PROCESSING HCI

After studying the principles of Lean UX, I would like to explain some important details that I found in the article I reference at the end of this summary.

I see first of all that the motivation for which Lean UX was born is because of the work environment in which we currently live, since today it is difficult to predict if a software will be appropriate to solve the problems that industries face. Nowadays, therefore, the traditional way in which the process is carried out to collect information about the user, to later create prototypes and do usability tests, can be a little inefficient.

So knowing this problem, the proposal of the Lean UX method is to prioritize those most critical points to base it on and start building a minimum viable prototype (MVP). This can be done through short iterations where in each one certain tasks are established by which they will be ordered in order of importance. How do you know the order of importance? Well, they are those tasks that if the company or organization depends on it, its system stops working or is affected if that functionality is not ready, then those types of tasks would be taken into account as a high priority, once The tasks are established, then the next thing is to make a hypothesis to test what you want to attack. For example, 20% of the population that will use my application does not know how to use a form in my application. Well, you start by working on how to prove or refute that hypothesis. If you encounter difficulties in proving this hypothesis, then it is not well structured and you have to find a different way to represent it.

Now let's talk about the MVP, this is a functional prototype that has the most essential characteristics of the system and that can be tested, with this we can show investors and users the concept of the functionalities that the system intends to have, since although It is a functional prototype, it is not the final product since it would lack some secondary functionalities.

Once we have this MVP, we would begin the testing phase to be able to test the hypothesis we established at the beginning.

The set of these tasks in an iterative cycle can help create a more efficient and functional product in a short period of time, which facilitates adaptation to industry environments while validating the usability and attributes of the product. application quality.

https://www.interaction-design.org/literature/topics/ui-design-patterns