

Creating an Agile UX Process in UXPin





UXPin

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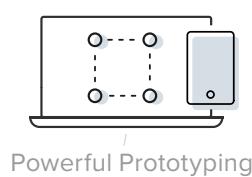
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Design consistency. Product development efficiency. Everywhere.

UXPin

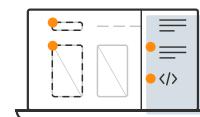
UXPin is the full-stack design platform for product teams. Design, document, create your design system, and automate developer handoffs. Together.



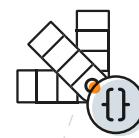
Powerful Prototyping



Design Systems



Agile Documentation



Automated Dev Handoffs

Scale design like development

Give everyone a consistent toolkit. Import Sketch assets to build a design system of interactive components. Codify best practices and pin them to your elements.

Spread design collaboration and buy-in

Automatically notify teams about updates to your prototypes and design system. Consolidate all feedback into action items.

Automate documentation and developer handoff

Auto-generate specs and style guides. Pin technical notes to elements for easy reference.



Larry Sawyer
PayPal

UXPin saves us hundreds of hours of product development by simplifying collaboration. Plus, with its great library of components, I can literally go in, cut and paste a component into my design, and we're off and running.

The Challenges of Agile UX

Agile and UX don't always play well together.

Agile development never originally accounted for UX design. While the importance of UX grew in recent years, many companies still struggle to fit both practices together.

Yet the demand for successful integration of UX and Agile is unmistakably clear:

- The [Annual State of Agile Report](#) states that 95% of respondents work in Agile organizations. The top two key factors for success were consistent process and practices (43%) and implementation of a common tool across teams (40%).
- The same report mentions that the C-Suite measures Agile success by on-time product delivery (58%), product quality (48%), and user satisfaction (46%).
- According to the [Design Value Index](#), design-led organizations consistently outperformed the S&P 500 by 228%
- Industry surveys show that every dollar spent in UX [brings back between \\$2-100](#) for organizations.

At [UXPin](#), we provide a full-stack design platform: design systems, prototyping, and Agile documentation together. The result is one source of truth for design and development.



We've worked with product teams at Citrix, Autodesk, HBO, Sapient, Virgin, Deloitte, Paypal, and thousands of others to integrate UX and Agile.

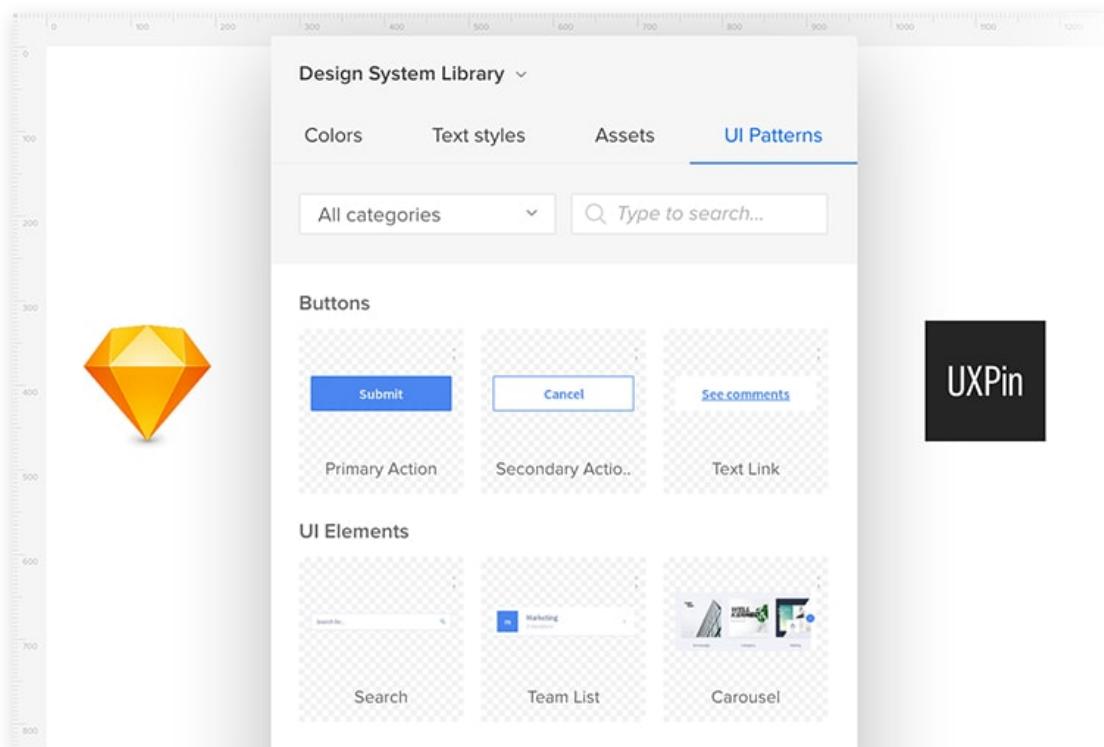
In this product whitepaper, we'll explore how our solutions help teams deliver better products faster.

