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UXID

Design Process

Proposed design process to be followed at TBS
in order to achieve exceptional results while
keeping our goals in budget.

Amable Rodríguez
v1.0 / 2018-11-09

Digital Collaboration Division, Chief Information Officer Branch
Treasury Board of Canada Secretariat / Government of Canada

Division de la collaboration numérique, Direction du dirigeant principal de l'information
Secrétariat du Conseil du Trésor du Canada / Gouvernement du Canada



30 ~ 90
min



- Intro
- Proposition
- Discussion

Who?

All of us.

A multi-disciplinary team where we are all designers in some way.



What?

Rather than changing our process, this is about understanding it, embracing it and following it on a unified way.

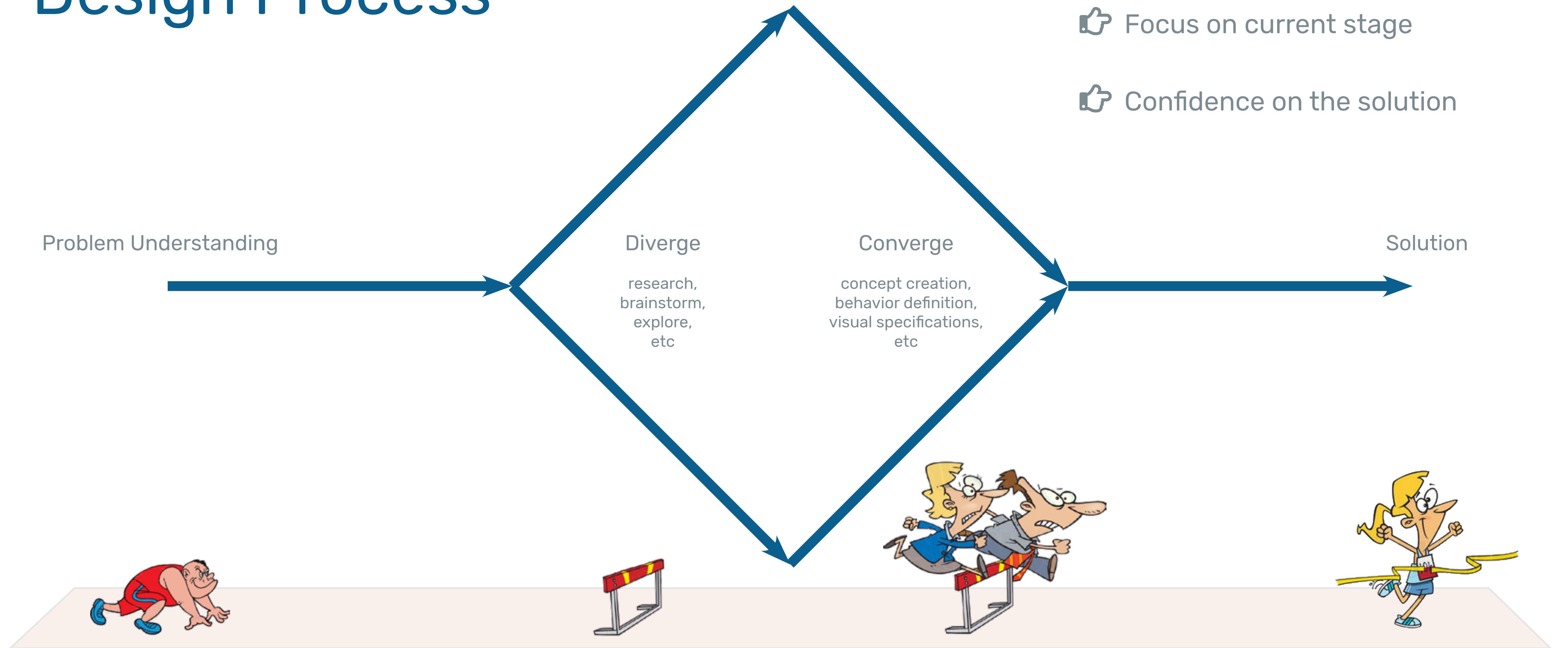
Why?

To be on the same place at the same time.

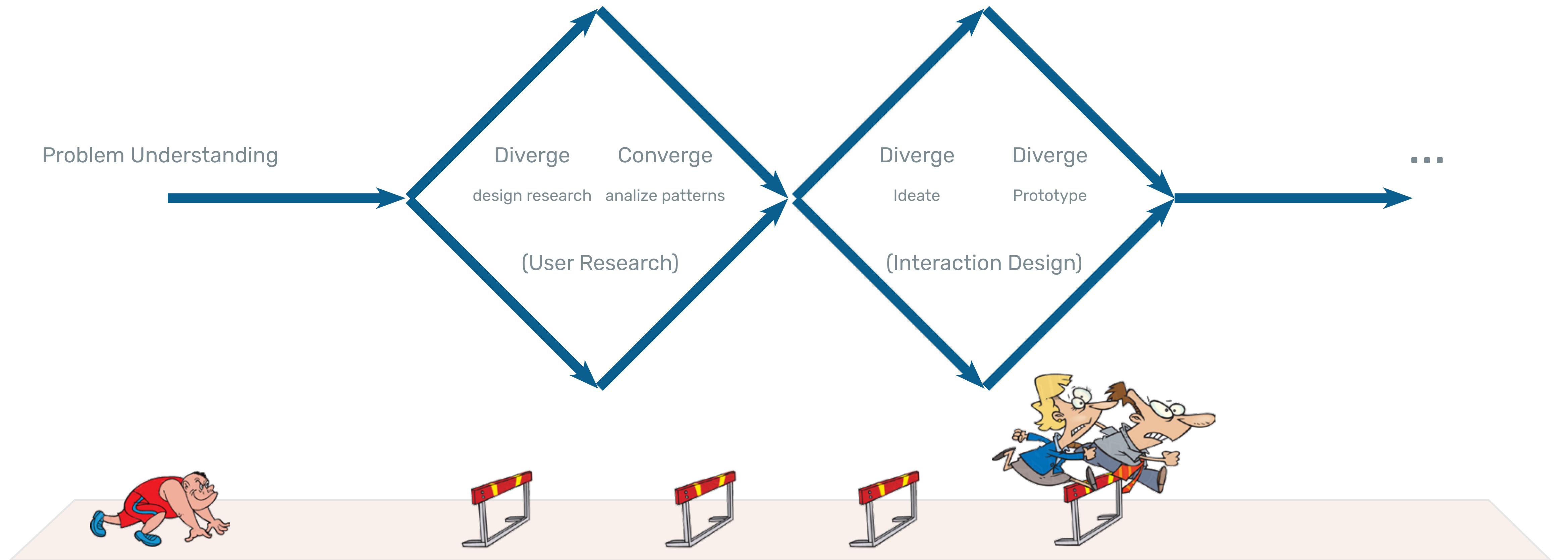
We are all on the same boat.



