

ProcessingHCI

The article presents the basics of lean UX, which is a UX design methodology.

But using with teams working with an agile methodology. One thing that is important in this methodology, is focus on the experience over deliverables.

That means, do a good work over do a fast work. To make a good experience you need the early feedback, as early as possible in the development process

to make quick decisions. Also, we need hypothesis-driven development, and

quick iterations to make lean. My team takes the necessary time to do all the

work as the best work, but we are beginners and we have mistakes so we can't

considerate us as lean, but we can improve to be lean.

In terms of benefits, adopting Lean UX can lead to faster iterations, better alignment with user needs, less wasted unnecessary features, and increased team collaboration.

However, there may be upfront costs associated with training, process adjustment, and possibly role restructuring. Ultimately, the benefits of adopting Lean UX should outweigh the costs in terms of delivering products that better meet user needs and are more efficient to develop. All the process is heavy for a students team, but we can change some steps to align the process with our abilities.