

## Processing HCI

Gothelf, J. 2013 states that the principles of Lean UX are: Design thinking, every aspect of a business can be approached with design methods; Agile software development, individuals and interactions over processes and tools, working software over comprehensive documentation, customer collaboration over contract negotiation, responding to change over following a plan; Startup method, feedback loop build-measure-learn.

Reflecting on the techniques used by our team and our project, we would not be able to call it 100% lean according to the Lean UX principles. I think we did get some things right as in favoring individuals and interactions over processes and tools, because we did have tools and processes, but we favored constant feedback and change on them by having frequent meetings with the teams, example runs of the tools and feedback from experimenting with those tools. However, some of the areas we struggled with would be the responding to change over following a plan. Since we noted our plan lacked the qualitative information, we needed but we were unable to steer our project in the right direction for now. We are in the works of working to shift aims to collect the remaining data we needed, which could have been done sooner with corrective actions.

I would say tasks and activities would need to be defined to set up ways for the team to improve in the responding to change principle, and it would not be expensive in a matter of resources or time. We could have this set up easily in the team and have better feedback for the next loops that involve our changes to our tools and instruments used to collect data.

## References:

Gothelf, J. (2013). Lean UX: Applying lean principles to improve user experience. "O'Reilly Media, Inc."