Project Plan (4 months)

- 🟧 RESEARCH & ANALYSIS
- 🟦 NEEDS FINDING
- 🟦 DESIGN
- ⬛ ABSENCES

March				April			May				June		
3/4-3/8	3/11-3/15	3/18-3/22	3/25-3/29	4/1-4/5	4/8-4/12	4/15-4/19	4/22-4/26	4/29-5/3	5/6-5/10	5/13-5/17	5/20-5/24	5/27-5/31	6/3-6/7	6/10-6/14	6/17-6/21

Recruiting and Scheduling

Website Review

Research

Interview

User testing

Synthesize & define

Ideate

Prototype, user test, and iterate

Ryan

Min

Lab

⌐ TODAY
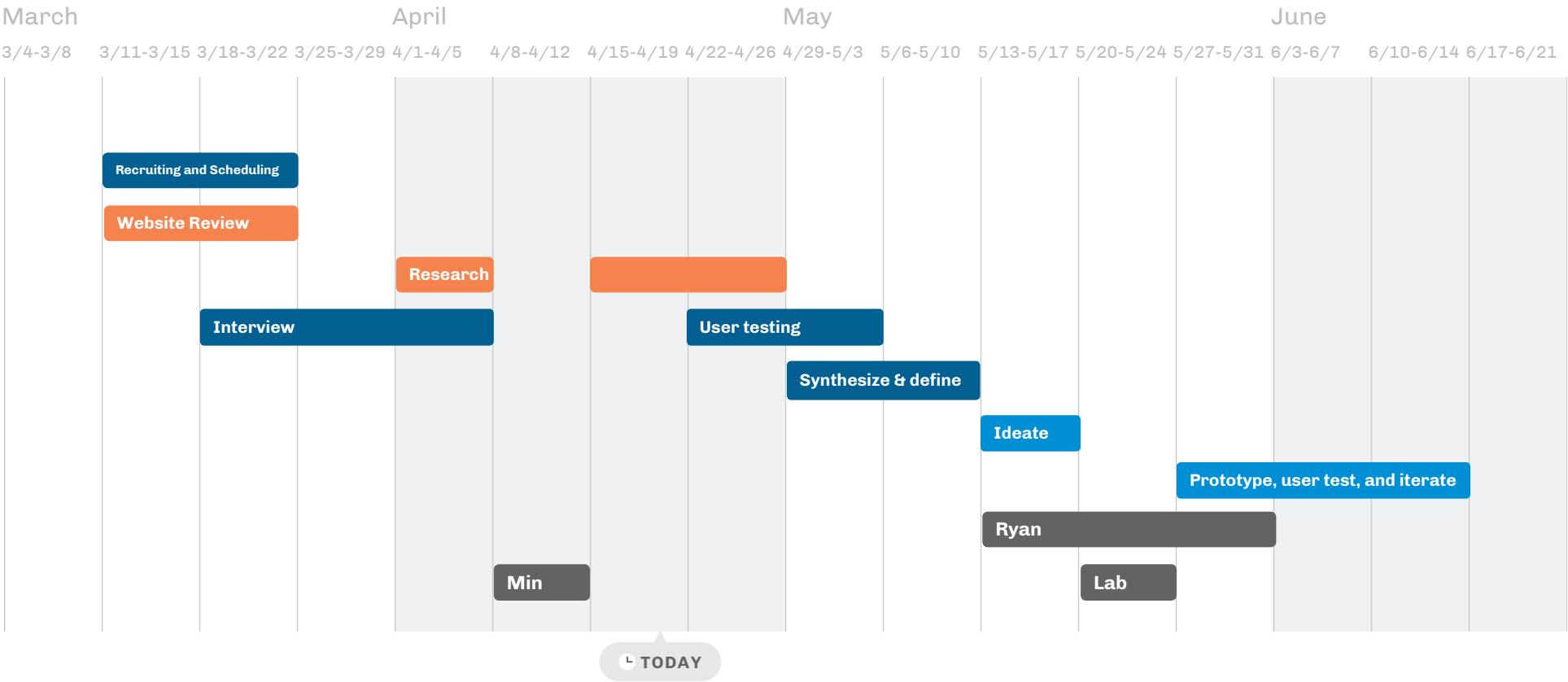
Improving the usability and design of the USA Perfomance focusing on employee experience.

Activities & Deliverables
Interviews: Stakeholder interview, User interview and user testing
Research: Current user flows, use cases or task analysis, gather user feedback (Existing survey results and direct feedback from users), personas or journey map

Synthesize and define: Define problem and goals and provide insights
Ideate: Co-design session
Prototype and user testing: Invision mockups of suggested best practices, user test report, content strategies, IA guidelines