User Interviews (UX Designers)

Documentation:

- Figjam User Research Plan -

- Place Calendly Invite Link Here-

Discussion Guide

Interview Introduction Instructions

Hi, my name is _____, thank you so much for taking the time to help us with this session!

I'm grateful for the opportunity to meet with you today. Your insights will be invaluable to help us understand and alleviate challenges in cross-functional teams.There are no right or wrong answers, we just want to learn about your experiences and perspective in order to build a stronger and more rewarding experience for all members.

- During this interview, I am going to ask questions about your journey as a UX Designer, your experience so far as a volunteer at Dev Launchers, and your thoughts on Design Systems.
- If you need a break or have any questions for me throughout the interview just let me know.
- It should take about 45 minutes.
- Would it be okay if I recorded our session today so that I do not miss any important insights? If so, it would only be shared within our team to discuss strategies to improve the experience within the organization.

- Do you have any questions for me before we get started?

Journey as a UX Designer

- Can you tell me a little about your background and how you got into UX Design?
- What excites you most about UX Design?
- Are there any aspects about UX Design that you find challenging or frustrating? (with the project at dev launchers as well)
- How do you stay up-to-date with the latest trends and best practices in user experience design?
- What motivated you to volunteer with Dev Launchers?

Experience as a Launcher

- How long have you volunteered with Dev Launcher as a UX Designer?
- What project team are you currently working on and what attracted you to that project?
- Can you share your experience of the onboarding process?
- What is your current role and responsibilities in your current role?
- What task have you found valuable or rewarding to complete/ work on at Dev Launchers and why?
- What has been your experience sharing your design progress and receiving feedback from your teammates?
- How do you collaborate with researchers, product managers and designers on your team?
- What impact has your role as a UX Designer at Dev Launcher had on your personal and professional growth and development?
- How can Dev Launchers as an organization create value in your career?
- What are some obstacles you face as a UX Designer?

- Can you describe any tools or technologies that you use to help streamline the design process or improve the quality of your design work?

Design Systems

- What is your definition of a design system?
- Please describe your prior experiences with design systems
- What should a design system ideally consist of? Are you familiar with Atomic Design?
- If so,what are your thoughts/experiences in regards to Atomic Design?
- What elements of a design system should be shared globally throughout an organization vs elements that can be customized to fit a product team?

Closing

- Thank you! That was very helpful.
- Do you have any other final comments or questions?
- Is there anything else that you would like to share with us?
- Would it be okay if I reached out to you in the next few days with a short post interview Google Form in case you have any questions or feedback to share?
- Thank you very much for your help today. We are going to take into account your feedback to improve our community!
- Have a wonderful day!