UX inconsistency makes it difficult to scale product design

Solution: Automate design consistency everywhere with a design system.

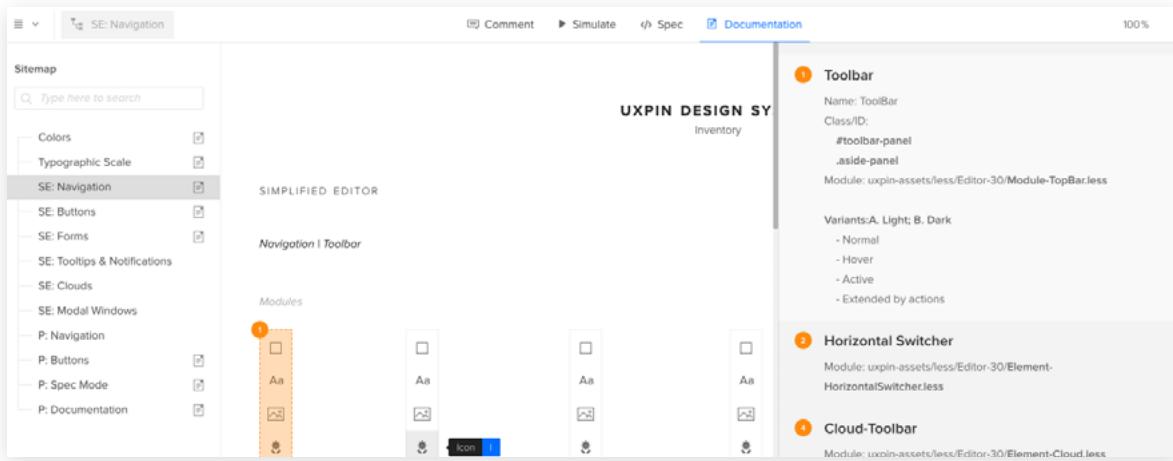
1. Create design consistency for any workflow

Consolidate your Sketch assets into a design system in UXPin. Or create everything in UXPin – from elements to the whole design system.



2. Standardize design and development best practices

Attach design principles, use cases, and code references to anything imported from Sketch or created in UXPin. No more confusion – your annotations travel with elements.

