Processing HCI

In the context of design and iterative products, one of the achieves of Lean UX is to reduce the obstacles that the users deal when they use the final interfaces. Based on «A Simple Introduction To Lean UX» (2025), the Lean UX is focused more on the experience and less on the deliverables of the traditional UX (based on the capture of requirements, and detailed deliverables). The reason for this is that the fast feedback is very important to make quick decisions, so it can be implemented with agile development. By analyzing the way our team manages the development of the project, I found that we are currently align to some principles of the Lean UX, like the collaboration between designers and developers, but for consider that it aligns for completely, it should be more, and there are some challenges we experience like the lack of integration of users tests, validations, and the implementation of fast prototypes to validate ideas before we invest resources.

One of the key principles of Lean UX is the replacement of requirements by assumptions, that create from problem approach; the assumptions are a statement of something that we believe is true, so it allows the team to generate an idea to start developing. Something important about assumptions is that they are not expected to be fully right, and they might even change along the process of the project, but at least, it's the beginning of what it will be the solution. In my team we are creating requirements, and we are working more like the traditional UX, so in my opinion, we are not even close to being considered Lean.

In 2022, the authors Alhmmad and Moreno introduce some examples of the efforts and activities that Lean requires, so based on that, we need to redistribute the roles to foment a higher collaboration between designers, developers and product owners, and we should have more meetings with the SEAP (the clinic of psychology of the UADY), more tasks like iterative prototypes, recollection of metrics of user experience and continue adjustment in the design. In terms of cost and benefits it would reduce the waste of resources in unnecessary functionalities, improve the satisfaction of the user and the final product, so I think that it is worth it. While our team has already some things of UX, they are a lot of opportunity areas that we could improve to adopt a more structured process.

References

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