Lean UX

UX and agile development are terms that are getting quite popular these days, no wonder why they usually get up being relevant in lots of projects and end up colliding due to their opposite nature, one based on deliverables in a stair-like progress and the other with sprints that make hard to work UX properly.

The lean UX is the proposal for an "Agile UX", by leaving the deliverables and focusing on ideas, evaluating the plausibility and developing a basic version of the concept. One major advantage is that lots of ideas get considered, evaluated, incorporated if there's a valuable result, otherwise, it's discarded.

From personal experience with the HCI project, is that our team didn't apply a lean UX at all, the focus was more traditional and centered on deliverables like use-cases, prototypes, etc. We already had some deliverables on Maliachi's repository, so we gathered information and made the others, we still followed that staircase-like sequence. Even though Lean UX should be the "fastest" way to develop UX, does it have the same result if we are not applying Agile methodologies? From my point of view, if we sticked to classic development methodologies, mixing them with Lean UX would cause pacing problems, and an absence of deliverables, that are important on traditional methodologies and UX. To be honest, most of us felt comfortable with the current development pacing and didn't know about Lean UX, but the process wasn´t perfect.

Even with a traditional development we followed a "do it last night" process, that could resemble the "sprint" of Agile development (without the irresponsibility of course). Maybe it's just a matter discussing and formally applying the change of the development.

But when we tested mock-up creation in HTML/CSS/Javascript using ChatGPT, we realized that could be our "opportunity" to adapt us to Lean UX, due to the low time it took to make an interactive mock-up (2 hours approximately and if given more time, a basic version of the system. Even considering this, a change to Lean UX would require clear implementation of an Agile methodology (like SCRUM), assignation of product owner, SCRUM master, dev team, creating a SCRUM backlog etc. The weekly deliveries might be another attempt to transition from the classic development, but with the problem of having to transition in first place.