UX IMMERSION ACHIEVEMENT 1

TASK 1.7: LEAN-AGILE VELA FEATURES

1.8: LEAN UX VS. AGILE UX

VICTOR RAMON STOLJAROW

VELA FEATURE 1: ONBOARDING

A simple onboarding process should explain the layout and navigation through the weather and sea condition features in the VELA app.

With a fast and straightforward onboarding process, we will help our users find and customize information for water sports preparation.

CONTENT

HYPOTHESIS

FEATURE 1: LEAN UX + AGILE UX

BUILD:

We will build a low fidelity prototype to be able the test how our users react towards our assumptions.

SCRUM SPRINT GOAL 1:

MEASURE:

Create fast comprehensible onboarding screens including all crucial features for water sports preparation.

We will test with the low fidelity prototype with our target users to be able to learn how much onboarding is necessary.

LEARN:

From our test results, we will learn which parts of our prototype succeed our goals and which parts need improvement. With these learnings, we will edit our hypothesis and prototype.

SCRUM SPRINT GOAL 2:

Revise the prototype and create a new prototype based on the learnings from the user tests.

VELA FEATURE 2: WIND MAP

In VELA we will visualize real-time wind data in a 2D wind map.

A visually appealing wind map will help our users identify the condition for water sports in a specific area.

CONTENT

HYPOTHESIS

FEATURE 2: LEAN UX + AGILE UX

BUILD:

We will build a medium fidelity prototype to be able the test how our users react towards our data visualization.

MEASURE:

We will test with the medium fidelity prototype with our target users be able to learn about how much detail our users need to use the map.

LEARN:

From our test results, we will learn what our users need in a wind map for water sports preparation.

SCRUM SPRINT GOAL 1:

Create a multi-colored 2D wind map based on real-time wind data.

SCRUM SPRINT GOAL 2:
Revise the prototype and create a new prototype based on the learnings from the user tests.

DAILYS (DAILY STANDUP MEETINGS)

In our dailies, we discuss how far we have come with our sprint goals and which issues we have encountered so far. Each daily lasts between 10 and 20 min and takes place every morning with all designers and developers. At the end of each daily we set our goals for the day, and on Mondays, we set our goals for the week. All our dailies are informal, and questions and comments are welcome from all participants.