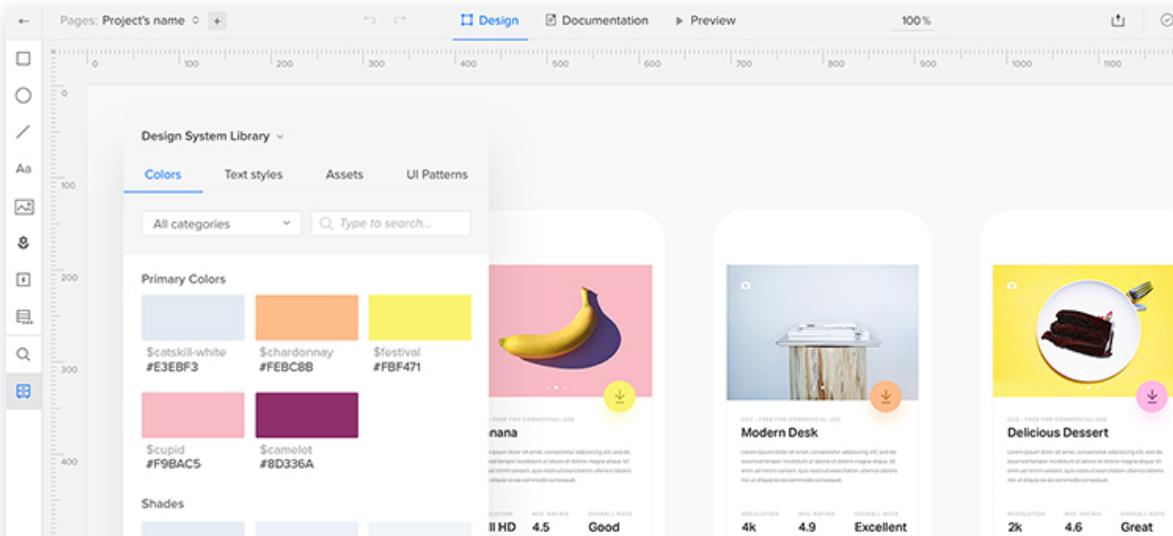


3. Eliminate design inconsistency

Give everyone a consistent toolkit. Your design system is accessible as a library for any project. Use standardized colors, typefaces, icons, assets, and UI patterns everywhere.

4. Automate consistency with Symbols

Modify any symbol in your design system or libraries. Your prototypes in UXPin update automatically.





One of the biggest challenges in omni-channel design is ensuring your UX works across platforms. UXPin solves this problem for our team, making it simple to test our products earlier.

Aaron Nickulas, UX Manager at Sapient Nitro

5. Sync your documentation

Every component you use in a project has all the documentation from your design system. It's always synced.

The image shows two side-by-side screenshots of UXPin. On the left, a 'Buttons' component from a 'Design System' is displayed. It includes sections for 'Primary button' and 'Secondary button', each with a preview, code snippets, and a 'See comments' button. On the right, a feed of activity shows posts from 'John Doe (Marketplace team)'. One post shows a 'Logo type' image, another shows a 'WELL KERNED' graphic, and a third shows profile pictures of users. Each post has a 'See comments' button.



UXPin saves us hundreds of hours of product development by simplifying collaboration. Plus, with its great library of components, I can literally go in, cut and paste a component into my design, and we're off and running.

Larry Sawyer, Sr. UX Designer at Paypal



UXPin is a visual version of our thought process. Everyone now understands how each release maps to the core vision. Our review process is now 3x faster.

Daniel Castro, Design Director at Sumo Logic

Difficulty collaborating with multiple teams

Solution: Centralize your design process in one platform.

1. Create your design system together

Get buy-in from everyone on your design system and prototypes. With custom roles and permissions, build your design system and prototypes with the right people.

Design System Share Cancel Save

Colors Typography Assets Icons Images UI Components Buttons

Colors

While colors have the same general meaning for users, differences in location and culture may create variations in understanding. When in doubt, abide by global conventions. For example, red denotes an error.

Primary colors



colors draw user attention to elements of utmost importance which require action. Because most of our on is white, the contrast creates attention. To avoid annoying users, we do not use overly harsh colors.

Scatskill-white #E3EBF3	Chardonnay #FEBCB8	Festival #FBF471	Camelot #BD336A	Cupid #F9BAC5
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Shades



Different shades create a clear visual hierarchy in our web, desktop, and mobile applications. Don't always rely on or shading, however. Otherwise, the colors will lose their effect for clear communication.

Scatskill-white... #E6EDF4	Scatskill-white... #E9EFF5	Scatskill-white... #EEF3FB	Scatskill-white... #F4F7FA	Scatskill-white... #F7F9FB	Scatskill-white... #F9FBFD
Chardonnay-90 #E3EBF3	Chardonnay-80 #E3EBF3	Chardonnay-60 #E3EBF3	Chardonnay-40 #E3EBF3	Chardonnay-30 #E3EBF3	Chardonnay-20 #E3EBF3
Yellow-100 #FBF471	Yellow-80 #E3EBF3	Yellow-60 #E3EBF3	Yellow-40 #E3EBF3	Yellow-30 #E3EBF3	Yellow-20 #E3EBF3

2. Eliminate knowledge gaps

Share documentation with your team alongside your design system and prototypes. They'll see exactly how the product should behave and be built.

