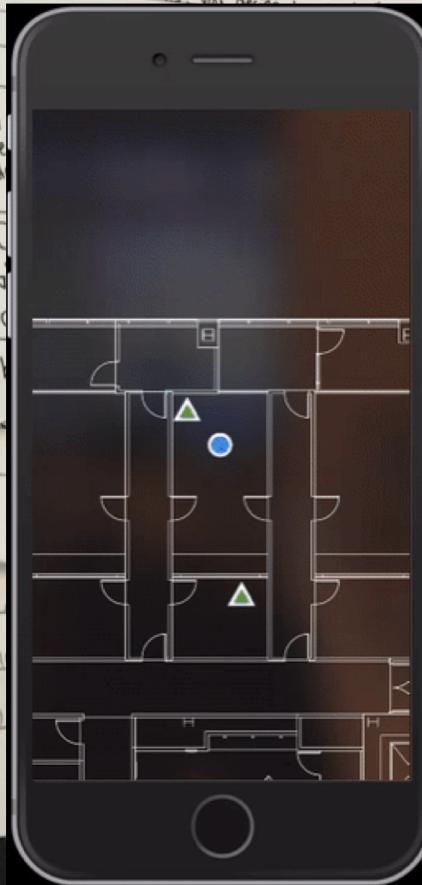
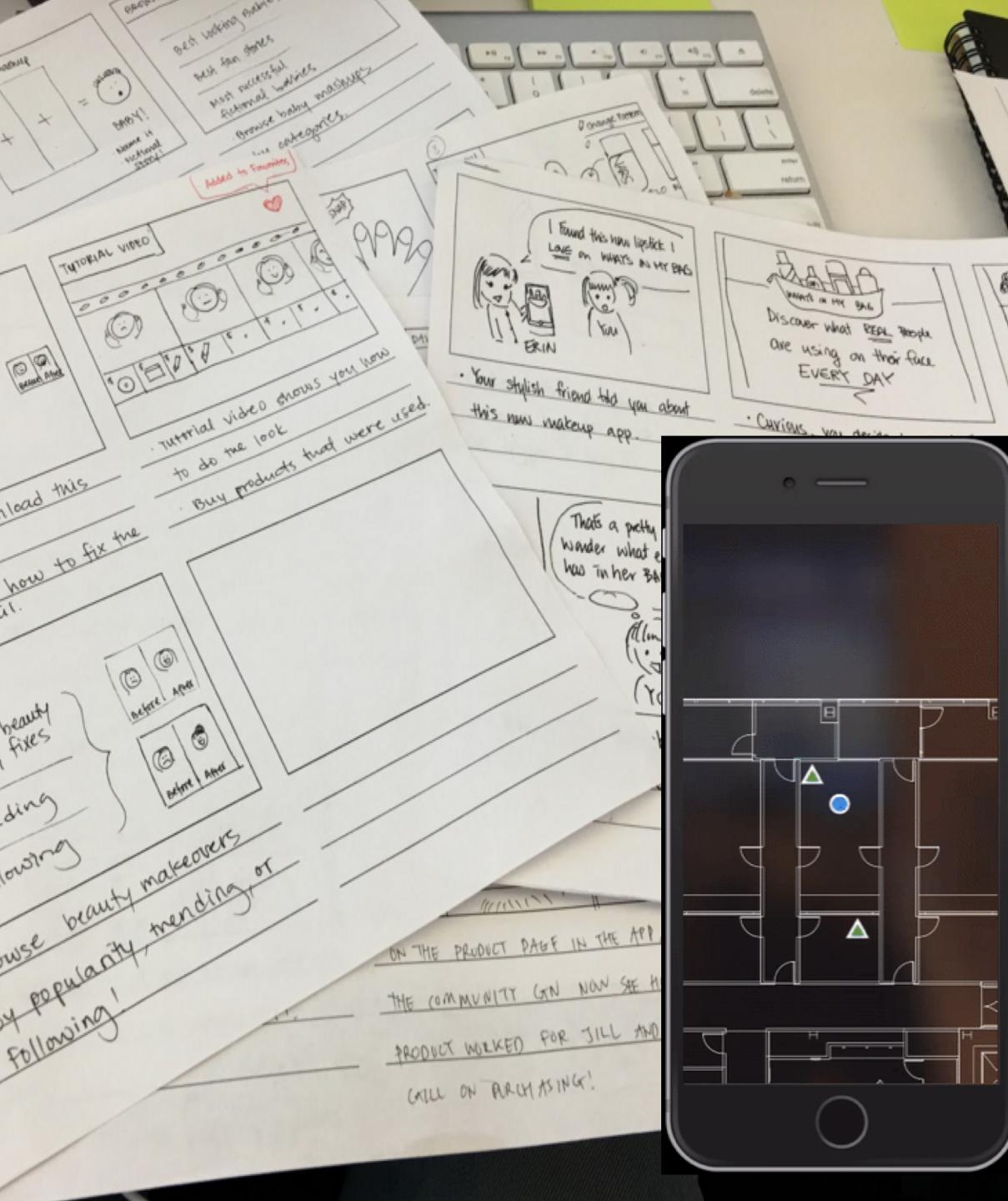