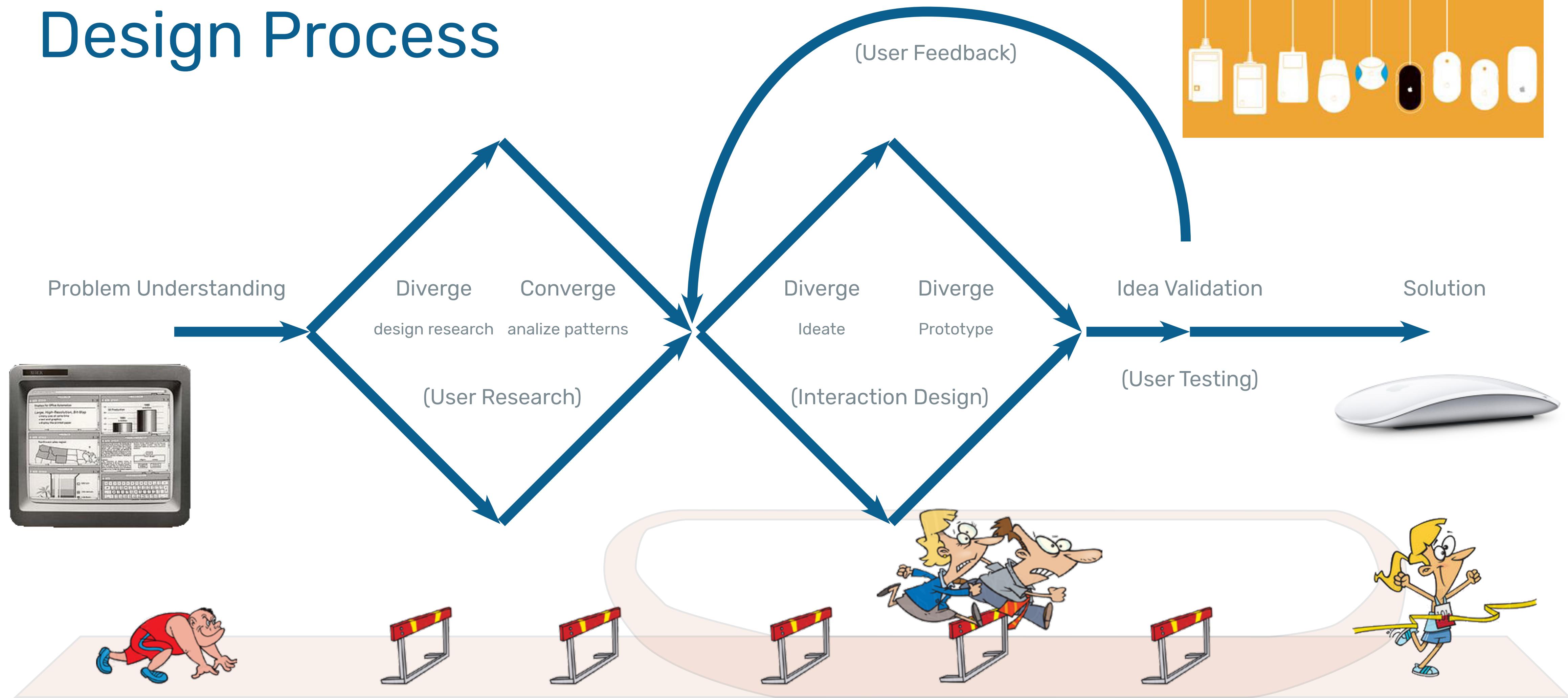
Solution Design Process



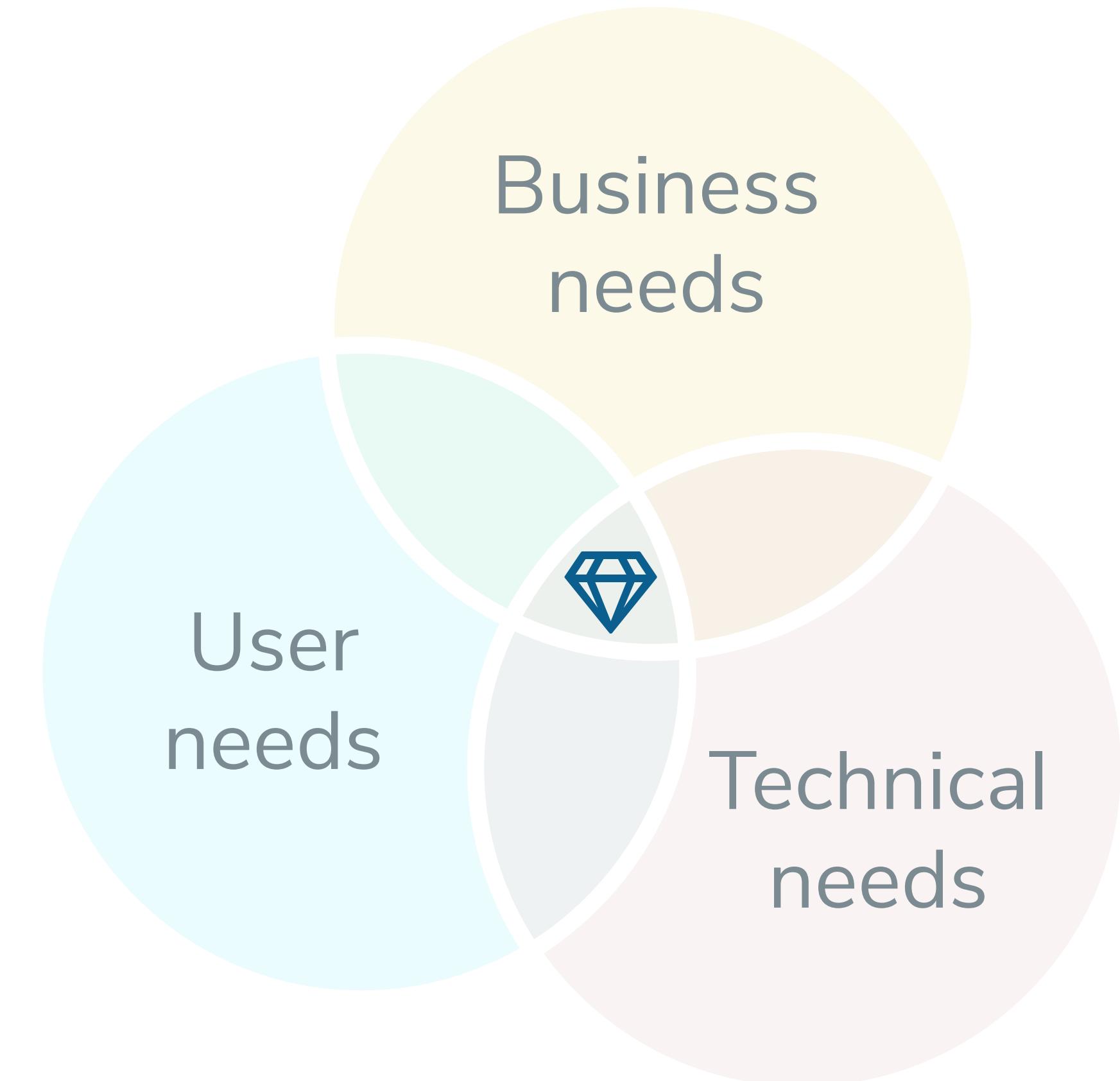
UX Design Process



UX Design Process



Target of UX Design



The standards

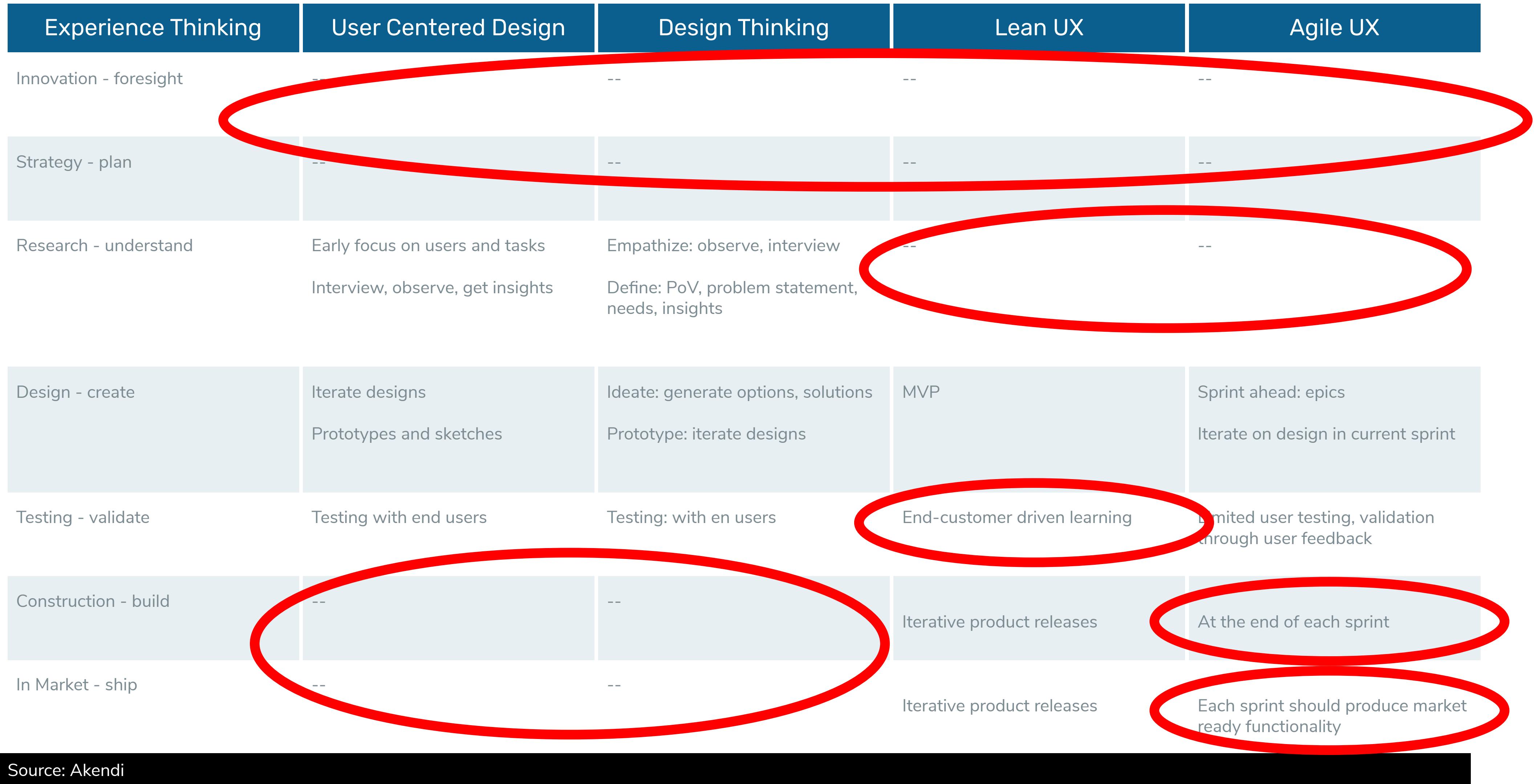


“There is no one-size-fits-all solution and every organization is different.”

“Waterfall might be used for requirements and design phases and Agile for implementation.”

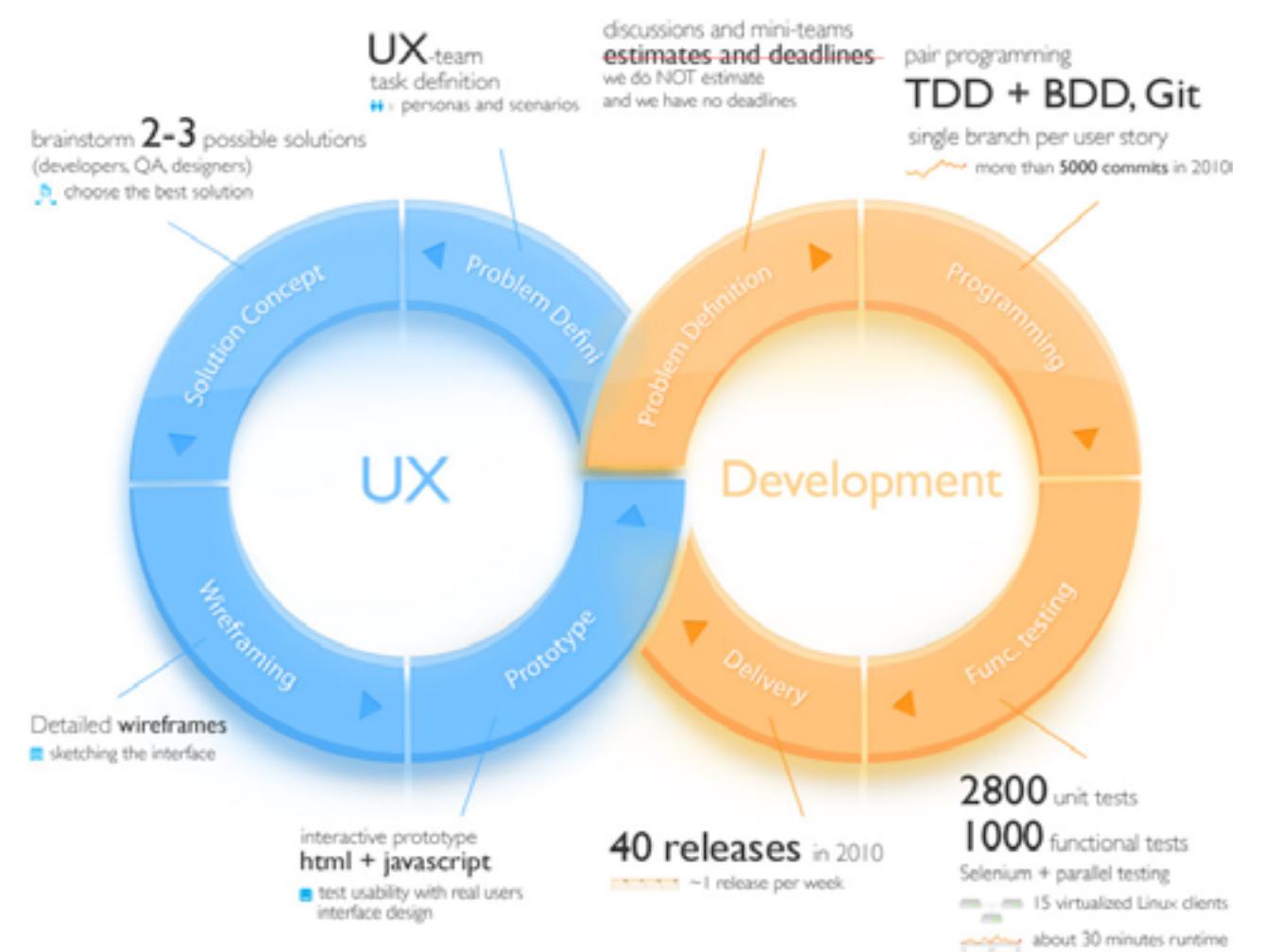
“UX work ahead of development sprints”

