Processing HCI

The article A Simple Introduction to Lean UX describes a helpful technic to develop projects that use agile development. Lean UX prioritize experience under design and demands a high level of team collaboration; its main goal is receiving feedback as early as possible to make quick decisions. I'm not sure about this lack of details on the deliverable's philosophy, I think that can turn into many issues during the develop and maintenance of a software product. The quality assurance standard ISO 9000-3[1] claims the details in the documentation as an integral part of the projects.

Based on my team's project experience, we have been working "quick and dirty", which is the unique Lean UX moment that we have faced. However, our current working method is too far from being this technic or any other. The absence of a technique could be the opportunity to work using Lean UX without having to make big changes and efforts.

[1] IEEE Guide Adoption of ISO/IEC 90003:2004— Software Engineering—Guidelines for the Application of ISO 9001:2000 to Computer Software