Digital Academy Premium Design - Resources

Week 1 - Accessibility & Inclusive Design

Required:

- Article: [Inclusive Design: 12 Ways to Design for Everyone](#)
- Guidance: [W3C - Web Accessibility Initiative, Resources for Designers](#)
- Video: [Why design should include everyone | Sinéad Burke](#)
- Video: [When we design for disability, we all benefit | Elise Roy](#)

Week 2 - Agile Design Methods

Supplementary:

Links

- Document: [Manifesto for Agile Software Development](#)
- Document: [Manifesto for Agile Software Development - Principles](#)
- Guide: [Scrum guide (BIL)](#)
- Article: [The Evolution of UX Process Methodology](#)
- Article: [The five keys to a successful Google team](#)
- Guide: [How to select and develop individuals for successful agile teams: A practical guide](#)

Books

Scrum master specific:

- Scrum By Jeff Sutherland (great general overview)
- Scrum Mastery: From Good To Great Servant-Leadership by Geoff Watts (a situational guide on how to be a great scrum master)

Reasons for using Agile:

- The Goal: A Process of Ongoing Improvement By Eliyahu M Goldratt
- The Phoenix Project - Devops
- The Fifth Discipline: The art and practice of the learning organization By Peter M. Senge

- The Culture Code: The Secrets of Highly Successful Groups By Daniel Coyle

Kanban specific:

- Making Work Visible: Exposing Time Theft to Optimize Work & Flow By Dominica Degrandis
- Agile Project Management with Kanban by Eric Brechner
- Fit for Purpose: How Modern Businesses Find, Satisfy, & Keep Customers By David J Anderson

Product Owner specific:

- Scrum Mastery: From Good To Great Servant-Leadership by Geoff Watts
- Product Leadership: How Top Product Managers Launch Awesome Products and Build Successful Teams By Richard Banfield
- The Lean Product Playbook: How to Innovate with Minimum Viable Products and Rapid Customer Feedback by Dan Olson
- User Story Mapping by Jeff Patton
- Delivering Happiness: A Path to Profits, Passion, and Purpose by Tony Hsieh

Agile and UX:

- Sense & Respond by Jeff Gothelf

Certification groups:

- Scrum.org
- Scrum alliance
- Project Management Institute (PMI)
- LeanUniversity

Week 3 - Introduction to Service Design

Required:

- Toolkit**:** [IDEO & Nesta: Designing for Public Services](#) (Section 1: Pages 1-24)

- Guide: [What is Lean Coffee?](#)
- Guide: [Lean Coffee Facilitator Guide](#)

Week 4 - Design Research

Week 5 - Information Architecture

Required:

- Course material: [Information architecture course](#)

  RealtimeBoard (now Miro)

- Guide: [RealtimeBoard for beginners guide](#) (slides 1-27)
- Video: [RealtimeBoard features](#)

Supplementary:

- Guide: [What is Information Architecture?](#)
- E-book: [How to make sense of any mess](#)
- Article: [Frequently Asked IA Questions](#)
- Article: [IA Heuristics: A Journey](#)

Week 6 - Content design

Required:

- [Content creation principles](#)
- [Writing principles for Canada.ca](#)
- [Plain language](#)
- [Tone](#)

- Article: How agile and lean principles can improve content strategy and governance
- Article: Aligning Content Work with Agile Processes

Week 7 - Prototyping

Required:

- Article: Chatbots: Your Ultimate Prototyping Tool
- Article: A beginners guide to rapid prototyping

Supplementary:

Figma

- Video: Figma Tutorial: Components - The Basics
- Video: Figma Tutorial: Guides
- Video: 5-min Figma tutorials on different topics

Balsamiq
- Guide: 7 easy steps on getting started in Balsamiq

Week 8 - Interaction Design

Supplementary:

Adobe Creative Suite

- Article: Good overview of the differences between the 3 major Adobe products

Photoshop

- Guide: Getting started with Photoshop
- Guide: Photoshop Basics - task-based tutorials

Illustrator

- Guide: [Adobe Illustrator 101: 10 Things You Should Know About Ai](#)

InDesign

- Guide: [5 Essential Tools for InDesign Beginners](#)
- Guide: [The Beginner's Quick-Start Guide to InDesign](#)

Week 8 - Data Visualization

Week 9 - Usability Testing

Week 10 - Ethics and Government Standards

Tools and Technology

RealtimeBoard (now Miro)

- Guide: [RealtimeBoard for beginners guide](#) (slides 1-27)
- Video: [RealtimeBoard features](#)

Adobe Creative Suite

- Article: [Good overview of the differences between the 3 major Adobe products](#)

Photoshop

- Guide: [Getting started with Photoshop](#)
- Guide: [Photoshop Basics - task-based tutorials](#)

Illustrator

- Guide: [Adobe Illustrator 101: 10 Things You Should Know About Ai](#)

InDesign

- Guide: [5 Essential Tools for InDesign Beginners](#)
- Guide: [The Beginner's Quick-Start Guide to InDesign](#)

Prototyping

Figma

- Video: [Figma Tutorial: Components - The Basics](#)
- Video: [Figma Tutorial: Guides](#)
- Video: [5-min Figma tutorials on different topics](#)

Balsamiq
- Guide: [7 easy steps on getting started in Balsamiq](#)