Source: The State of UX Agile Development - Nielsen Norman Group

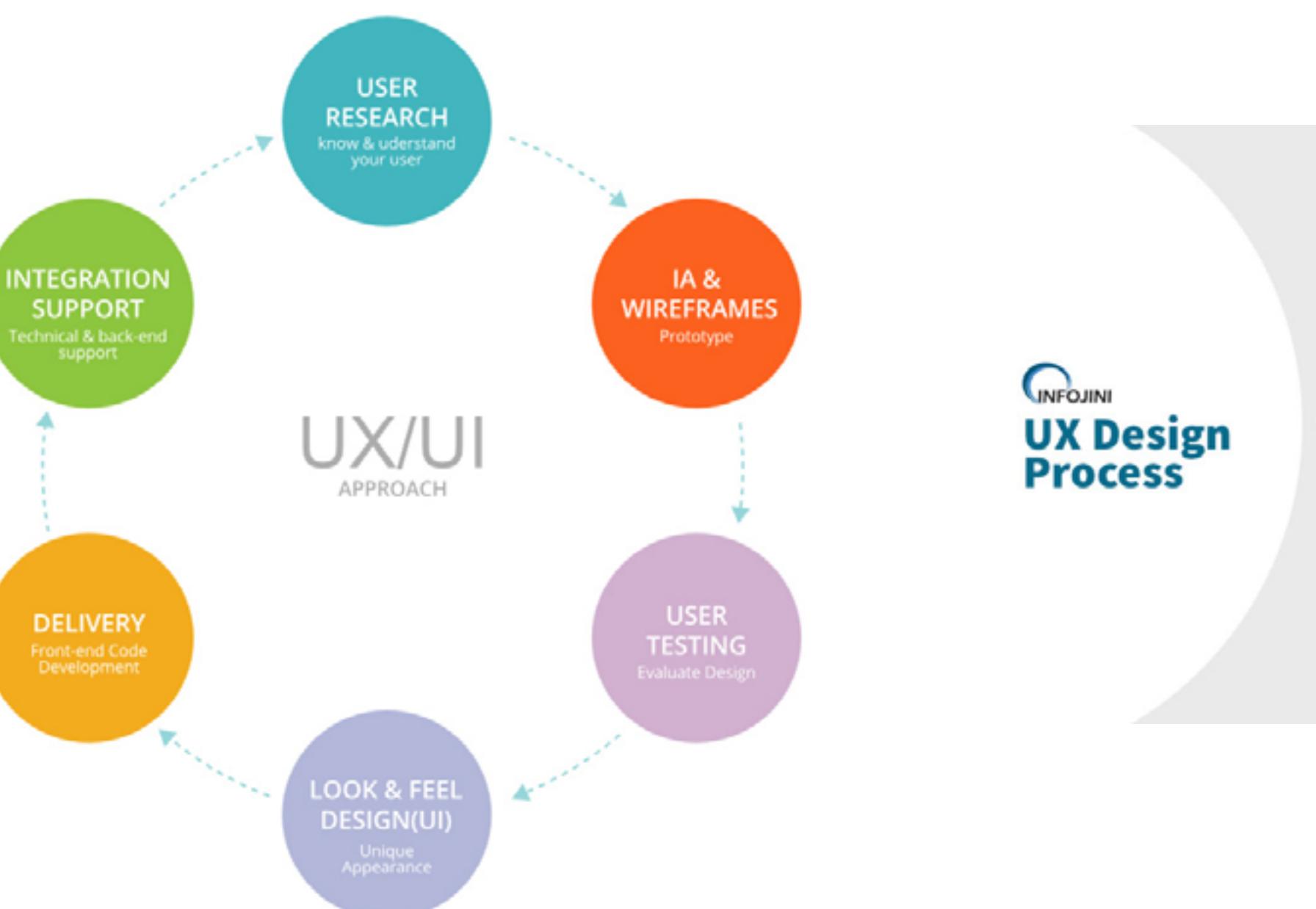


Generic Schematic representations of Design Process

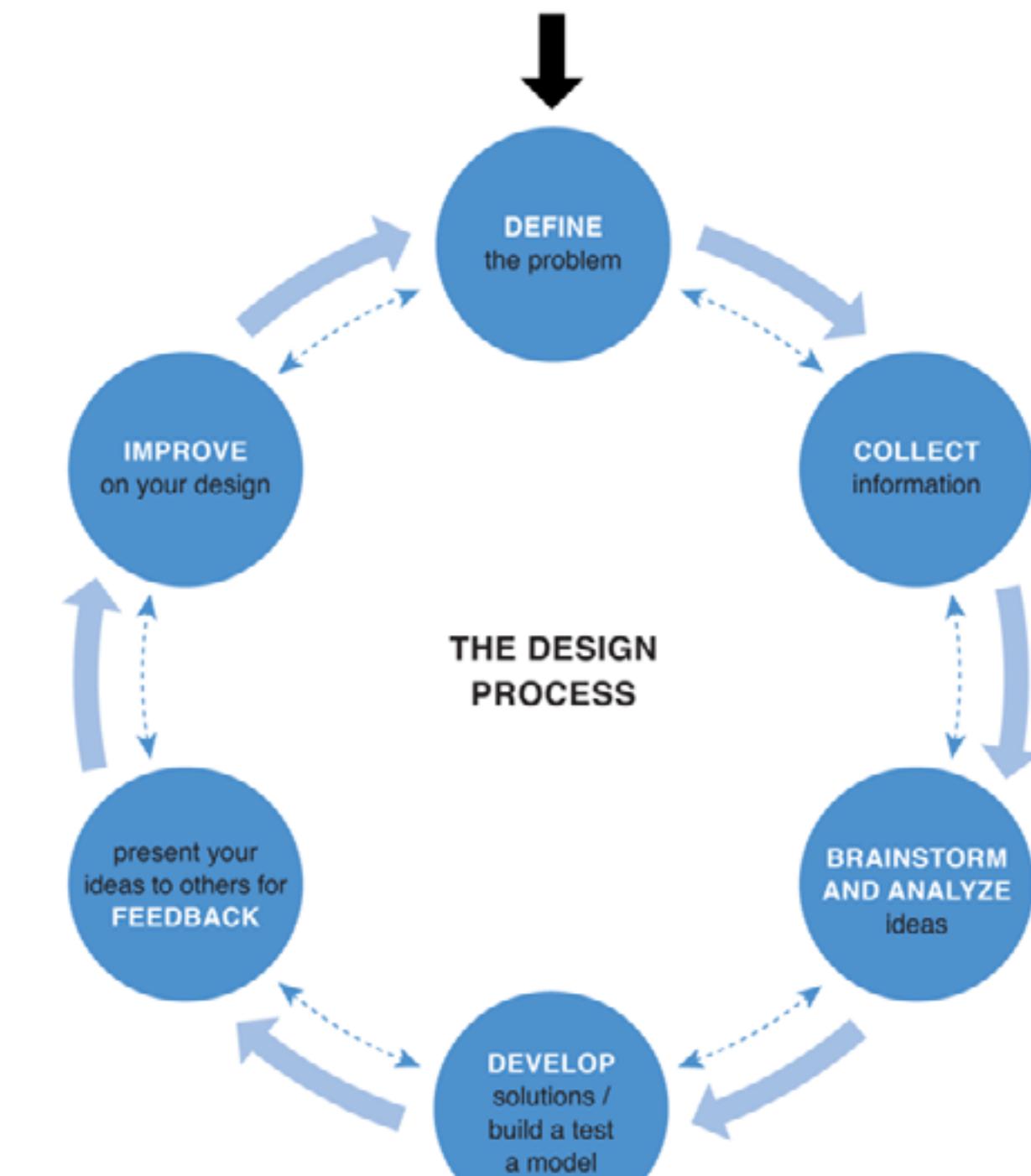
Development Process

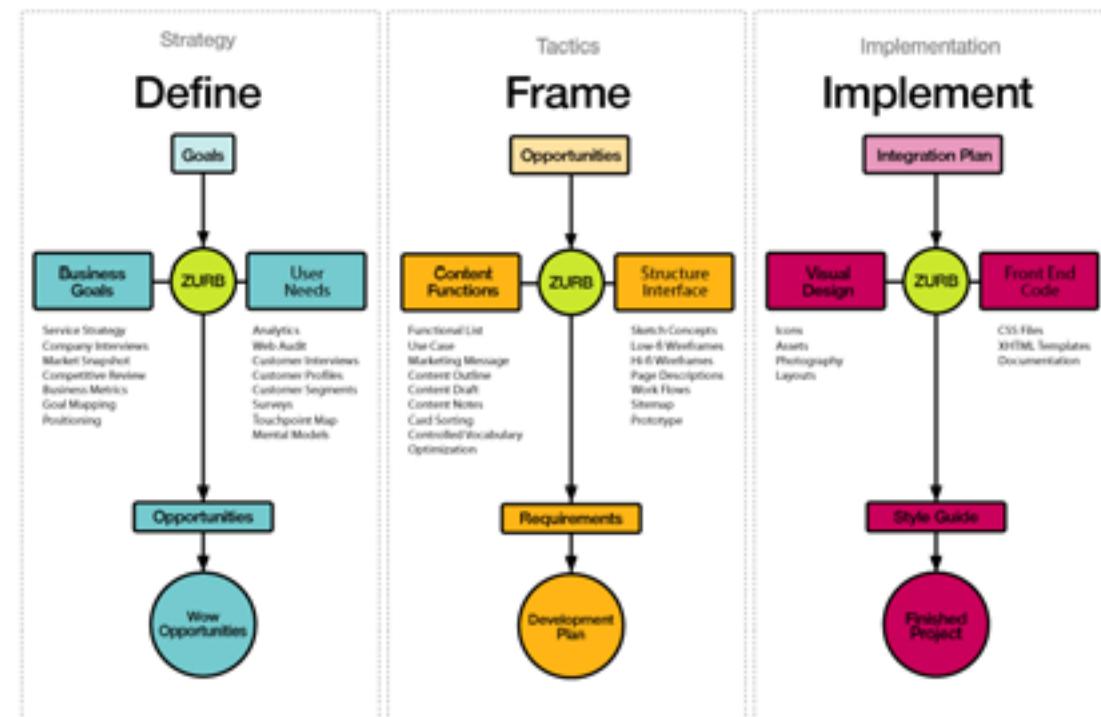


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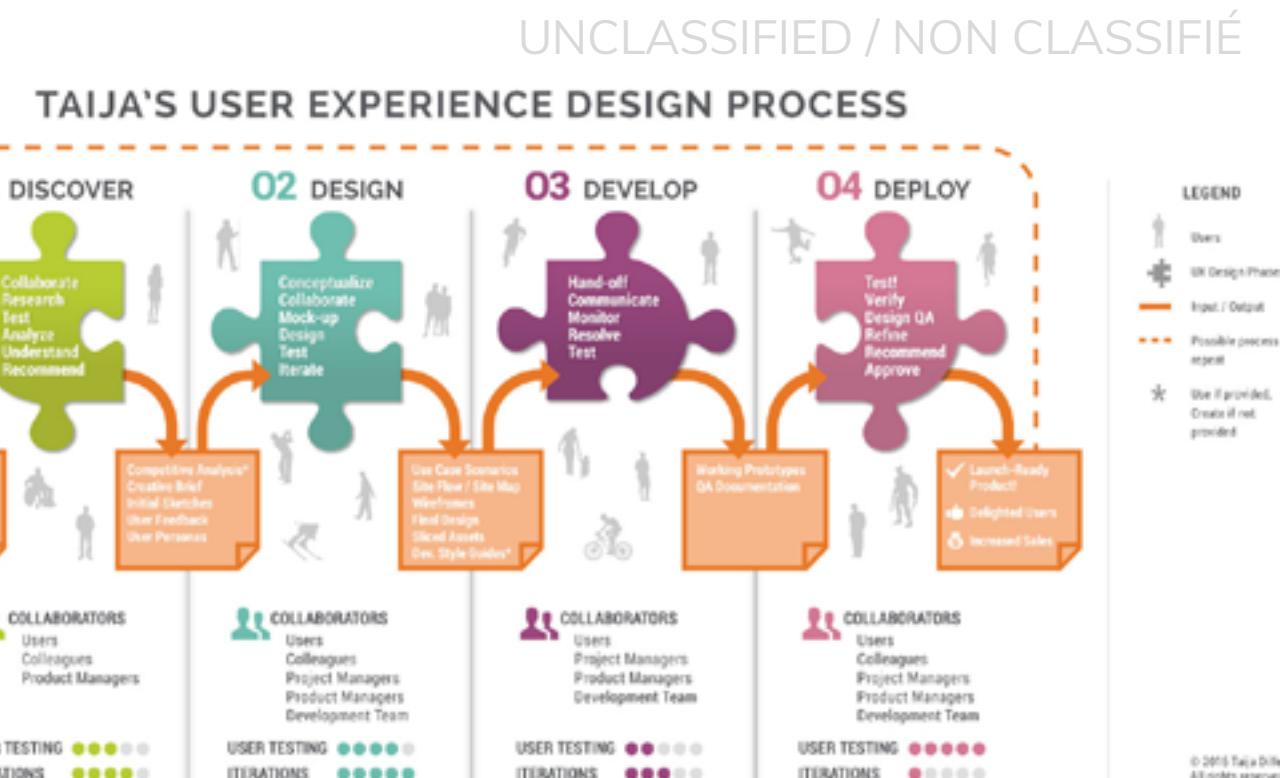
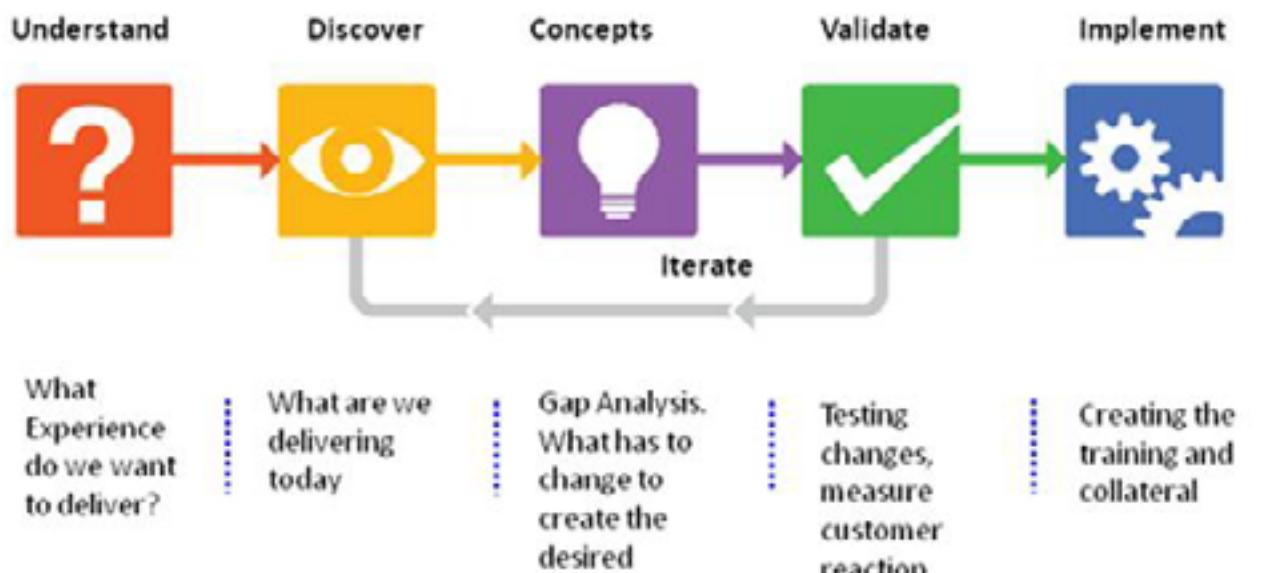


