UX Process Life Cycle

- Rohit Gadge

2017430001

Introduction

- Lifecycle

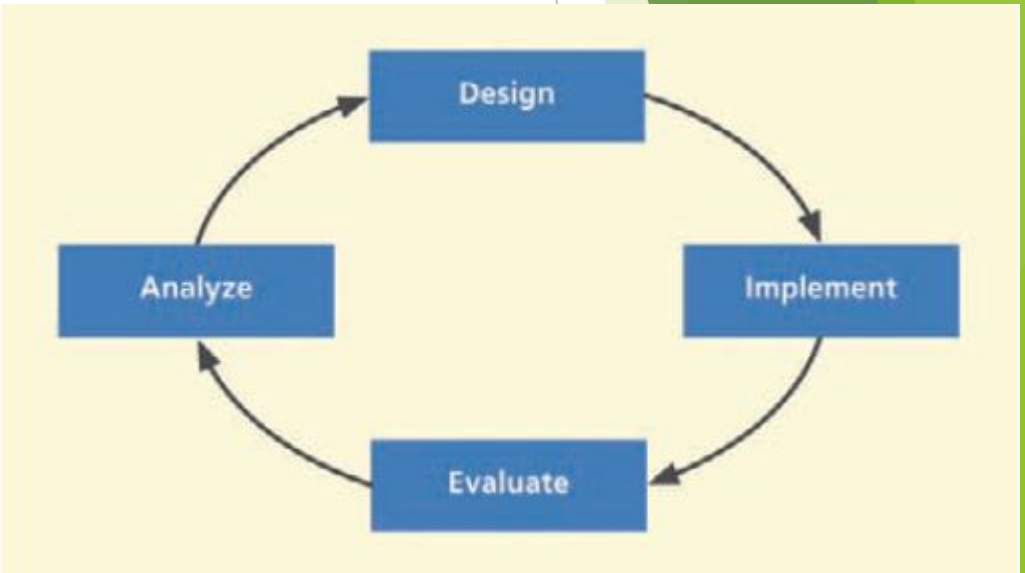
  Is a structured Framework consisting of a series of stages and corresponding activities – such as analysis, design, implementation and evaluation - that characterize the course of evolution of, in this context, the full evolution of an interaction design or a complete system or product.

- Iterative Process

  Is one in which all or part is repeated for the purpose of exploring, fixing, or refining a design or work of product or any other lifecycle activity. It is the “wash, rinse, and repeat” activity of HCI.