The screenshot shows the UXPin Design System interface. On the left, there's a sidebar with navigation links: Design System, Share, Color, Typography, Assets, UI Patterns, Buttons, UI Elements, Data Dashboard, and a search bar. The main content area is divided into two main sections: 'Shades' and 'Typography'.

Shades: This section displays a grid of color swatches under the heading 'Shades'. A specific orange swatch is highlighted with a large orange circle containing the number '1'. Below the swatches, there is explanatory text: 'Different shades create a clear visual hierarchy in our web, desktop, and mobile applications. color and shading, however, the colors will lose their effect for clear communication.' To the right of the swatches, there is a detailed callout for the 'Avatar' component, which includes a UI pattern description, accessibility tips, and a code snippet for a React component.

Typography: This section displays a grid of color swatches under the heading 'Typography'. A specific yellow swatch is highlighted with a large orange circle containing the number '2'. Below the swatches, there is explanatory text: 'Content is the most important design element. Typography frames content and conveys meaning. Content is consumed by the user through text and images. For clear legibility and readability, please adhere by all the standards described below.' To the right of the swatches, there is a detailed callout for the 'Stats module', which includes a UI pattern description, accessibility tips, and a code snippet for a React component.

3. Improve feedback quality

Team and stakeholder comments lets you communicate with the right people at the right time.

Keep everyone updated with automatic notifications through Slack and email. Assign comments as tasks to improve accountability.

The screenshot shows the UXPin interface. On the left, there's a design mockup of a 'Modern Desk' with a resolution of 4k, an average rating of 4.9, and an overall note of 'Excellent'. A red circle with the number '3' is overlaid on the desk image. On the right, a comment overlay is displayed. The overlay has a green checkmark icon at the top left. It says 'Team comment' and 'Notify: 5 people'. Below that, a message from 'Mark Smith' reads: 'Can we have here a different mockup?' followed by '7 days ago'. Another message from 'John Doe' follows: 'Yes, I'm going to change them in the final version.' Below the messages is a text input field labeled 'What's your response?'. At the bottom of the overlay, there's a blue 'Add comment' button and a green 'Solved' button with a checked checkbox.



With UXPin, my productivity and developer productivity have both increased. They love collaborating and creating powerful UX without code.

Tracy Dendy, UX Designer at HBO



Before UXPin, alignment could take weeks. Once I used UXPin to demonstrate the experience, I could get approval in days.

Nate Ginesi, UX Architect at LookThink



UXPin has brought measurable ROI to our company. With the platform, our process visibility has doubled and we've cut our time to market in half.

