For this project the classic UX double diamond was used to guide the process

# Research

* Current state of volunteering
* Existing solutions
* Volunteer needs
* Trend micro & short-term
* Hierarchy of user needs
* Importance of Search Experience
  + Borrowed insight from job searching & online dating
  + Information overload
  + Gamification

# Discovery

* Overview
  + Stakeholder interviews
  + User research
    - Surveys
    - Focus groups
  + Key findings

# Definition

* Overview
  + Focus group
  + Usability test
  + Define strategy
  + Key findings

# Development

* Overview
  + Wireframes
  + Low-fi prototype & testing
  + Visual identity
  + Key findings

# Delivery

* Overview
  + High-fi prototype
  + Final testing
  + Final iteration
  + Evaluation
    - Focus groups
    - Feedback from stakeholder
* Project critique
* Further work

# Final Prototype

* Final features

# Portfolio Process

* Prelim research
* Competitive analysis
  + Look at
  + Decision to enhance volunteering search experience for students
* Discovery
  + Interviews with key stakeholders of volunteering at university
  + Surveys
  + Usability testing of existing platforms
* Definition
  + Focus groups – show participants insights so they can generate ideas
    - MoSCoW prioritization
  + Defining a strategy based on insights
  + Planning features
    - Focus on filters & personalization
* Development
  + Low-fidelity wireframes that focus on usability
  + Creation of wireflows that show the sign-up process & the search experience
  + Usability testing of low-fidelity prototypes
  + Iterations based on feedback
* Delivery
  + High-fidelity prototype
  + Usability testing
  + Final prototype