Dig
Garde

What we're playing today

[See All >](#)

Q4 weekly user studies with teens



North stars for research to uncover

- evergreen engaging content
- daily habit
- immediate delight through mechanisms
- long-term attachment

Dozens and dozens of ideas explored

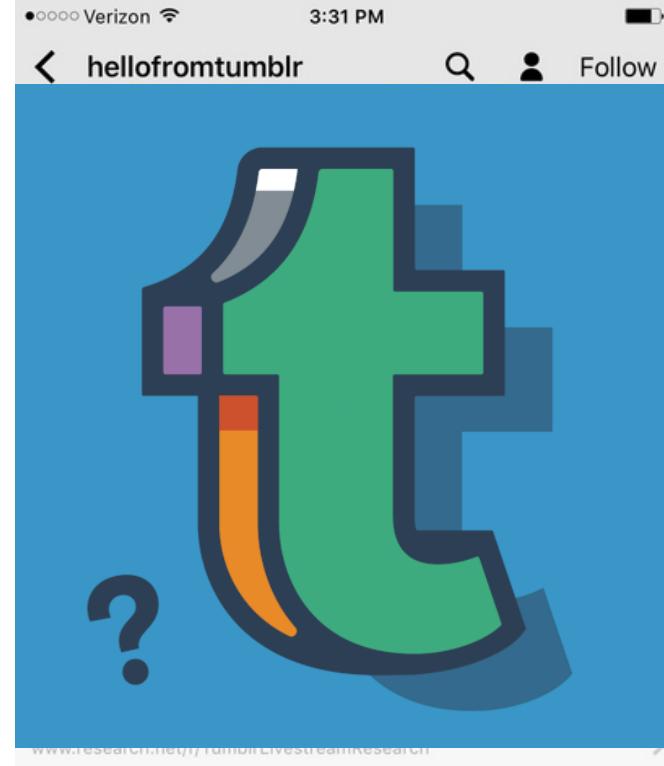
- Short DIY video editing platform
- Relationship advice
- AR messages in space
- Many many more...
- Livestreaming with
 - high interactivity: games, 360 room, local fame
- Livestreaming with video

Why do teens livestream?

7990 survey
responses

20 interviews with
teens

Lottridge, D., Bentley, F., Wheeler, M., Lee, J., Cheung, J., Ong, K., & Rowley, C. (2017). Third-wave livestreaming: teens' long form selfie. In Proceedings of the 19th International Conference on Human-Computer Interaction with Mobile Devices and Services MobileHCI2017 (p. 20). ACM.



Do you livestream?

Whether you livestream yourself all the time, every so often, or basically never, we want to hear from you about it.

