

## PROCESSING HCI

A challenge when dev teams work with quality attributes that require a large effort to verify and assess usually are left out or misunderstood of the process development. The mainstream of agile methods sometimes increases the hurdles rather to improve the process because teams miscalculate efforts. It is recognized as UX Lean as technique to match the agile process. Based on the experience of your team:

- Key points of the Lean UX technique
- Considering the key points of the lean UX Technique and based on the experience of your team's project, reflect on the process' team, could be considered lean?
- How much effort in terms of roles, activities, task would require your team's process to be considered lean? Is it worth in terms of benefits or cost?

**Note:** Use the following link as initial resource.

<https://www.interaction-design.org/literature/article/a-simple-introduction-to-lean-ux>

In our team project, we are building a platform to connect musicians and employers. We used some Lean UX ideas without knowing it at first. We worked fast and focused on what users really need. We used personas like Santi (an indie artist) and Luis (a venue owner) to guide our design decisions. These helped us see real problems and create better features, like rating systems, clear payments, and different dashboards for musicians and employers.

Even if our process is not 100% Lean, it shares many principles. We didn't waste time with long documents. Instead, we talked about the product and tested ideas. But sometimes we made choices without enough user testing or clear role coordination.

To follow Lean UX better, we should involve users more often and assign specific tasks to each role. Testing the platform with musicians like Valeria could help us check if they understand how to use it. This takes extra effort, but it's worth it. Lean UX helps reduce mistakes and improve the final product. It saves time in the long run, even if it feels like more work at the start. Our team is close to being Lean, we just need to improve feedback and communication.