Processing HCI

Lean UX is the agile methodology applied to UX design within teams already utilizing the Agile development framework. Unlike traditional UX approaches, Lean UX introduces several distinctive elements. One primary element involves the creation of assumptions—statements posited by the team as potentially true based on existing product challenges. These assumptions are then organized hierarchically, reflecting the team's varying levels of understanding and perceived risks.

Building upon these assumptions, the UX team formulates hypotheses aimed at validating them. These hypotheses serve to deepen the team's comprehension of the product and its users, articulate expected outcomes, and identify pertinent evidence for validation.

Subsequently, a Minimum Viable Product (MVP) is crafted based on the generated hypotheses. The MVP is deliberately basic, designed to encapsulate the core concepts outlined in the hypotheses. Emphasis is placed on conserving resources to facilitate swift testing; if the MVP proves unsuccessful, it can be discarded with minimal repercussions.

Upon completion of the MVPs, the focus shifts to user research, particularly on leveraging raw data gleaned from prototype testing. This emphasis on raw data acquisition aims to yield actionable insights before the commencement of the next sprint, thus optimizing the iterative development process.

Taking into account the aforementioned, speaking of the first delivery of the project, our team is not considered lean, but could be in the future. We stated a hypothesis for the objective user, but we don't use the structure that Lean uses, and we are not focused on proving the hypothesis we made.

Adopting the Lean UX technique is difficult because it takes a lot of time and organization, if we were able to organize the time we have and focus on project management we could implement the Lean UX technique and get benefits like a better understanding in aspects of the project overall, i think it could be worth it, but it's not something we plan to do, at least anytime soon.

References

Interaction Design Foundation - IxDF. "A Simple Introduction to Lean UX" Interaction Design Foundation - IxDF. https://www.interaction-design.org/literature/article/a-simpleintroduction-to-lean-ux (accessed Mar. 31, 2024).