USER EXPERIENCE DESIGN PROCESS



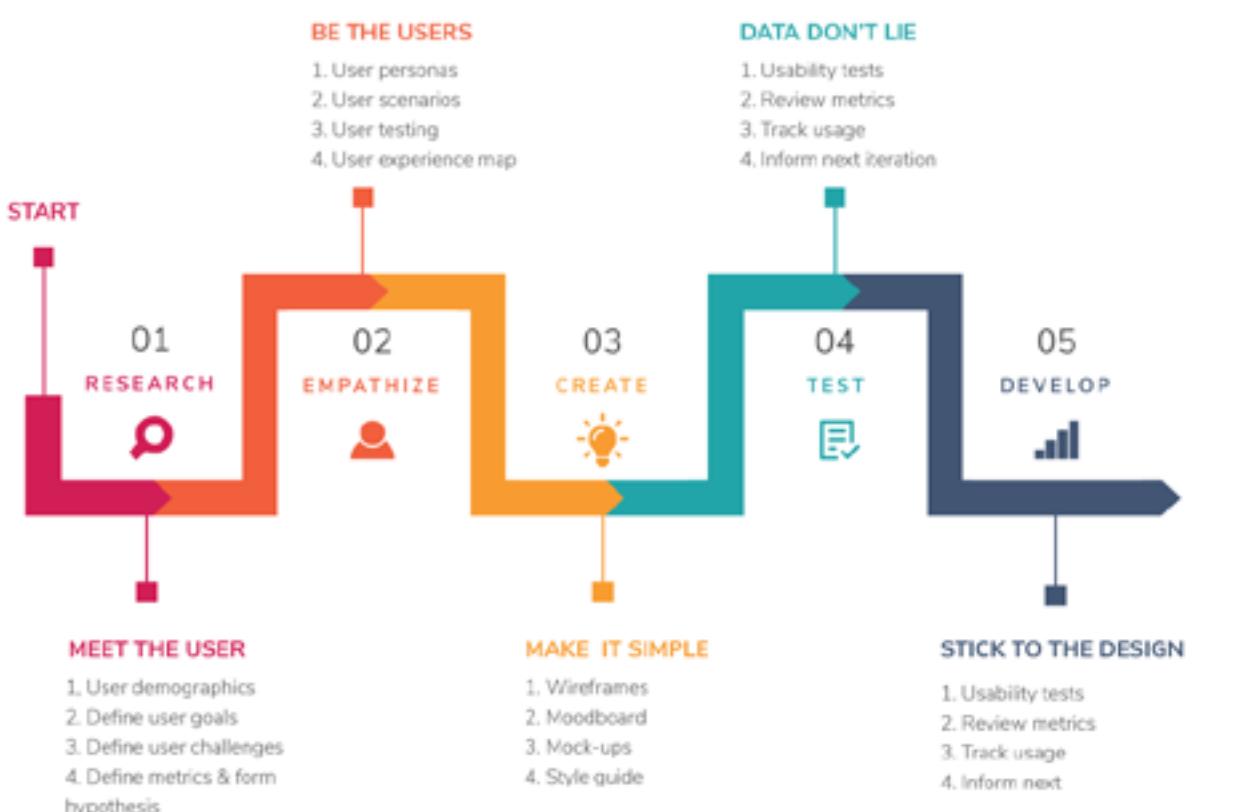
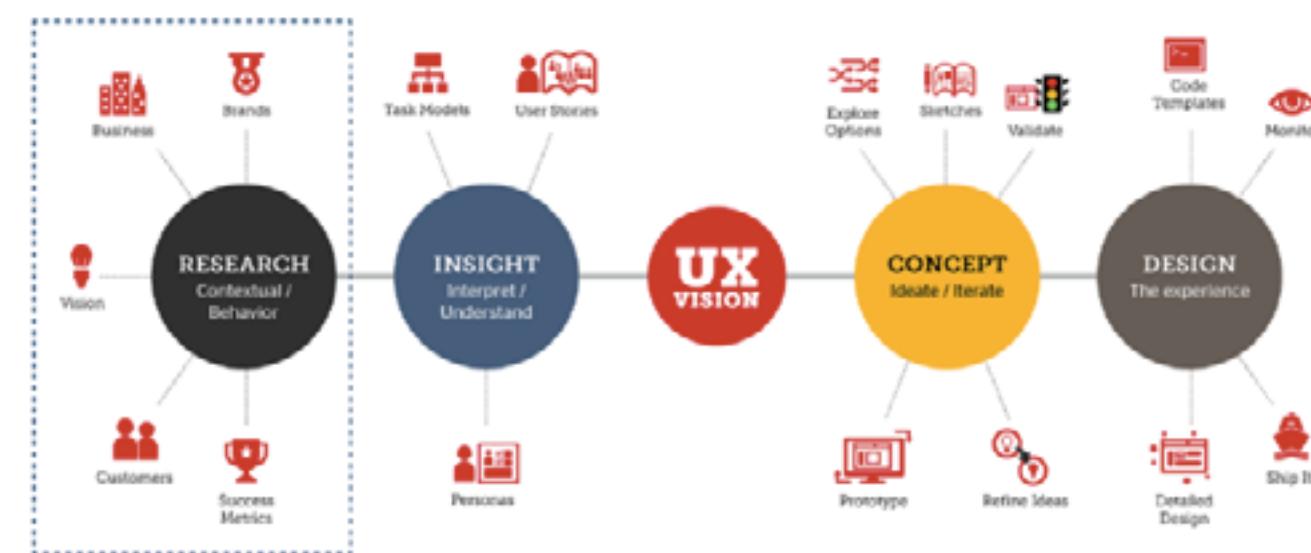


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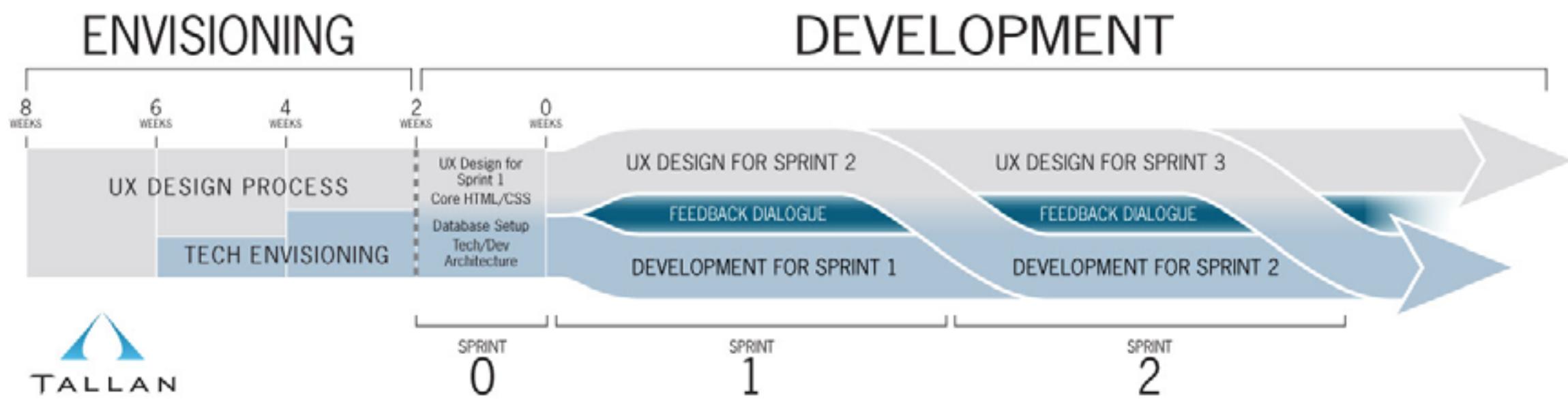