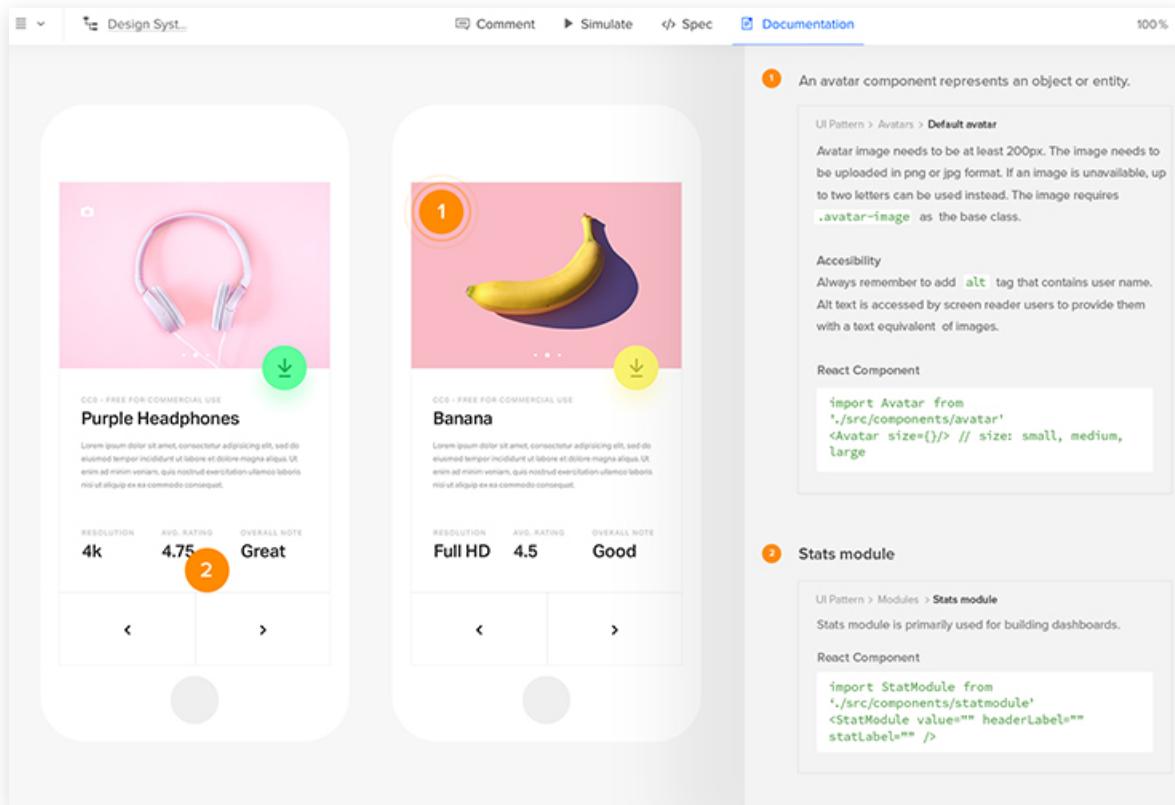
Ingrid Brummer, Product Manager at CHECK24

Developer handoffs require too much manual work

Solution: Automate your specs and documentation. Right next to your designs.

