Label	Frequency
user research (38 pp.)	
user need (34 pp.)	
service design (25 pp.)	
user - centre (23 pp.)	
iterative (20 pp.)	
sprint (18 pp.)	
iteration (17 pp.)	
agile way (17 pp.)	
agile delivery (16 pp.)	
user researcher (15 pp.)	
agile team (13 pp.)	
user - centre design (11 pp.)	
software development (11 pp.)	
agile methodology (10 pp.)	
agile development (9 pp.)	
user test (7 pp.)	
agile principle (7 pp.)	
development team (7 pp.)	
product owner (7 pp.)	
agile project (6 pp.)	
agile way of work (6 pp.)	
agile method (6 pp.)	
backlog (5 pp.)	
minimum viable product (5 pp.)	
design think (5 pp.)	
agile coach (4 pp.)	
user story (4 pp.)	
agile process (3 pp.)	
user requirement (3 pp.)	
fail fast (3 pp.)	
agile project management (3 pp.)	
agile organisation (2 pp.)	
agile manifesto (2 pp.)	
mvp (2 pp.)	
agile wall (1 p.)	
agile stage (1 p.)	
agile structure (1 p.)	
agile technique (1 p.)	
agile innovation (1 p.)	
agile environment (1 p.)	
sprint plan (1 p.)	
agile software development (1 p.)	
hackathon (1 p.)	
cross - departmental approach (1 p.)	
lean startup (1 p.)	
collaboration space (1 p.)	
agile ceremony (1 p.)	

Frequency