Take the survey

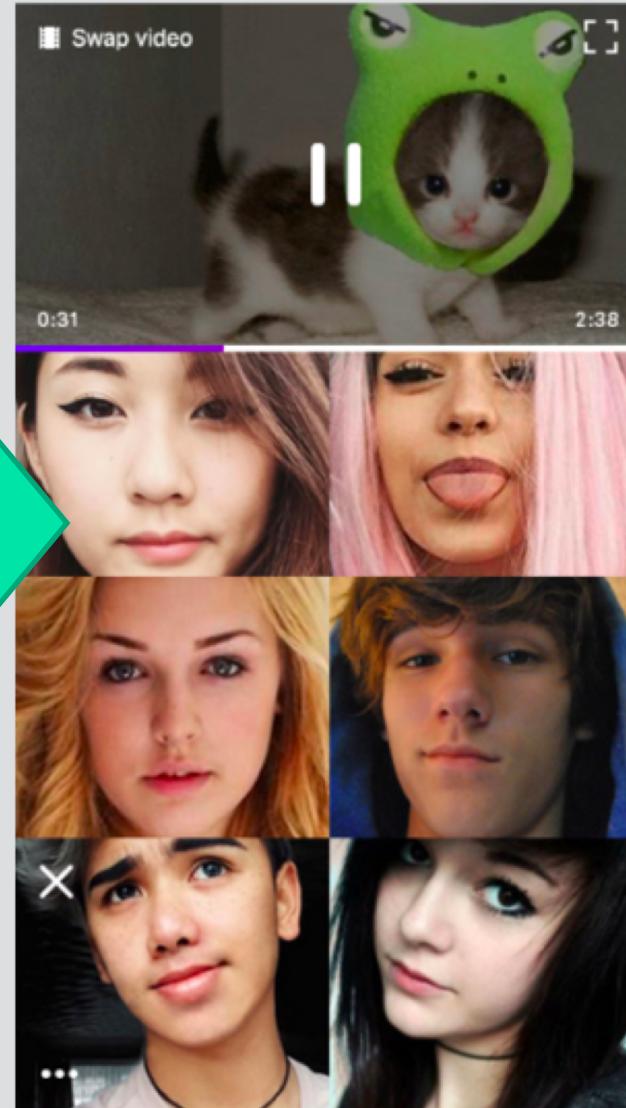
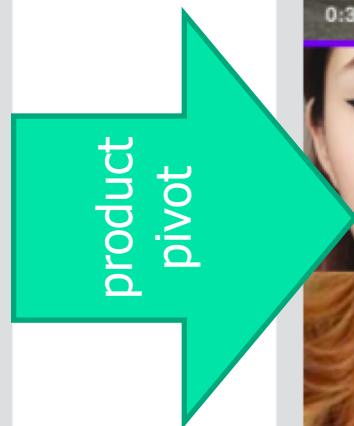
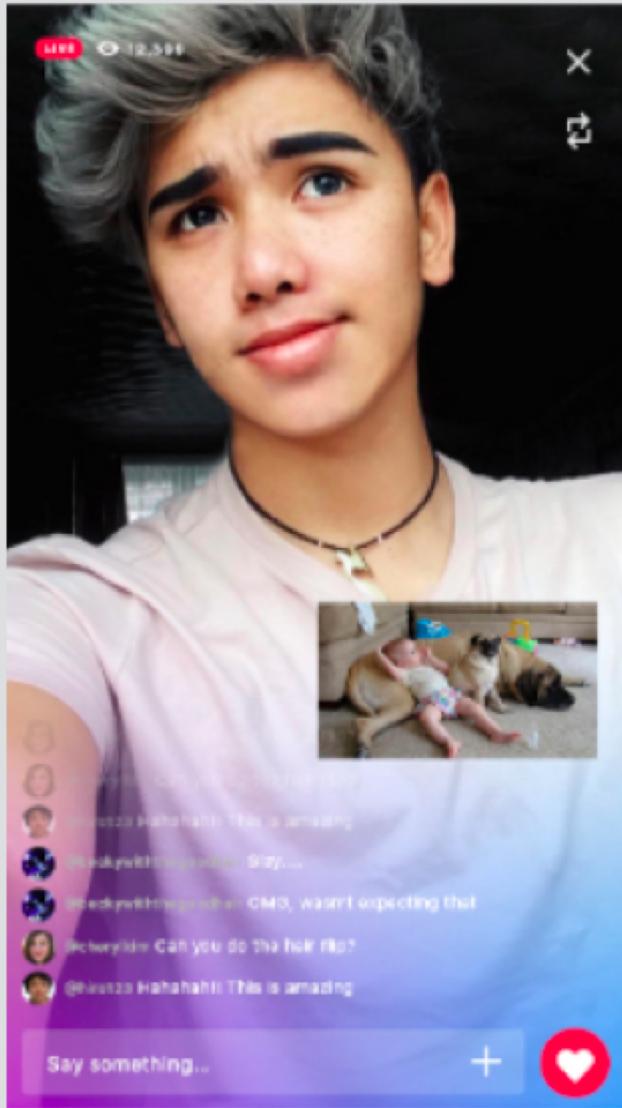
If you qualify*, you can earn a \$5 gift card for filling it out. Mostly, though, you'll have our eternal gratitude for helping make Tumblr a better place.

