

Reflection

Lean UX aims to prevent the problems mistakes provoke during the development of a project so that we can provide value as soon as possible. According to Interaction Design Foundations, Lean UX mitigates the damage a mistake produces by reducing deliverables and timeframes, allowing us to find errors earlier and work on iterations of MVPs. "It allows for a lot of experimentation with no "sacred cows"" [1]. Team collaboration on every step prevents miscommunication, leading to a valuable product. To achieve this, they use different techniques from traditional UX, like testable hypotheses, hierarchized assumptions, and problem statements instead of requirements. These techniques allow Lean UX not to spend a lot of time on research, but to create solutions that can then be tested to verify if they go according to reality, and research along the way.

There's a conflict between UX and Lean UX: While UX values precision on each step, Lean UX understands mistakes will occur, and instead focuses on fixing them. I consider UX to be better on large projects, that will need maintenance. Lean UX is more suitable for small teams, and projects you don't know if will succeed.

Based on this characteristic, we can't be considered lean. The biggest point of Lean UX is to iterate through different MVPs, which is something we're not currently doing. We're instead investing a lot of time on each phase of the user centered design process (it is seen on our repository how we went from "1 Definición del proyecto" to "4 Requirements"). Some other differences are that we did have assumptions, but they were not documented. We also didn't use hypotheses, which is an important step to verify if the proposed solution does help to solve the problem.

Because our processes are too different, doing so would require a lot of effort to become lean. The biggest task we should do is to get familiar with the User Centered design process, not just in theory, but in practice, so that we're able to work efficiently on iterations. If we wanted to make the change, we would need to learn the theory behind User Centered design before starting to work on the project and to define the artifacts that we're going to be using beforehand, which would require a lot of time. It would also require us to invest a lot of time daily to finish the artifacts (because of the short sprints) and to coordinate to do the collaborative job, which would be difficult considering our other classes and conflicting schedules. So, in our current state, the traditional UX approach seems better, giving us flexibility on when to finish the artifacts, and time to revise them. The problem being that, because we lack experience and knowledge, we tend to make mistakes that damage the rest of the products that we made, and corrections become expensive.

Reference

- [1] “A Simple Introduction to Lean UX | IxDF.” Accessed: Mar. 12, 2024. [Online]. Available: <https://www.interaction-design.org/literature/article/a-simple-introduction-to-lean-ux>