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### ProcessingHCI Reflection

The Lean UX technique is mainly based on the following key points:

**Hypotheses.** Assumptions and assumptions about the problem domain are established. To test these assumptions, hypotheses are created, which are the same assumptions, but expressed as statements. Subsequently, the necessary information must be collected to test whether the hypothesis is true or not.

**Based on MVP.** The minimum viable product, as established by Lean UX, is a preliminary version of the final product, which should be as simple as possible, in order to be tested to evaluate its quality attributes, and to be disposable and replaceable in favor of the agile methodology.

**Less focus on User Research.** Lean UX has a traditional focus on User Research, but it relies on quick and concise analyses, rather than detailed and voluminous ones.

Now, considering these key points, and based on the experience my HCI team had during the first delivery activities, it could be said that the development of the project (so far) resembles what the Lean UX technique establishes, with some slight differences. Being a real project that my team is working with and having a background on the development of the project, we had a much clearer hypothesis and information about the users, unlike other teams that have had to devise a project from scratch. This allowed us to carry out the User Research more agile, since we had many assumptions which would be broadly true. A concrete example could be the fact that, since the project was oriented to students in their first semesters, we had to assume that users would have little experience in the use of programming environments, such as Visual Studio Code or Github.

Taking into account that no prototypes have yet been developed on the project, the team is still in time to focus on creating MVPs for the development of the product. It would be a good point to consider investigating how Lean UX uses MVPs during an agile lifecycle.

The effort required to be able to consider that the current project development is Lean UX oriented should be minimal, since, in fact, Lean UX emphasizes less on User Research and its deliverables. What could be a challenge would be the "MVP-Testing-Repeat" pattern that the team would have to face, especially if they have not had previous experience on prototyping with these characteristics (as is the case).