ProcessingHCI

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Reflection

Len UX is the agile version of normal UX methodologies. Like other agile techniques the lean one doesn't use "requirements" instead it uses "problem statement" which should lead to a set of assumptions that can be used to create a hypothesis. This technique also relies on the creation of an MVP, Minimum Viable Product, a basic version of the product that is created to be tested and to see if the idea works. Another important part of the technique is the user research, a quick version of it [1]. This is a fail fast technique, but it may not be as accurate because it lacks good user research. Making MVPs without good user research is like trying to hit a target without knowing where the target is in the first place.

In my project we are using the MVP approach, we don't have the MVP ready yet, but we are getting close to building one. The idea is to see if the Block by Block methodology works with the kids in Mérida. I think that this is as len as we want to get, try and error may not be the most agile way. It would take some extra work becoming 100% lean, and it is unnecessary because agile might be flexible, but not accurate, and even not as agile in the long run.

REFERENCES

[1] IInteraction Design Foundation - IxDF. 2021. A Simple Introduction to Lean UX Retrieved March 27, 2024 from https://www.interaction-design.org/literature/article/a-simple-introduction-to-lean-ux