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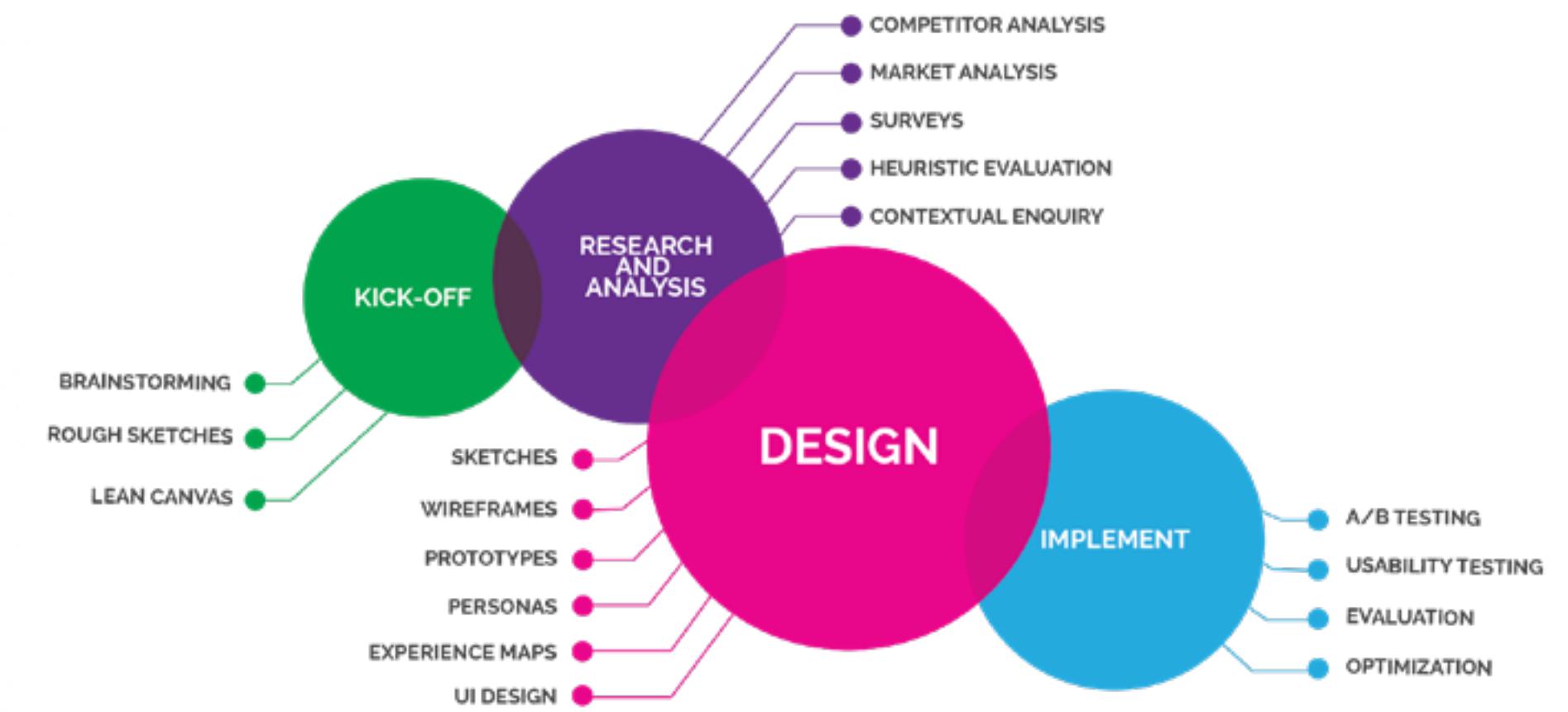
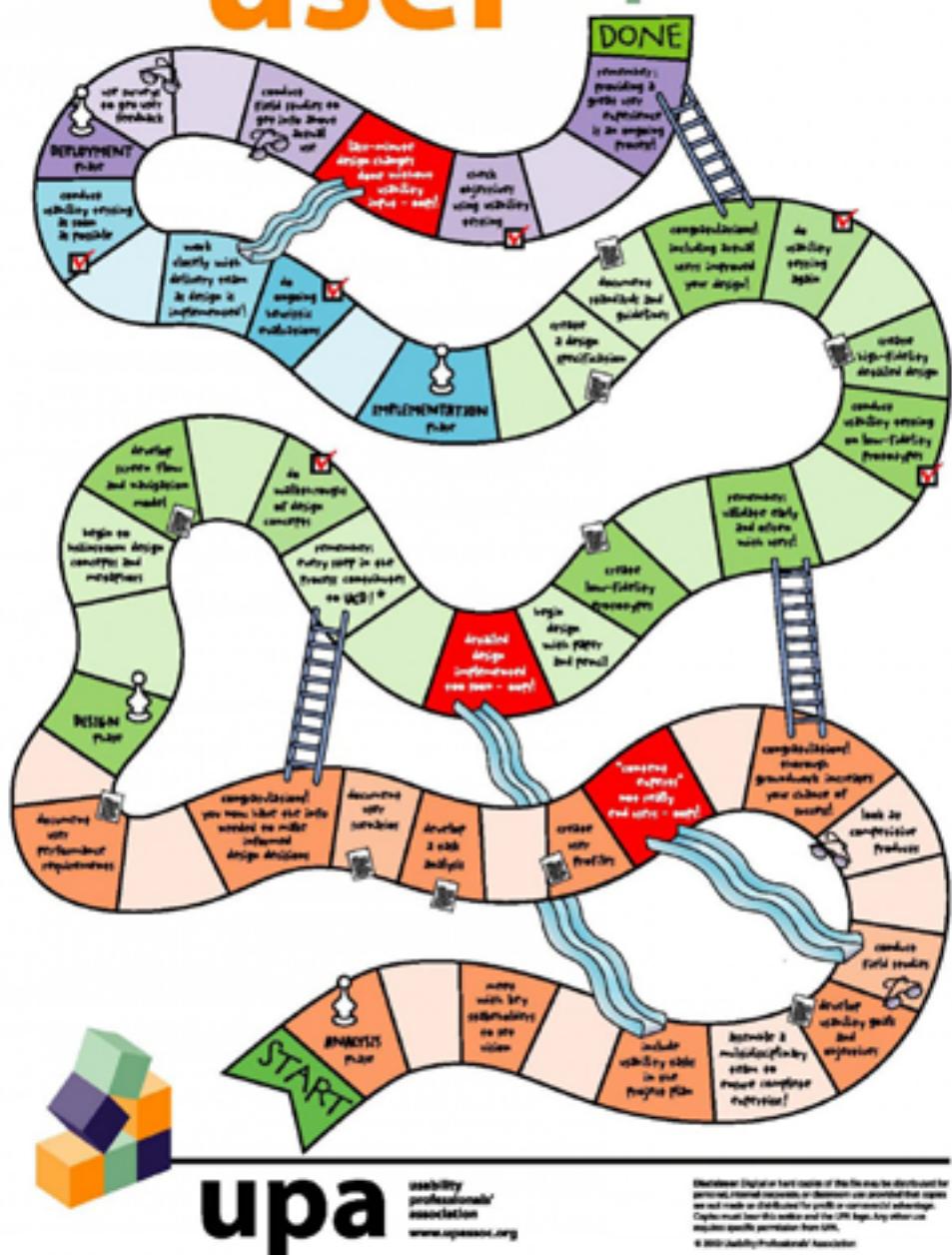
Design Methodology



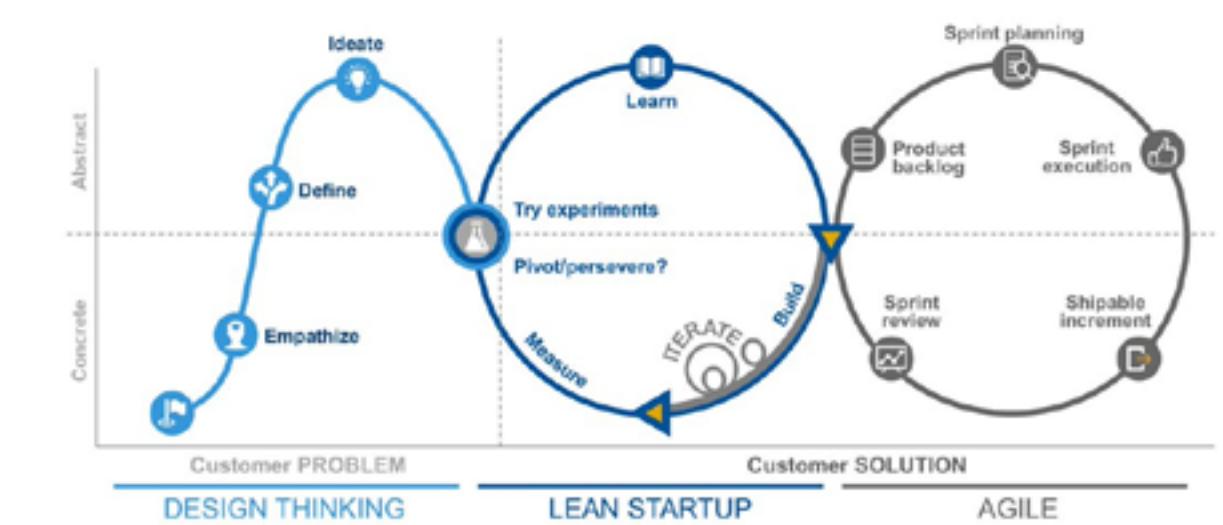
USER EXPERIENCE DESIGN PROCESS



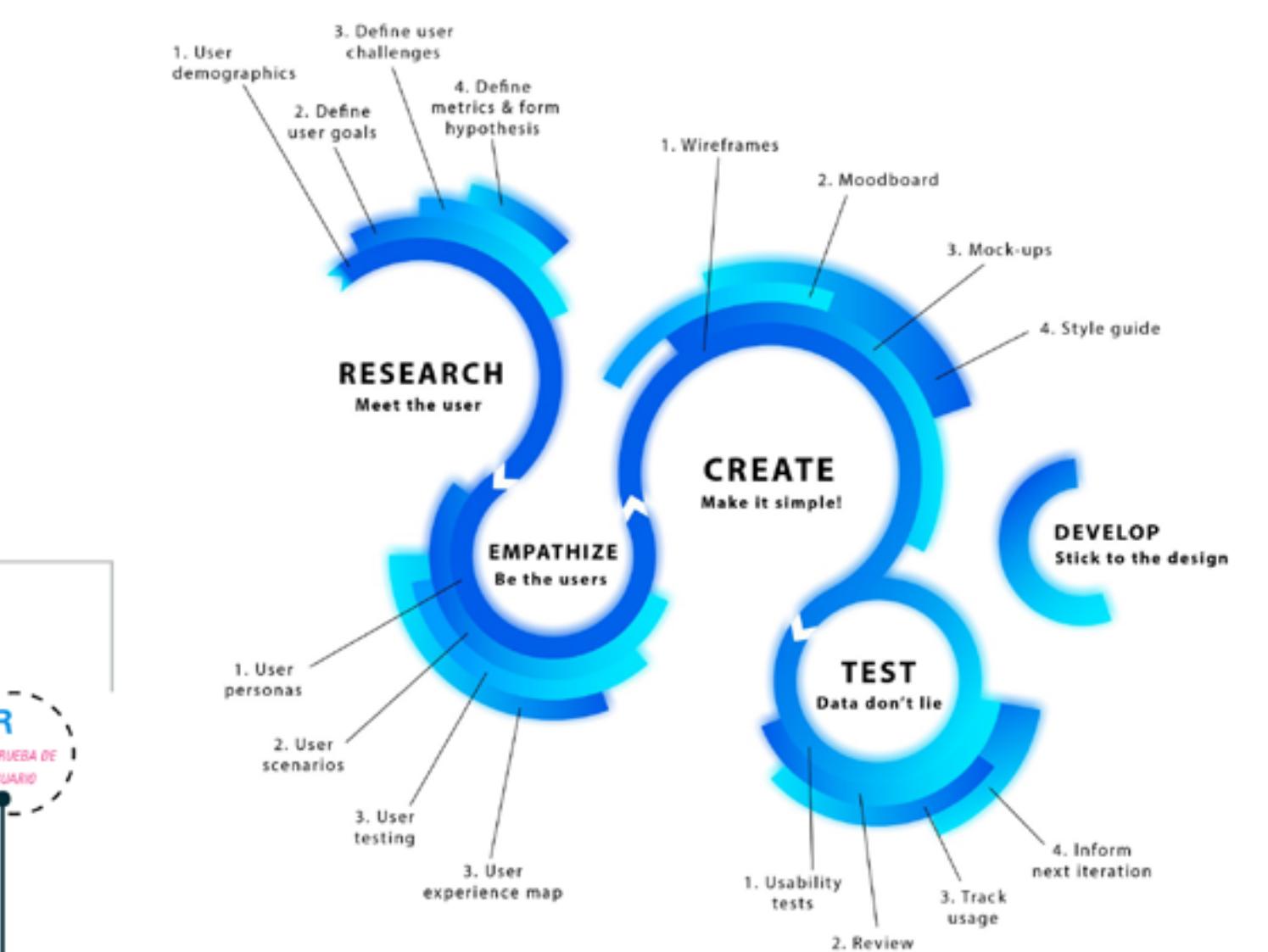
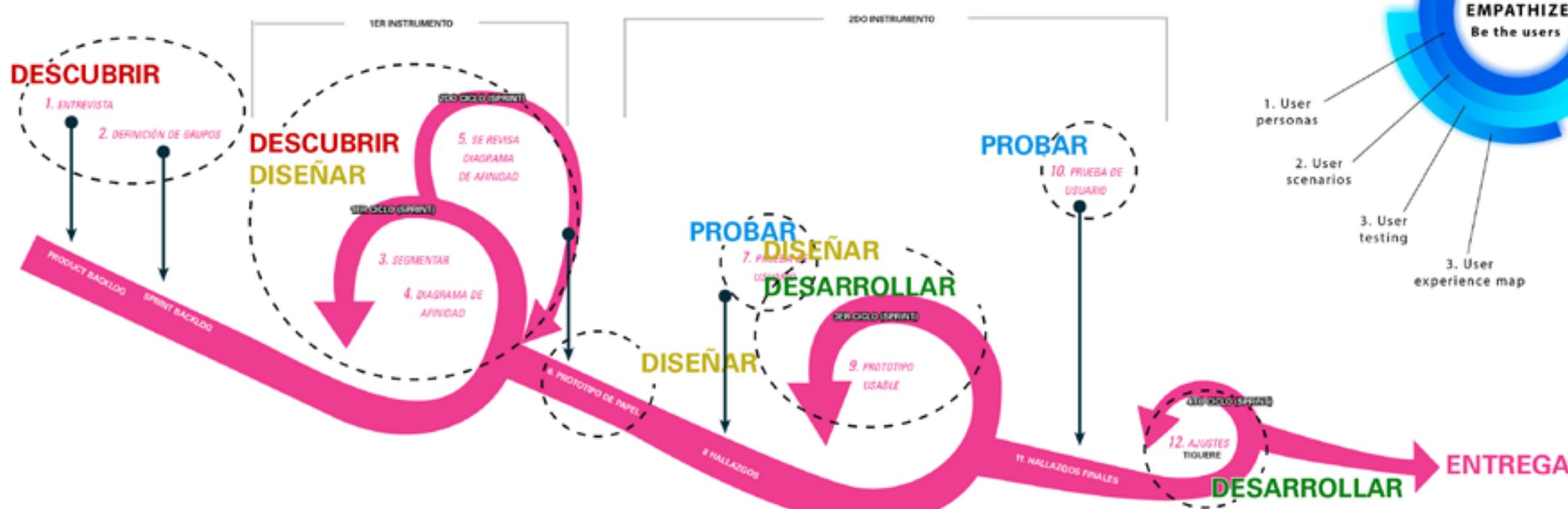
designing the userexperience



