

ProcessingHCI

The UX Lean is very useful in contexts where we need to obtain rapid feedback before start new iterations, this has a great benefit in reducing of investing time in wrong ideas.

UX Lean give us a way to verify hypotheses with the use of MVPs and test them to obtain early feedback, discard errors and justify design decisions without wasting time. UX Lean is focuses on changes that improve the producto now. In the student context where significant and rapid changes should be prioritized, because with limited resources and time we must resort to techniques that can provide us with quick and useful feedback before each advance.

Our team worked a Project where the primary users were children, supported by the research of Professor Rocio Ballote about a board game to reinforce math skills. Despite having information collected, we made some assumptions and hypotheses based on the research, for example: The use of this type of instruction is more understandable for 6 and 7 year old children. This allowed us to consider important characteristics of UX oriented design, such as accessibility and understandability. The information obtained was for the physical game, so the hypotheses were based on transferring these characteristics to a virtual enviroment. We were limited by not having constant feedback from the children, although we were able to test and MVP in physical format.

Moreover, our team cannot be considered Lean because we dont define clear tasks and roles. This was a limitation to the team's efficient and fair work. It was not worth for us to make efforts tobecome Lean because we didn't have regulary access to children. However, applying key points of UX Lean such as using MVP to validate hypotheses was very useful for leveranging our resources.

Finally, UX Lean is a way to validate quickly and with limited resources, wich in some cases, can be more valuable than excessive planning. UX Lean is perfectly suited to a school environment, even when not strictly applied. It provides us with tools that allow us to optimize time, reduce risk and focus on really progress, but structure of roles and tasks is essential to mitigate the disadvantages of the UX Lean. Its important to evaluate the team, Project and resources available to decide if this approach is worth implementing.