Lean UX is the agile approach of UX design for teams where the Agile development method is used. In Lean UX there is a set of elements that differentiates it from traditional UX design, being the first one the creation of assumptions (statements that the team thinks that are true based on problems of the current product) which the team can generate and hierarchically organize by its level of understanding and level of risk. [1]

Based on the assumptions the UX team can generate hypothesis with the purpose of validating the assumptions, these hypothesis helps the team to understand the product and its user, what the team expects to achieve with the product and which evidence can help us to prove the hypothesis. [1]

Next an MVP (minimum viable product) is formed based on the hypothesis created, this mvp must be built in the most basic way possible aiming to cover the concepts declared by the hypothesis, it is aimed to use the less resources possible so that it can be tested right away and if it fails it can be disposed with no mayor consequences. [1] Finally, when the mvp's are ready on the user research phase the focus is on the raw data acquired with the research process using the prototypes, this with the purpose of getting results before the next sprint starts.[1]

Now with the lean UX technique described and considering the process that my team followed on this first delivery I can say that as team we are on the way of being considered lean. We are working on an existing project so the requirements are set, and for some problems some a couple of team members already knew which were, and we even stated a hypothesis for the objective user, however on the hypothesis we did not follow the structure that Lean uses and even if we have some metrics these are more focused on solving the problems that we knew instead of proving the hypothesis we made.

I think the most challenging part of adopting the Lean UX technique is following the actual process, as students we often face various other assignments and other social-context factors that makes us difficult to follow all the agile activities. Also, sometimes we lack the discipline to manage our time and sometimes we even procrastinate some tasks with the "It's a school task, I will do it later" though. Project management is no easy task and in a academic context is even more difficult to execute it because of the external factors that we as students face, however, if we could manage to organize our time and control some of the external factors I think that even with a partial implementation of the Lean UX technique we could see some benefits when it comes to the focus on the project and having a clear understanding of the product and its users.

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References:

[1] Interaction Design Foundation - IxDF. "A Simple Introduction to Lean UX" Interaction Design Foundation - IxDF. https://www.interaction-design.org/literature/article/a-simple-introduction-to-lean-ux (accessed Mar. 31, 2024).

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