Combine Design Thinking, Lean Startup and Agile

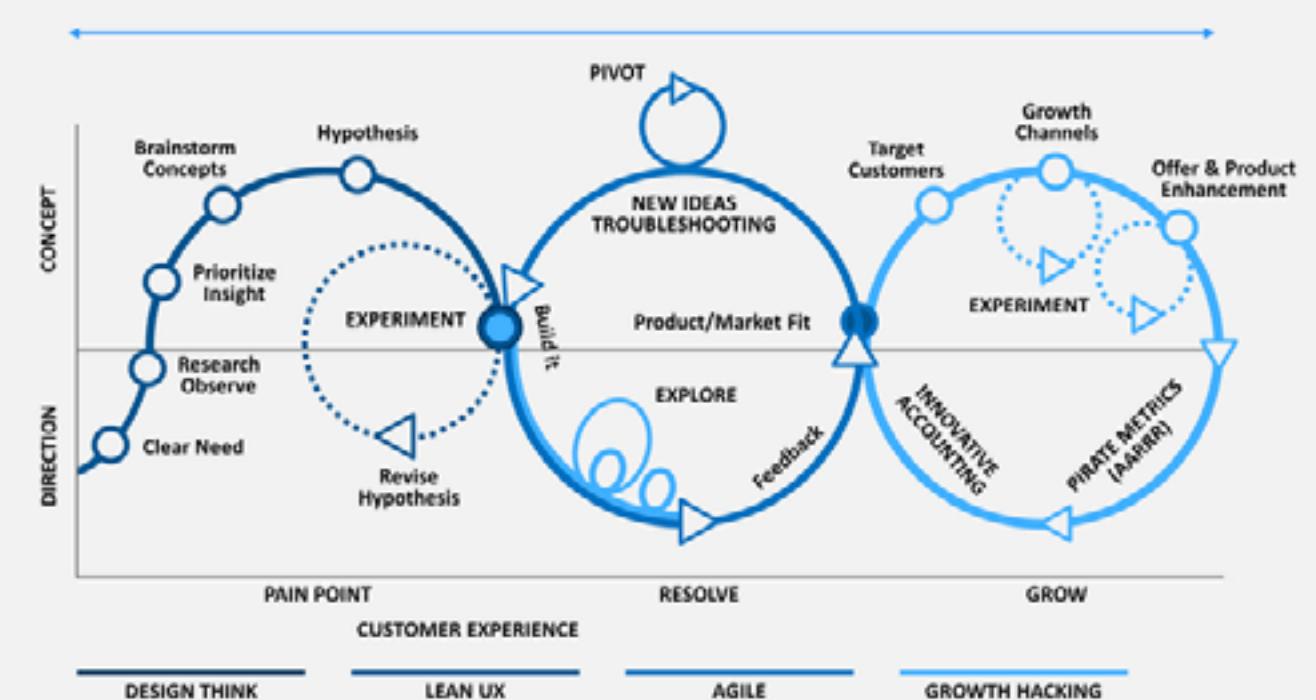


Gartner



LEAN STARTUP

Enter your sub headline here



Our own standard

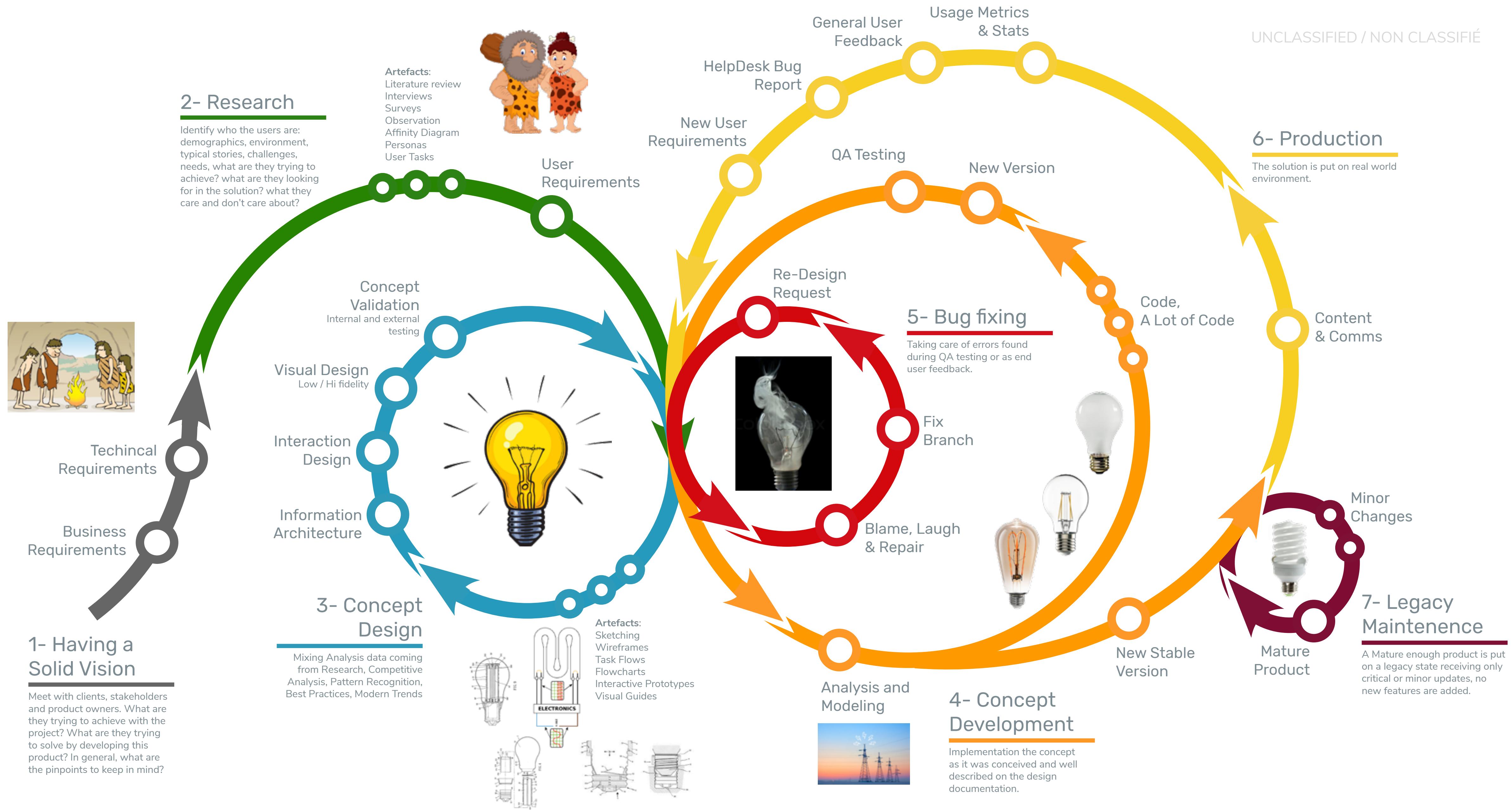


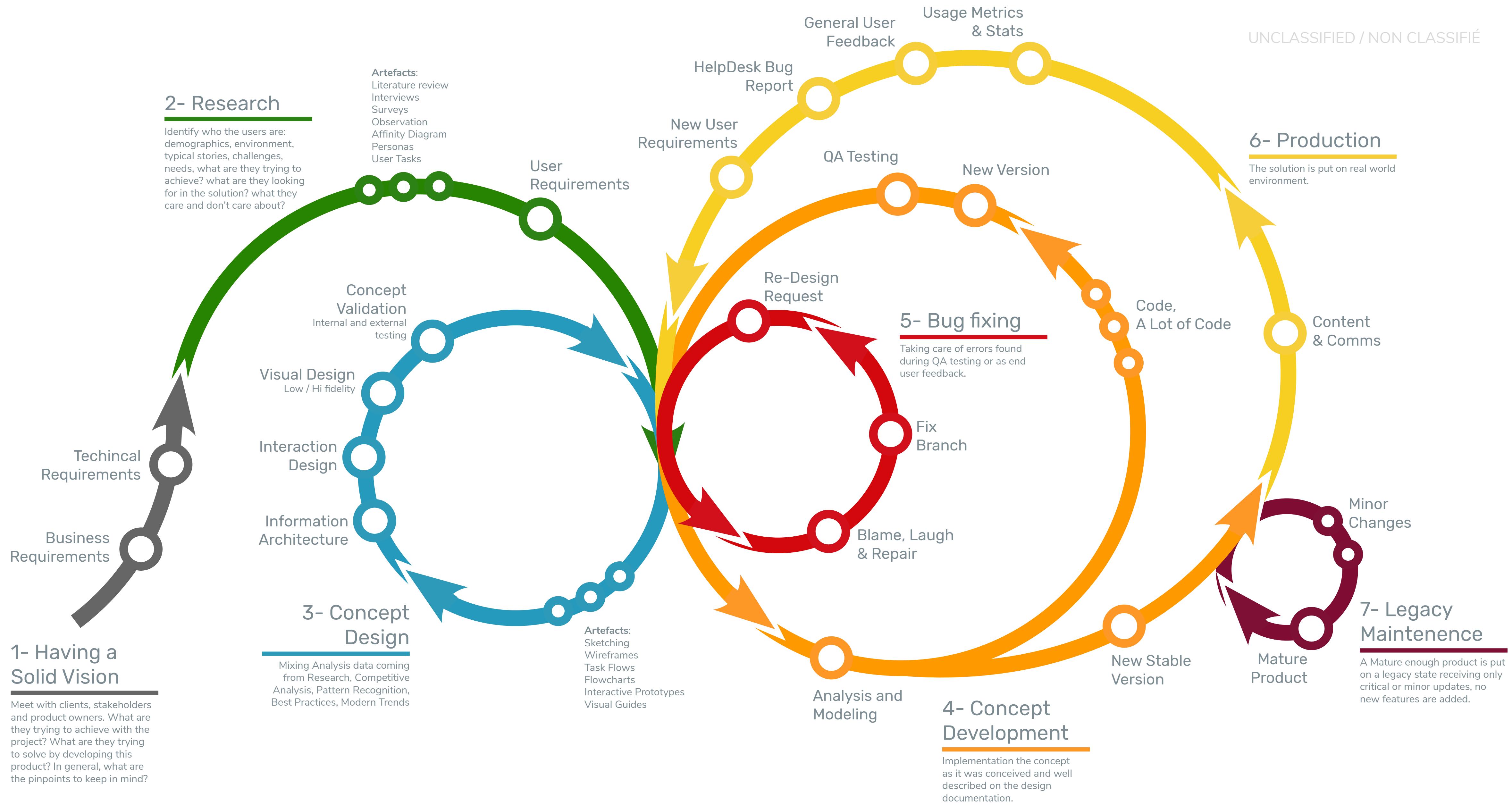
“We are not Google (or Microsoft or Apple or Shopify), and it is ok”

