

Processing HCI

Well, first of all, some of the key points of Lean UX are continuous work but with constant feedback, both within the team and from users, another key point of Lean UX is that it focuses more on "practicing" rather than documenting, by "practicing," I mean experimenting in the sense of conducting tests with different versions, for example, prototypes or progressing as we go, all of this is to ultimately achieve agile development with as few delays as possible, personally, regarding my team, we are doing the opposite because we have been focusing much more on general documentation and have made very little progress in terms of the interface, we have only had the opportunity for two interactions with our future users, however, on the other hand, I understand why it is this way, since we are not creating a very general software where we could just go out and conduct surveys with random people about the project, instead, it is focused on a limited group of people, and it could become annoying if we continuously asked them to review our progress, that is why we focus more on documentation, to be able to create a prototype as close as possible to what they requested and then receive feedback. So no, I don't think we have followed the Lean process, which I don't consider a bad thing in this project due to how specific it is. However, we still have aspects to improve within the team, such as communication, because sometimes some teammates take too long to complete their parts, which ends up delaying the rest.