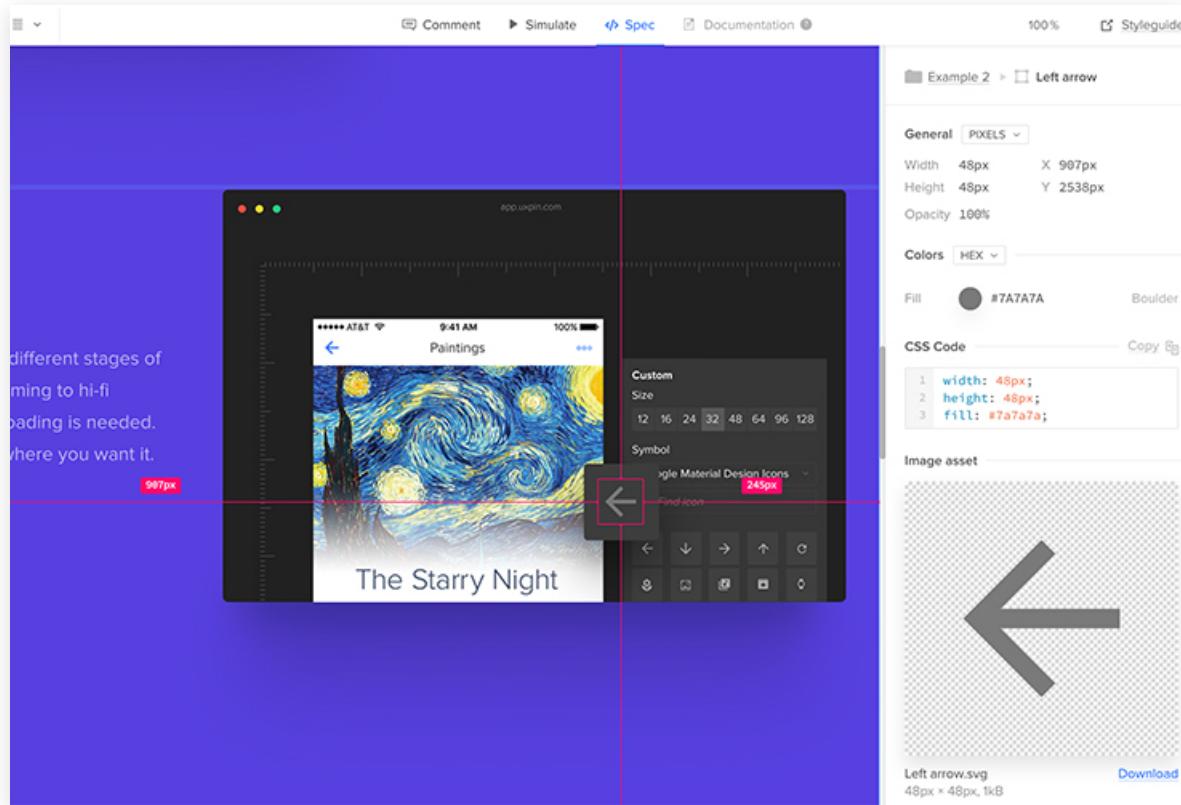
1. Eliminate misunderstanding

Documentation lives with your design in UXPin, giving everyone instant context. Never lose track of documentation – write it, pin it to an element, and it travels alongside.



2. Automate redlining and asset delivery

Auto-generate specs, assets, style guides, and CSS for any element in UXPin or imported from Sketch.



When I showed two developers a 20-page specs doc alongside a UXPin prototype, they said they didn't even need the documentation. They preferred the prototype. We don't need a ton of documentation anymore.

Edward Nguyen, UX Designer at LiquidPlanner

Inefficient design processes lead to repetitive or wasted work

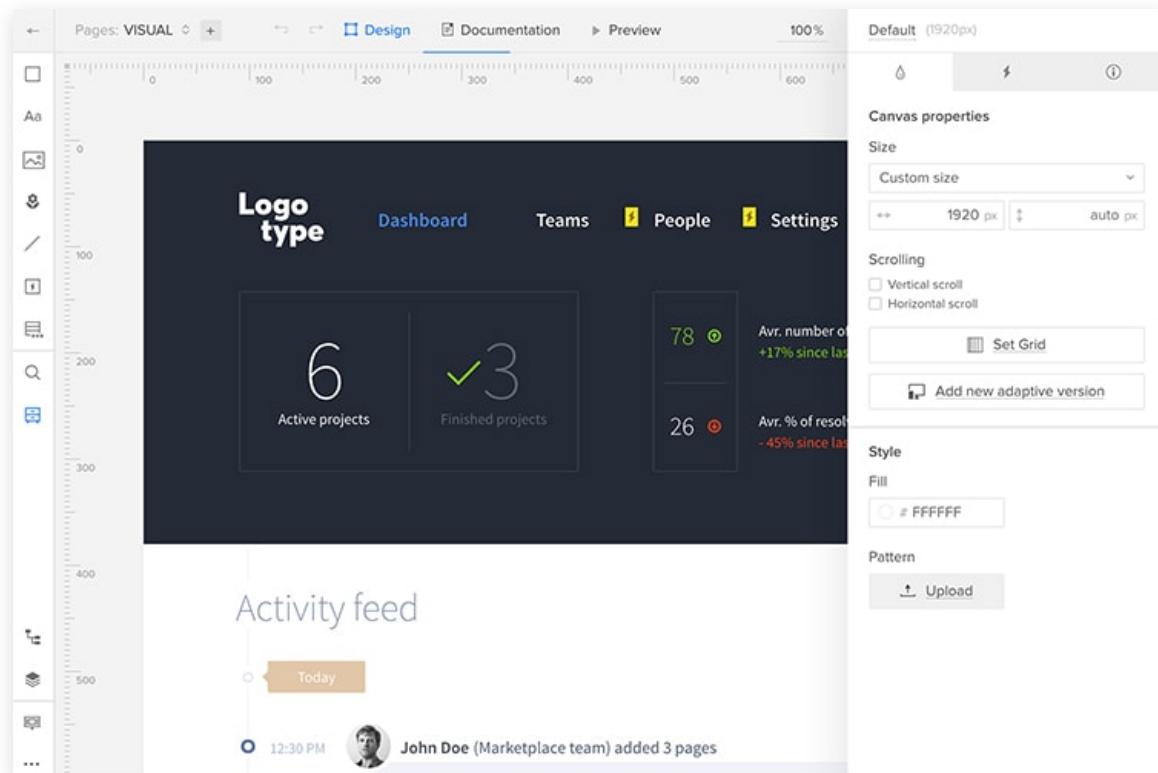
Solution: Component-based processes with a design system.