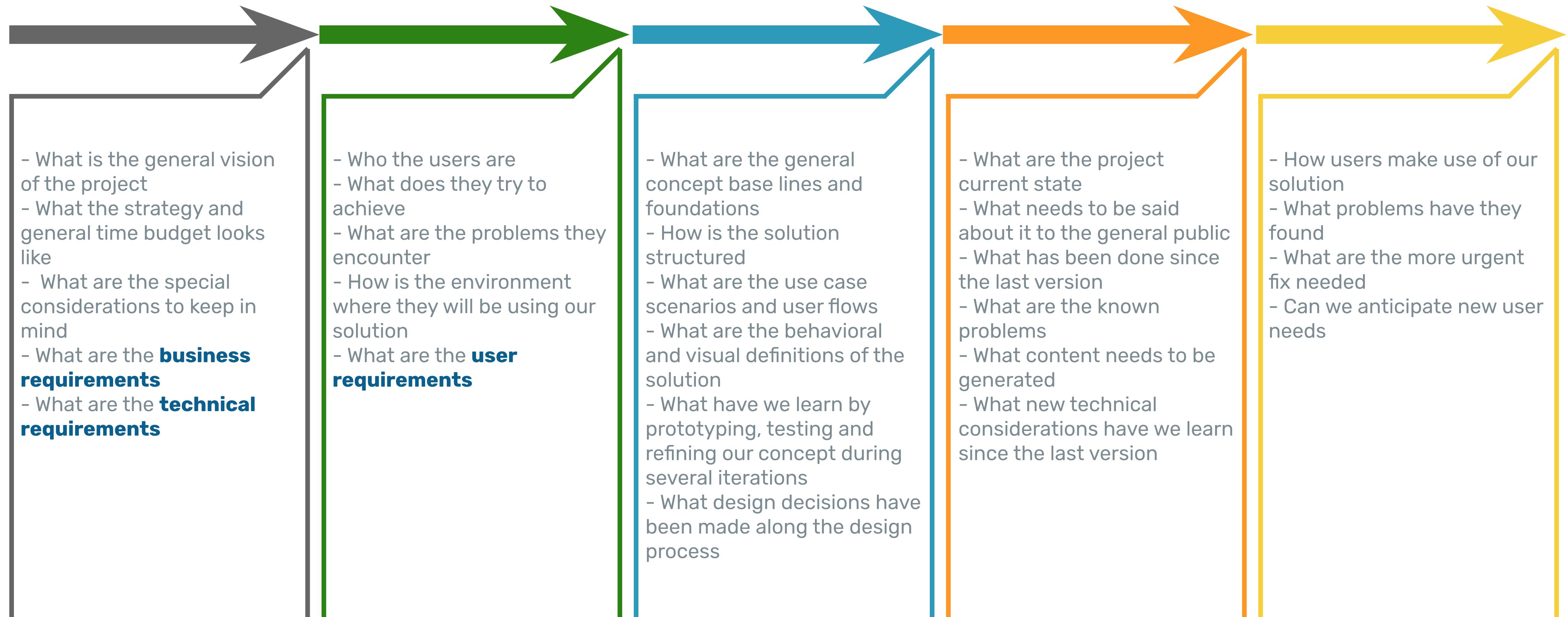
“Don't be afraid to create our own tools, processes and solutions”

“Terminology is important, while we all agree on it”