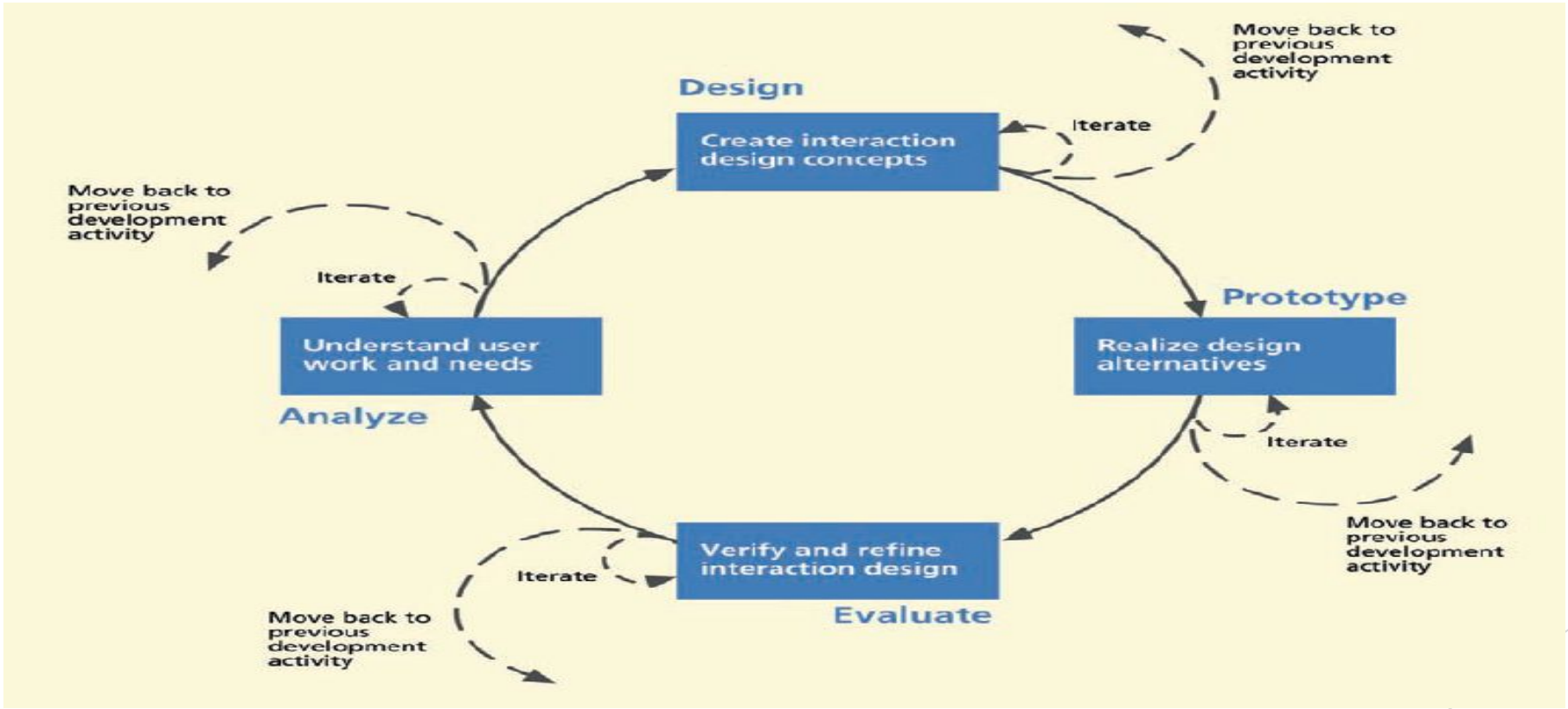
Lifecycle Template

- In Figure we depict a basic abstract picture of activities for almost any kind of design, a cycle of the four elemental UX activities
  - Design
  - Implement
  - Evaluate
  - Analyze



- In our lifecycle concept, specific to a UX process, analysis translates to understanding user work and needs.

- Design translates to creating conceptual design and determining interaction behavior and look and feel.
- Implementation translates to prototyping, and evaluation translates to ways to see if our design is on track to meet user needs and requirements.
- Evaluation activity includes both rigorous and rapid evaluation methods for refining interaction designs.
- Analyze activity includes understanding user work and needs.


Design
Create interaction design concepts
Move back to previous development activity
Iterate
Move back to previous development activity
Iterate
Understand user work and needs
Analyze
Prototype
Realize design alternatives
Iterate
Move back to previous development activity
Verify and refine interaction design
Evaluate
Iterate
Move back to previous development activity

UX Process Activities : Design

- Creating conceptual design, interaction behavior, and look and feel can be referred as the Design phase.
- The upper-most box in Figure represents the process activity for design, including redesign for the next version. Among the possible sub-activities to support design are design ideation and sketching where the team does creative design thinking, brainstorming, and sketching of new design ideas.
- Design ideation leads to the representation of mental models, conceptual design, and design storyboards. During the exploration of large numbers of design candidates, it can include physical mockups of product design ideas.
- Design production is a design sub-activity involving the details of applying requirements, design-informing models, and envisioned design-informing models to drive and inform the emerging interaction design.
- Design production entails prototyping and iteration of the conceptual design, intermediate designs, and detailed designs.

UX Process Activities : Prototype

- The right-most of the four basic activity boxes in Figure represents the prototyping process activity. Prototype building is often done in parallel with, and in conjunction with, design.
- As designs evolve in designers' minds, they produce various kinds of prototypes as external design representations. Because prototypes are made for many different purposes, there are many kinds of prototypes, including horizontal, vertical, T, and local.
- Prototypes are made at many different levels of fidelity, including low fidelity (especially paper prototypes), medium fidelity, and high fidelity (programmed functional prototypes), and "visual comps" for pixel-perfect look and feel.

UX Process Activities : Evaluate

- The process activity box at the bottom of Figure represents the UX evaluation to refine an interaction design.
- For evaluation to refine, you can employ rapid evaluation methods or fully rigorous methods.
- Beyond that evaluation activity, the entire lifecycle is evaluation centered in the sense that the results of potentially every activity in the lifecycle are evaluated in some way, by testing, inspecting, analyzing, and taking it back to the customers and users.

UX Process Activities : Analyze

- The left-most of the four basic activity boxes in Figure represents the analysis process activity. Among the many possible sub-activities to support analysis are contextual inquiry and contextual analysis for studying customer and user work practice, from which we can infer user needs for a new system design.
- Extracting requirements from contextual data is another analysis sub-activity. The requirements, if you choose to use them, are interaction design requirements, inputs driving the design process and helping to determine its features and the look, feel, and behavior of the interaction design.
- These requirements are used as a checklist to ensure that they are covered in the design, even before any UX evaluation.

Thank You