1. Scale up your designs with reusable components

Import assets from Sketch or UXPin into your design system libraries. Combine elements into patterns, patterns into pages, and repeat for infinite reusability.

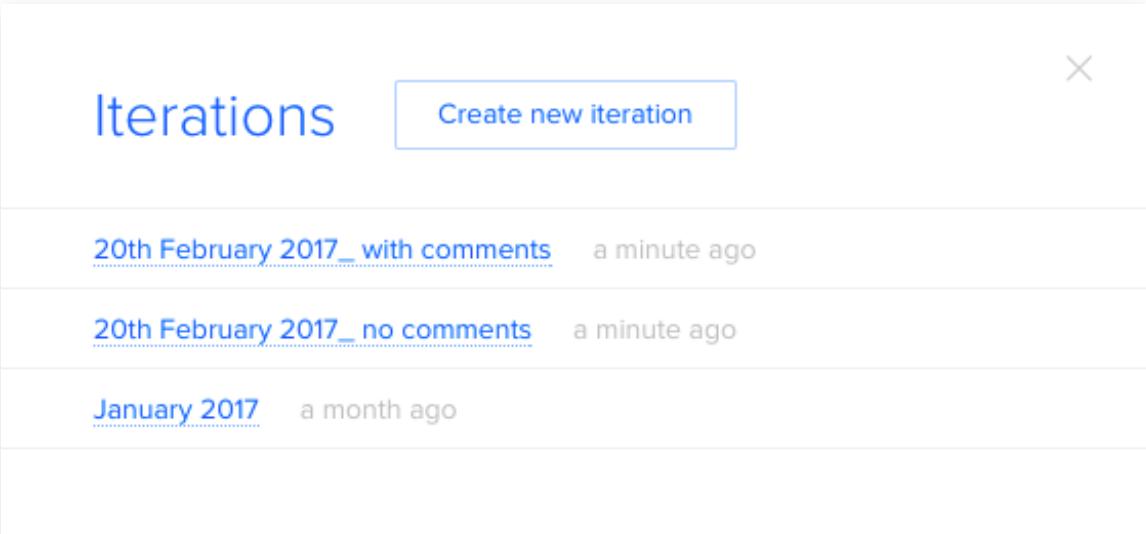
2. Simulate product behavior across devices

Prototype with built-in interactions or create customized states and animations for multiple viewports.



3. Eliminate version control issues

Quickly create and review iterations. Revert to previous iterations at any time.



The screenshot shows the UXPin interface for managing iterations. At the top, there's a blue header bar with the word "Iterations". To the right of the header is a white button with a blue border containing the text "Create new iteration". Below the header, there's a light gray background area divided into three horizontal sections, each representing an iteration. The first section contains the text "20th February 2017 with comments" in blue and "a minute ago" in gray. The second section contains "20th February 2017 no comments" in blue and "a minute ago" in gray. The third section contains "January 2017" in blue and "a month ago" in gray. On the far right of the interface, there's a small "X" icon.



UXPin is a requirement for us. Notable, Adobe XD, Omnigraffle – none of those tools work for us. You absolutely need UXPin's pattern libraries and interactions to validate complex scenarios quickly. It's amazing to tell my team I can design on Monday, test it Tuesday and Wednesday, and show results on Thursday.