Source: Us, doing what we do in our own way

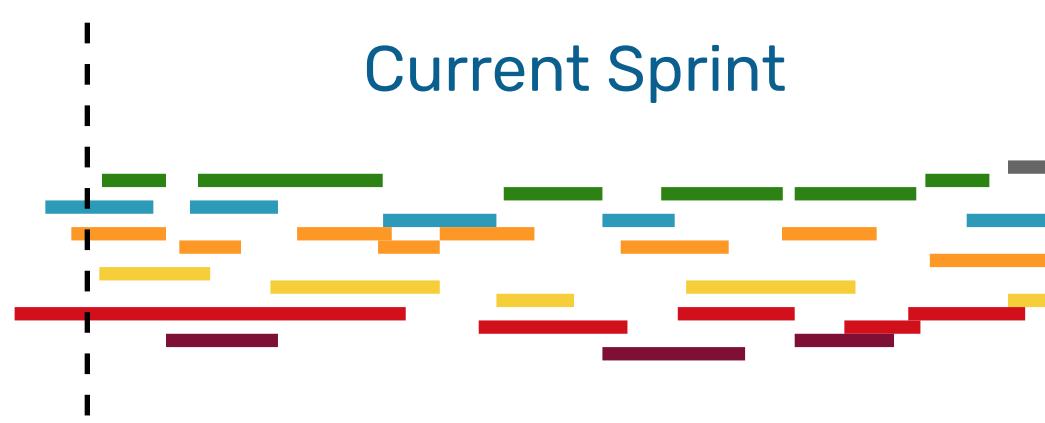


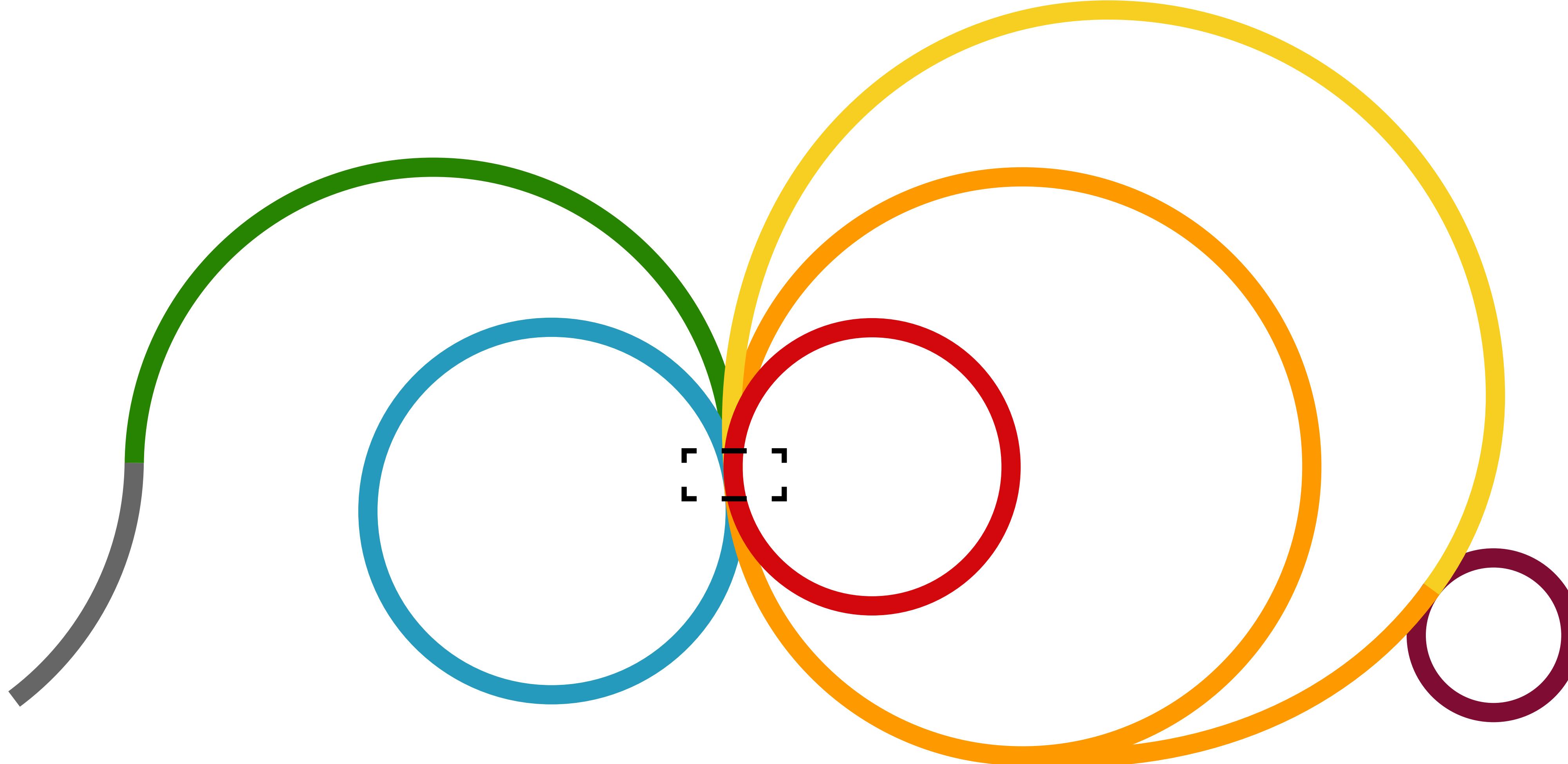


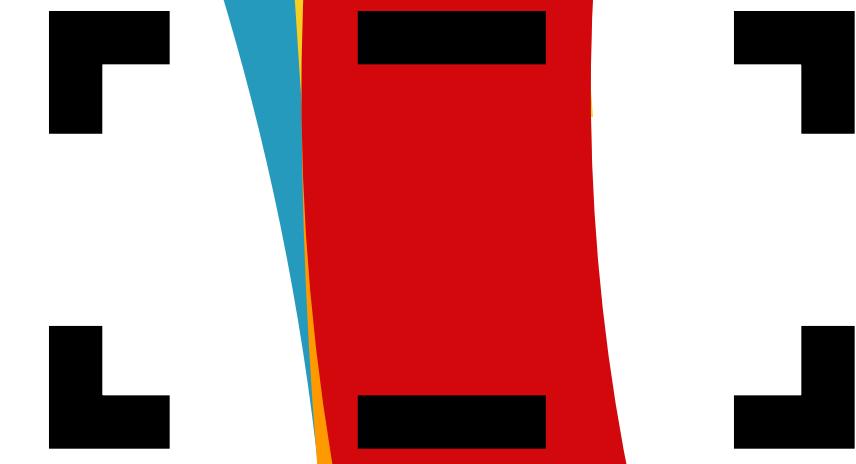




Current Sprint







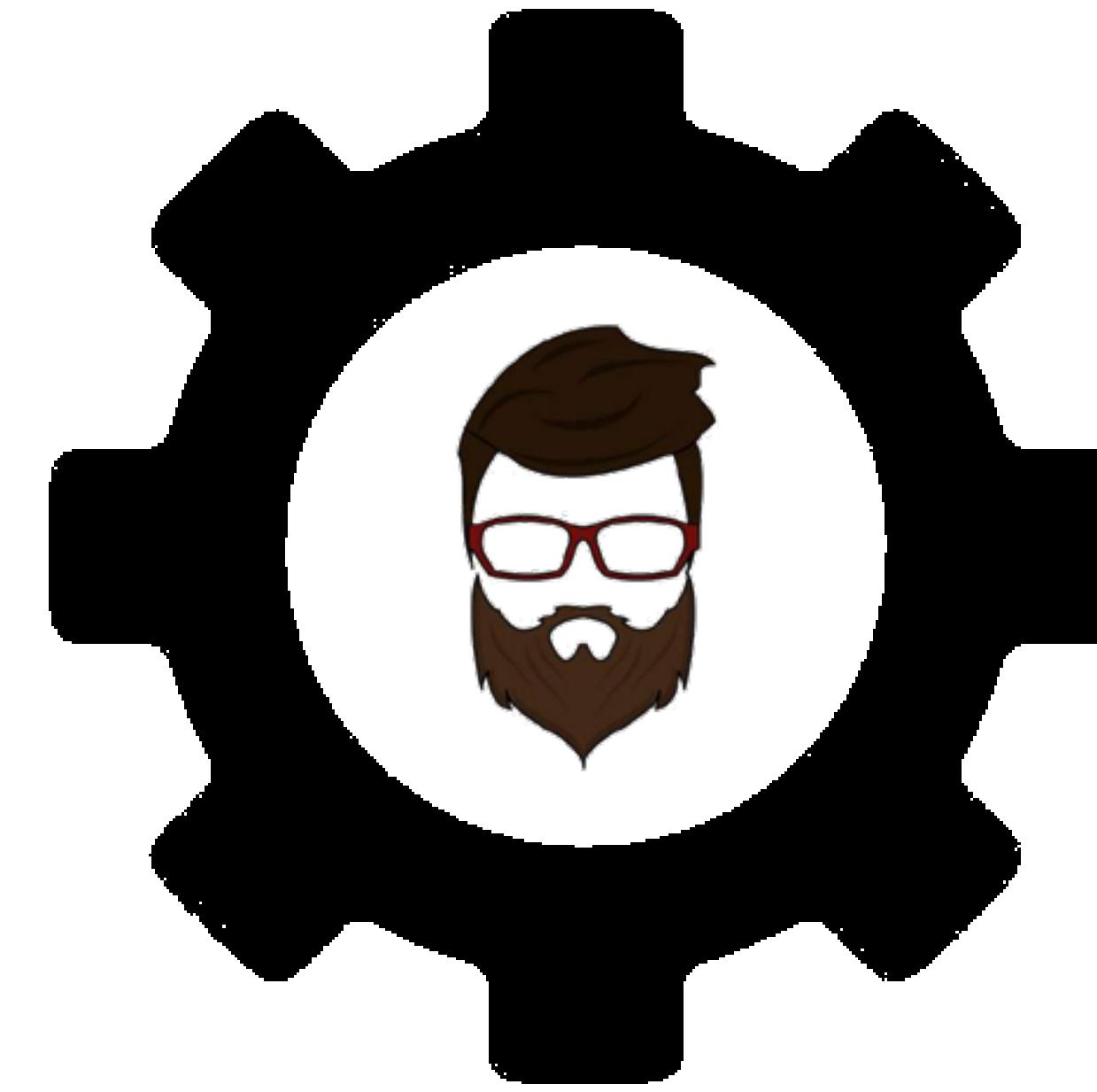
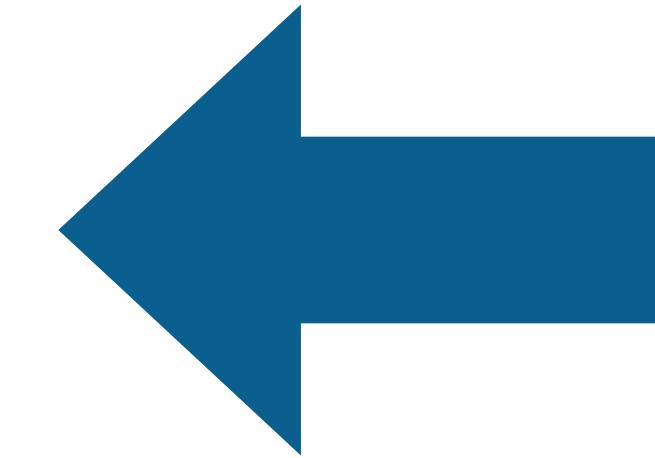
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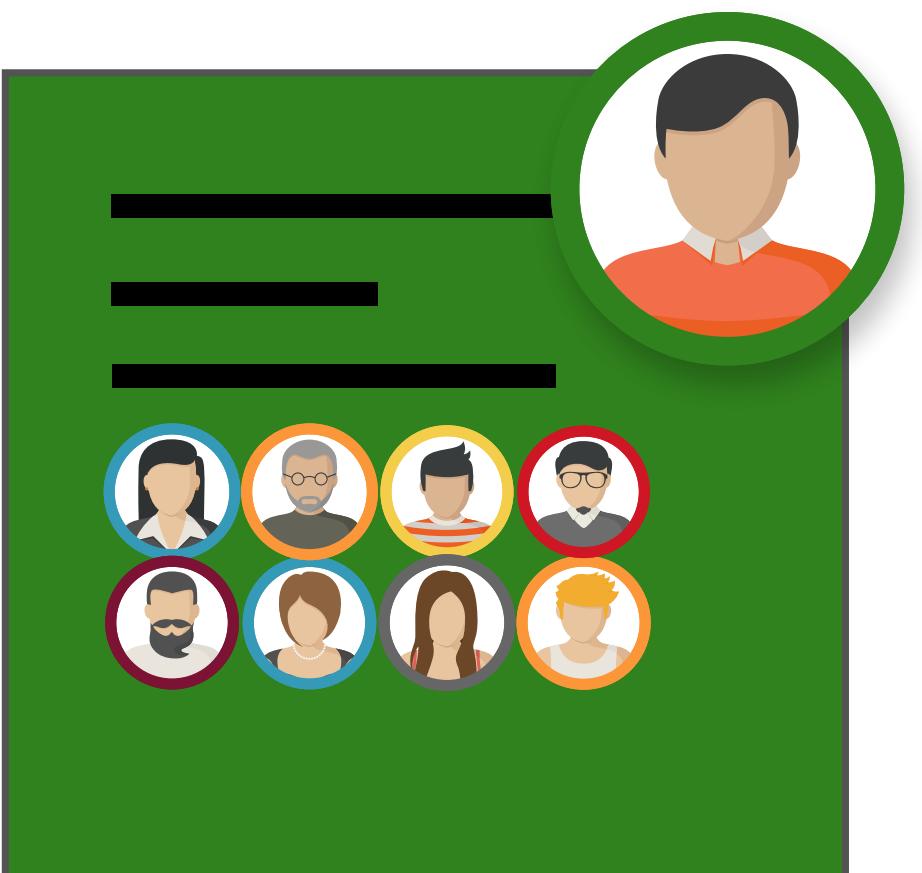
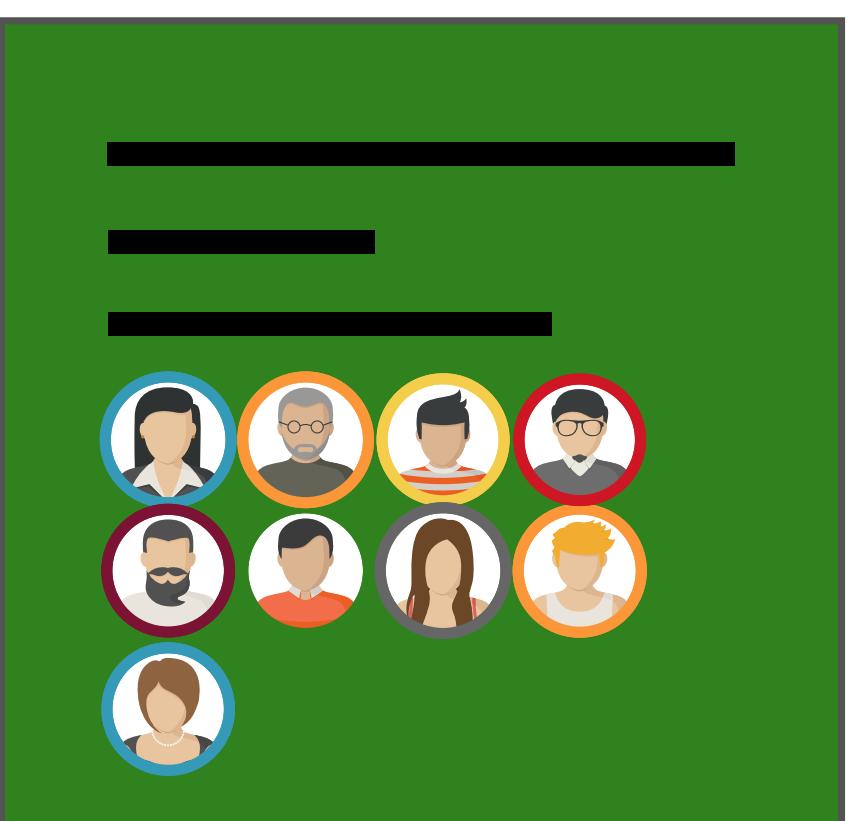
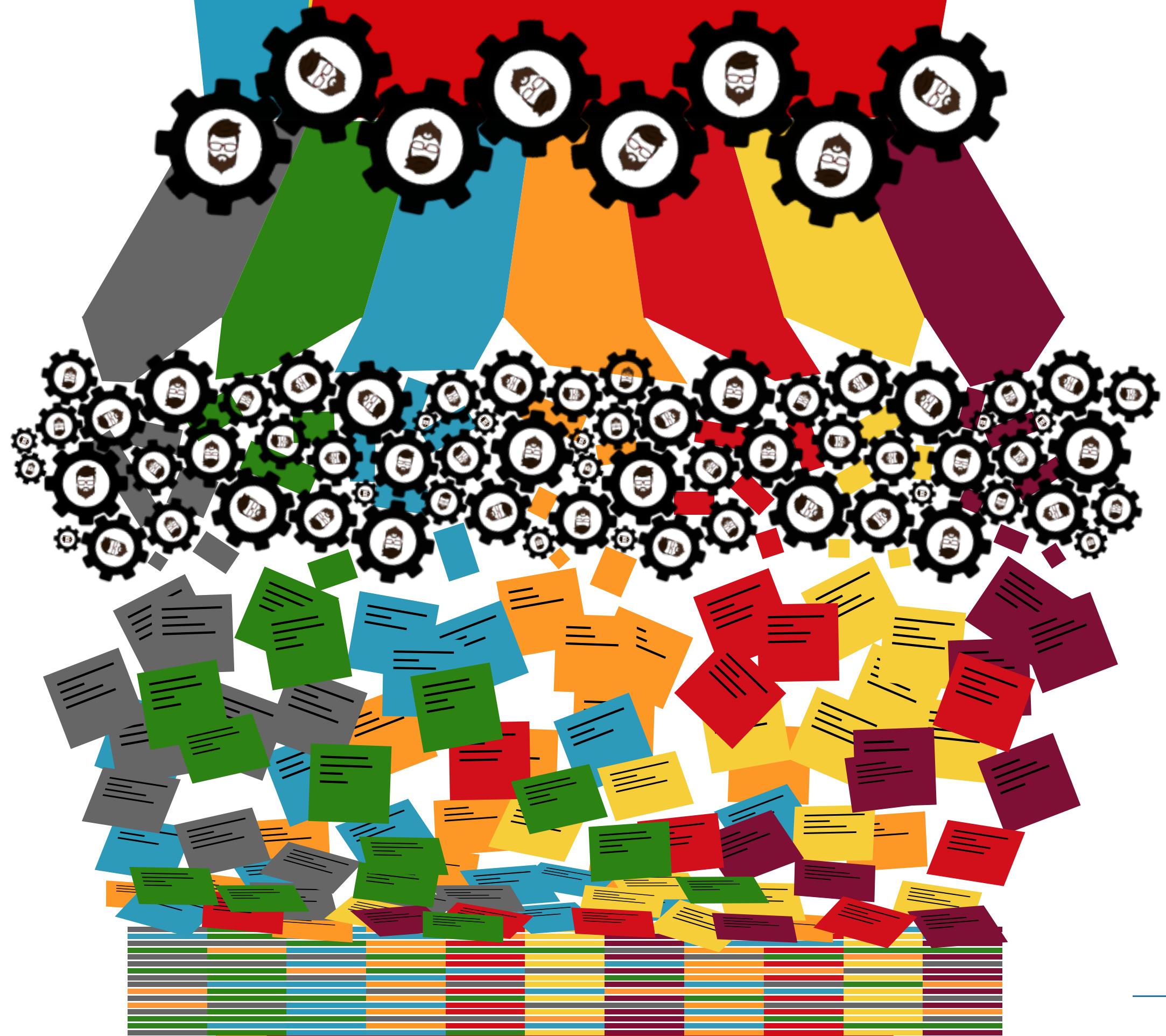
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A **Sprint Planning**
Organize work load for next sprint.



E **Kickoff meeting**
All persons assigned to a task meet and establish action plan.

B **Stand-up meeting**
Share short term goals and blockers, been in sync.

F **Show&Tell**
Share work progress and gather feedback.

C **Sprint Review**
Reflect on the work done.
Evaluate next steps.

G **Sprint Retrospective**
What went well?
What went wrong? Plan to improve?

D **Sprint Pocker**
How much effort next tasks will demand?

Final Thoughts

- Feedback is **key**
- Disagreement **with structure** is part of the design process
- Don't focus on solving **non-existing** design problems
- **Respect** the stages: diverge-converge, assume compromise
- Stick to the plan, always* move forward
- Respect and confidence on each **role**
- **Balance** production & meeting days
- Be the **leader** of your task
- Terminology is important while we all **agree** on it
- Don't be **afraid** to create our own tools, processes and solutions
- We are all **in the same** boat!



Questions and comments Questions et commentaires



Thanks
Merci

