Unit 4

Agile concepts for UX teams

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- Creating a user experience backlog –

- Constant feedback and iteration –

- Thinking and communicating in terms of user stories –

- Defining acceptance criteria.

Creating a user experience backlog

- **Why should you create a UX backlog?**

- A UX backlog can be very useful for knowing which tasks to focus on within a project.

- This way you can quickly get an overview and see what other members of the UX team are working on (or remember what you are doing!), what tasks there are, which task is the highest priority, and so on.

Creating a user experience backlog(contd..)

- **Who can benefit from a UX backlog?**

- A UX backlog can be useful for the UX team, and the daily work within the team.

- The UX backlog can also serve as a discussion point together with project stakeholders, which is one way to further promote transparency within the project.

Creating a user experience backlog(Contd..)

- **How to create a UX backlog**
  - **Task ID**
    This is a unique ID, which can be used as an identifier when referring to the task. Ensure that no other tasks share the same ID.
  - **Task title**
    Simply put, the name of the task. E.g.
    "Improve tooltips in forms"
  - **Task priority**
    This one can get complex, as there are many sources of information to consider when establishing a common backlog priority, but the basics are the same: By the end you want all your backlog items placed in what's essentially an ordered/numbered list.
  - **User stories**

    unit of work in an agile framework
  - Tag

    Whether the user story is UX / SE feature
- **After creating the UX backlog**

    Once the backlog has been created (and perhaps sent out to stakeholders for a review), you can now start designing!

Creating a user experience backlog(Contd..)

Priority	Title	User Story	Tag
1	Export data on dashboard	As a warehouse manager, I want to export data from my dashboard so I can run nightly reports.	Feature
2	Prototype: Filtering enhancements	As a warehouse manager, I want to filter my data.	UX
3	Reset password	As a user of the system, I want to enter a new password for my account.	Feature
4	New prospective client alerts	As an account manager, I want to know when potential new clients request information.	Feature

Constant feedback and iteration

- This means customers can get an insight into the product before it is fully finished and add their feedback to improve the development process.

- In Agile iterations, steps are repeated on a loop until an optimal end result is achieved.

Thinking and communicating in terms of user stories

- User stories is a great way to connect your team with customer's ever-changing needs and desired outcomes.

- User stories are a team communication strategy that shifts the focus from talking about products to speaking about how those products add value to the user.

- These stories talk about new products, features, or updates from the customer's perspective

- All user stories follow a clear framework or structure:

As a [type of user], I want/need to [perform an action], so that [the intended result].

Thinking and communicating in terms of user stories(Contd..)

- Here are some examples of user stories to make everything more concrete.

1. As a product manager with a remote team, I want to put user stories on a digital board, so that we can all see the one we're discussing in an online meeting.

2. As a product manager with a remote team, I want to invite members of my team and up to 10 others to an online meeting, so that we can collaborate to detail user stories that will be implemented soon.

3. As a product manager with a remote team, I want to create and edit a list with the members of my team, so that I add all of them to an invitation without having to add them individually.

Defining acceptance criteria

- Acceptance criteria are the specific and measurable conditions that must be met for a user story to be considered done and ready for delivery.