

# UX Audit

*a service by **SELISE Total Experience Lab***

“ We'll make sure everything we design and develop meets global industry standard. ”

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# UX Audit: When is it needed?

Most common scenarios of conducting UX Audit.



When Launching a **New Product**.



Website/App **Re-design**.



Exploring **new feature** development and **expansion strategies**.



**Unhappy** Clients from **NPS Survey**.

# Criteria

We follow specific criterias when conducting UX audits.



## Design Standard

Designs driven by a consistent, predefined library or component gallery.



## Accessibility & Usability Criteria

WCAG 2.0 compliant and well-maintained, adhering to the top 10 usability heuristics.



## Info. Architecture, Navigation & User Flow.

Optimized information architecture for predictable navigation and seamless user flow.



## Contents & Bugs.

Standard content such as images, illustrations, and videos.



Tools & Guideline we use:

[WebAim](#), [Heurio](#), [Figma Plugins](#) & [WCAG - 2.0](#)





# Plan & Process

5 Days Plan = Demo – 1d, Audit – 3d, Reports – 1d.



 Day : 1	 Involvements
<b>Intro of Audit Process</b> Auditor will explain the audit process to the product team.	<b>1 . Product Manager / BA</b> <b>2 . Designer of the Product</b> <b>3 . Audit Supervisor</b> (Senior UX Engineer) <b>4 . Development lead/manager</b> (Optional)  <i>(This list shows peoples who will take actions.)</i>
<b>Receive Product Demo from PM / BA.</b> A Business Analyst will present the project and highlight development issues and concerns that auditors need to be aware of.	
<b>Recommendations &amp; Pre-Planning</b> The Auditor will initially provide recommendations for record-keeping, issue resolution, and backlog management procedures.	
<b>Initiate the audit with the Product Designer, following the established criteria. Compile identified issues and prioritize tasks accordingly.</b> Usually, from Day 1, the supervisor will start the UX Audit.	

## Task Reporting & Prioritising Mechanism :

1 . Task <div></div> <div></div> <div>High Priority</div> <div>Difficulties : Low</div>	Priority Level	Point	Task Difficulty	Point
	Low	1	Low	3
2 . Task <div></div> <div></div> <div>Low Priority</div> <div>Difficulties : High</div>	Mid	2	Mid	2
	High	3	High	1
	Urgent	4		

 Day ( 2 , 3 & 4 )	 Involvements
<p><b>Audit &amp; Fix on the go</b></p> <p>We'll start addressing issues based on their priority and type, as identified the previous day, proceeding module by module.</p>	<p><b>1 . FE Dev (Team/Individual)</b></p> <p><b>2 . Designer of the Product</b></p> <p><b>3 . Audit Supervisor</b> (Senior UX Engineer)</p> <p><b>4 . PM / BA</b> (Optional)</p> <p><b>5 . BE Dev</b> (if needed)</p>
<p><b>Progress Tracking</b></p> <ul style="list-style-type: none"><li>• Maintain thorough reports and status updates for resolved issues that have been fixed and pushed to GitHub.</li><li>• Issues that are deferred to the backlog due to technical complexity or priority.</li><li>• Tasks placed on hold pending technical and business decisions.</li><li>• Issues that have been skipped, along with the reasons for doing so.</li></ul>	
<p><b>Continued on day 4 . . . .</b></p> <p>The audit supervisor will inspect both the Figma design and its implementation during the audit.</p>	

*(This list shows peoples who will take actions.)*

 Day : 5	 Involvements
<p><b>Reporting</b></p> <p>The Auditor and Product Designer will collaborate to prepare and share the audit report with the product team. The report will include the following:</p> <ul style="list-style-type: none"><li>• Total Issues Addressed (Criteria Base).</li><li>• Total Issues Fixed.</li><li>• No. of tasks left.</li><li>• No. of tasks on hold due to business or technical dependencies.</li></ul>	<p><b>1. The Product Team</b></p>
<p><b>Demo by Audit Team</b></p> <p>The audit team will conduct a demo for the product team, focusing mainly on areas where changes were made. They will explain the improvement ratio and provide a conclusion.</p>	
<p><b>Satisfaction Survey</b></p> <p>A survey will be sent to the Project Manager, Business Analyst, and stakeholders. The purpose is to gather their thoughts on the improvements and overall implementation, serving as feedback on the service.</p>	



# For Pricing ...

Sprints (3 days, 5 days, 5\*X days)

Contact For More Info :



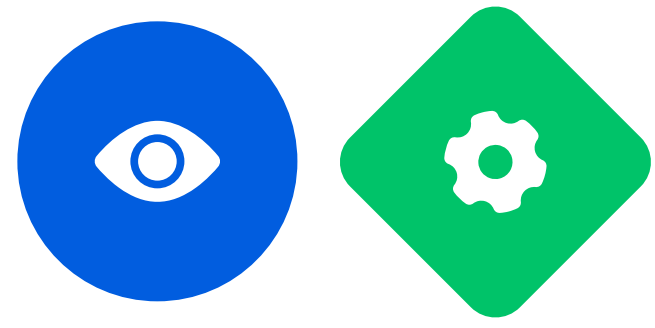
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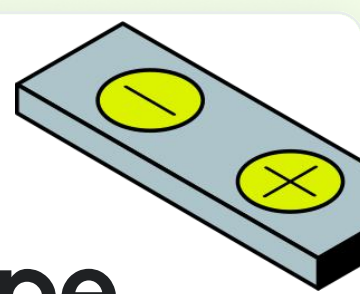
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# TXL Services



## UX Audit

" We'll make sure everything we design and develop meets global industry standard. "



## Rapid Prototype

*" Speed Up your design journey & Transform your concepts into clicks Instantly "*



## Design System

" A Solid Visual Foundation for your digital product to ensure Seamless Experiences "

## Design Sprintttttt

" Quick Ideas to Spot-On Solutions "

