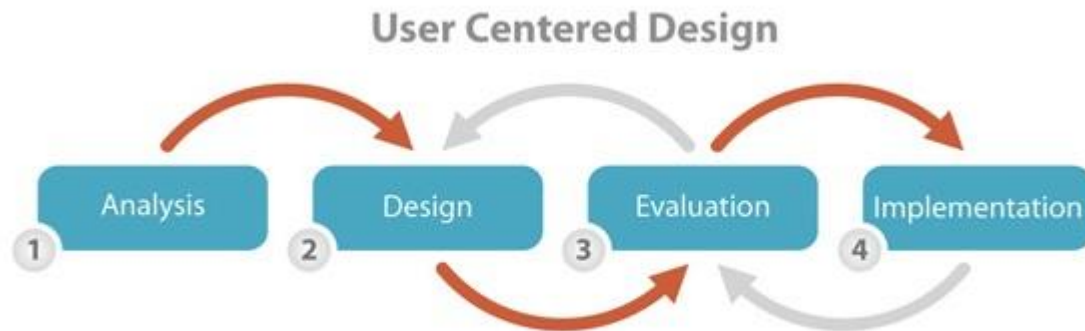


Assignment: User eXperience report

When talking about a user friendly application, people often think about a beautiful user interface (UI). In reality, achieving a user friendly application or in other words a great user experience (UX), requires a lot more. You need to think about aspects as ease of use, design familiarity, information structuring, text readability, number of clicks needed to reach your goal, etc.



Achieving a good user experience is not easy. Fortunately, there are plenty of good sources and best practices. Typically, to achieve a satisfactory user experience a developer needs to perform some analytical, design, evaluation and implementation activities.

Note that the design and implementation are evolving following the true agile philosophy. After an evaluation of a design or an implementation the cycle can be repeated again when needed.

Difficulty: ☆☆☆☆★

Learning objectives:

- Apply the Nielsen & Molich design principles
- Apply a UX review to your individual track solution

Estimated time required: 120 minutes

Step 1: Check the design principles

Check your application is in line with the [Nielsen & Molich design principles](#). If not. Try to change your application so that it suits the Heuristic.

Make sure you document the changes you made in a UX Feedback document for later use.

Step 2: Get feedback on your UX design

Find (at least) 2 people to give feedback on your design. Make sure these users come from different usergroups. Meaning different ages, hobbies, educational/job background, etc.

You can observe users using your application without your interference or create scenarios they have to follow. You can also create a small questionnaire for the users to gain feedback data.

Record the feedback in the UX Feedback document.

Step 3: Update your UX according

Update your UX according to the feedback you received from the users.

Final step: Repeat the steps!

In a later sprint, repeat the below steps (Nielsen & Molich principles check, requesting feedback and making changes), and document this in the UX Feedback report.