Edward Nguyen, UX Designer at LiquidPlanner

Paypal & UXPin Case Study

Saving Hundreds Of Hours Of Product Development

The Challenge

When Larry Sawyer joined PayPal as a senior UX designer in 2014, he was responsible for making PayPal's internal apps not just easier to use but also more robust.

He needed a solution to support large-scale prototyping and testing. Which is made harder when you're the world's leading online payments system where data complexity and data security are mandatory.

The Solution

"I'd used Balsamiq and Axure before but neither could do all we needed," says Sawyer. "I considered InVision, but ultimately chose UXPin because it alone could handle the level of collaboration and iterations needed for the criticality and complexity of our data."

On a regular basis, Sawyer might have up to 38 different projects active in UXPin.

To speed development, Sawyer meets with engineers and systems architects for an hour every day, reviewing UXPin projects and even iterating on the fly.



UXPin is a big part of why I can move my projects forward quickly. I can pull up my designs and everyone can visualize what needs to change. When people can see what you're talking about, you think through options much more easily and iterate much more quickly. I can even get someone on the phone, make a quick change while we're both looking at a design and move on.

Larry Sawyer, Senior UX Designer at Paypal

UXPin has also helped Sawyer prototype quickly with senior executives.

For example, when a senior director from the field wanted to show upper management an idea for an app to solve a pressing customer issue, Sawyer created a powerful prototype that was quickly approved by his team and the Paypal CTO.

The Results

Sawyer can design faster by easily cutting and pasting hundreds of components into his designs, shaving hours off his process.

- UXPin has **tripled Sawyer's design time**, saving him from never-ending approval cycles.
- UXPin saves PayPal **hundred of hours of product development time** by making it simple for technical and non-technical staff to participate effectively in design reviews.

“When I started, I used to send Photoshop images to the team. Now, UXPin has literally tripled my design time,” says Sawyer. “UXPin has saved us hundreds of hours of product development time by making it simple to collaborate. Plus, with its great library of components, I can literally go in, cut and paste a component into my design, and we’re off and running.”

[START FREE UXPIN TRIAL](#)

Our Commitment to Service & Security

UXPin Enterprise is delivered through multiple cloud data centers backed by a global support network.

With expertise ranging from implementation to change management, we're here to empower an Agile UX process for better product design.

As a UXPin Enterprise customer, you'll have full access to:

1. VIP Customer Support

- ✓ Phone, email, and forum support
- ✓ Highest priority support tickets
- ✓ 24/7/365 access to our Help and Community Center

2. Dedicated Account Management

- ✓ Custom onboarding and adoption services
- ✓ Agile UX process consultations as needed
- ✓ Account manager in the U.S. and abroad

3. Enhanced Data Security

- ✓ Single sign on (SSO) for easy integration with existing directory services
- ✓ Two-factor authentication (TFA)
- ✓ Custom security reviews

Get Started With UXPin Enterprise

1. Connect

Collaborate with UXPin's Product Consultants to outline key areas of focus.

2. Evaluate

Consult with UXPin for the right solution tailored to your team, processes, and organization.

3. Implement

UXPin integrates your design system, delivers custom onboarding, and provides ongoing training and support.

Trusted By



Join thousands of the world's leading teams using UXPin to create better products.

Speak With a Product Consultant

To book a demo, call +1 (855) 223-9114 or email sales@uxpin.com.

[GET A DEMO](#)

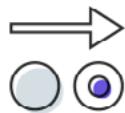
The Full-Stack UX Platform

Your entire UX process in one place



Design:

Create lifelike prototypes quickly with Photoshop and Sketch integration.



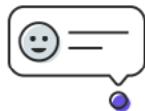
Iterate:

Built-in version control improves efficiency and eliminates confusion.



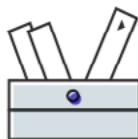
Document:

Cleanly annotate your designs. Insert custom code snippets that travel with elements.



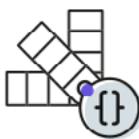
Collaborate:

Get feedback and co-design on any project anywhere.



Scale:

Automate consistency and documentation with design systems (syncs with Sketch).



Implement:

Auto-generate style guides, assets, and specs for developers.

[Start free trial](#)