

The two first steps, **Observation** and **Idea generation**, follow the traditional UX-design process but the last two steps, **Product creation** and **Testing**, are modified.

Observation

This step is about investigation and understanding of the problem. Here the UX-designer observes the end-user in order to understand their needs, interests and motivations. In this step, the design requirements are determined.

Idea generation

In this step solutions that meet the design requirements are found. The procedure for that part of the design process is done by following the three steps below:

- be creative and convey many ideas,
- avoid criticizing these ideas, being creative without regard to limitations,
- question everything, even the obvious.

Product creation

The third step is where the user interface of the product is created. The UX-designer experiments with different designs and demonstrates the user interface to the board to check if the product is functional and useful. High-fidelity can be reached because the UX-designer works with the product instead of working with a prototype. This means that the system's functionality would be applied in this product.

Testing

The fourth and last step is about observing the interaction between the product and the user. It can be done by demonstrating different versions of the user interface to users, interviewing the user, asking questions, using surveys to identify difficulties with the user interface. Since the UX-designer creates a product instead of a prototype the user always tests the full functionality of the system which allows a complete interaction during testing.

Evaluation of design process

In this section you will be asked to rate different characteristics of Kibana. When answering the questions keep in mind how the design process would be affected by the different aspects.