**The survey is open to anyone 13 and older, but only U.S. residents are eligible for the gift card. And if you're a U.S. resident under 18, you'll need a parent or guardian to give their permission for you to receive the gift.*

Source: hellofromtumblr

2,889 notes





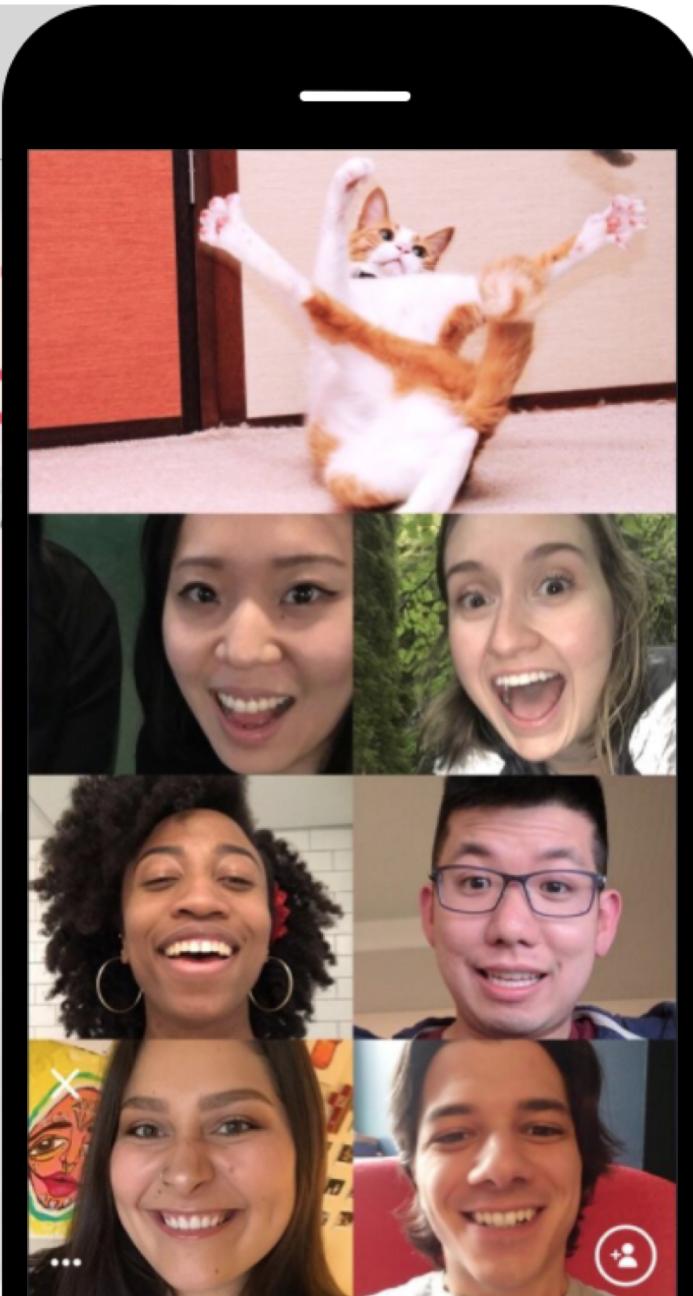
Q1 weekly user studies with teens

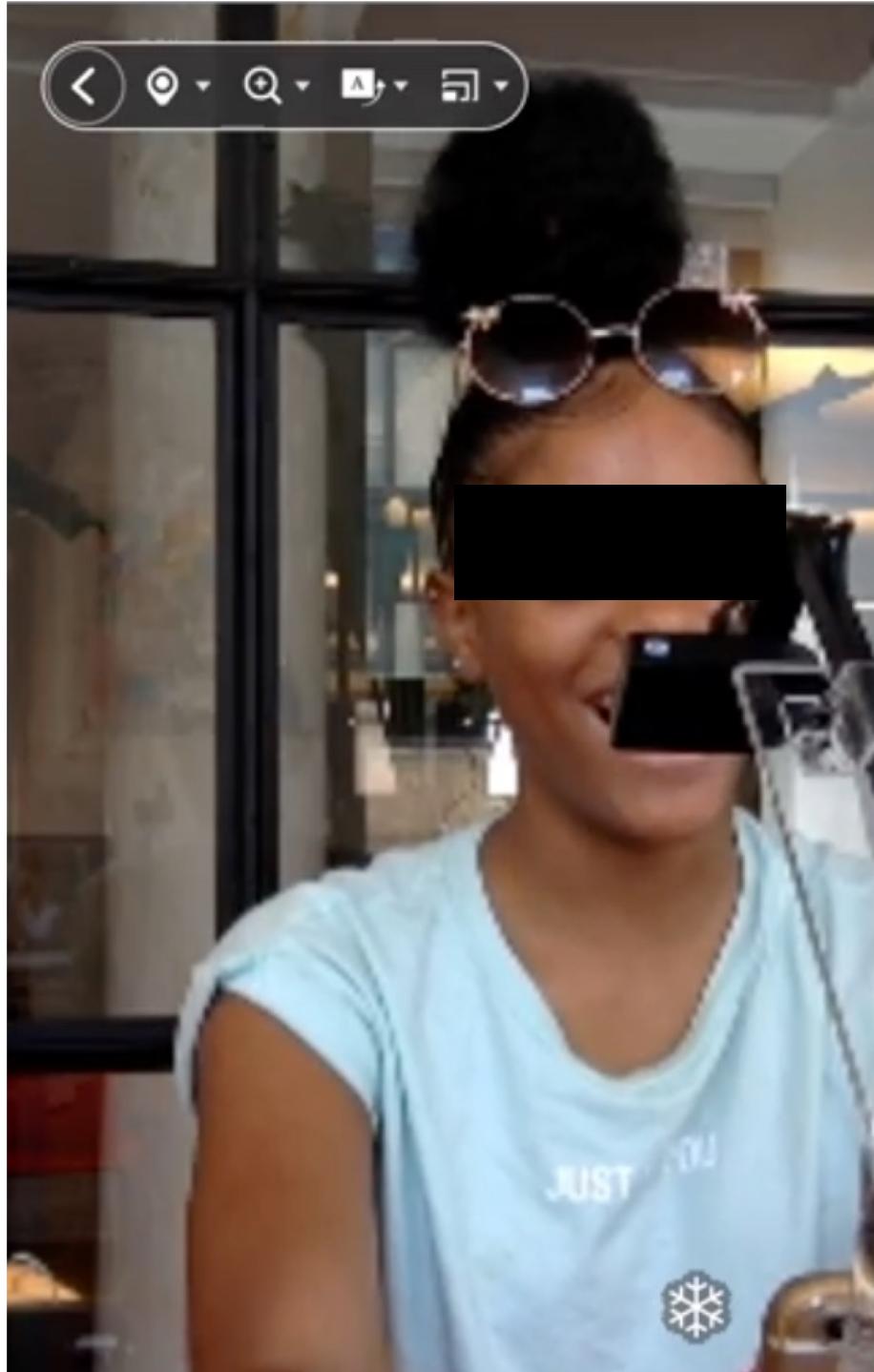
9 in-lab studies with 36 teens

Quant research caused pivot: livestreaming to videochat.

Qual studies uncovered Cabana's key differentiators,

1. media sharing (video, photos, screenshots)
2. need for multitasking, backgrounding the app
- key delights,
3. direct and gestural interaction
4. emoji showers and waves as public not private





Summary

- Agile UX refers to approaches that integrate UX design and agile development
 - requirements are repeatedly re-prioritised, which aims to avoid wasted effort
 - requires shared planning by designers and developers
 - UX design and research activities need consideration: when, how much, and how to take forward

Q1

- Explain what are three challenges to integrating UX/HCI and Agile approaches. Explain how Agile UX is practiced to meet those challenges.

What's coming up

- Tutorial 9 reflections this week
- Tutorial 10 peer review on A3 next week
- Assignment 3 due 8am Monday June 8th 2020