



Create fun visual / infographic that represents UX process checklist

Once the UX team has completed our new process checklist, it would be fun to incorporate some visual design to create an infographic or poster that we can share and print within the team. This idea evolved to a UX Deck of Cards.

Amable Rodríguez
2019-07-24

[Zube card #4665](#)

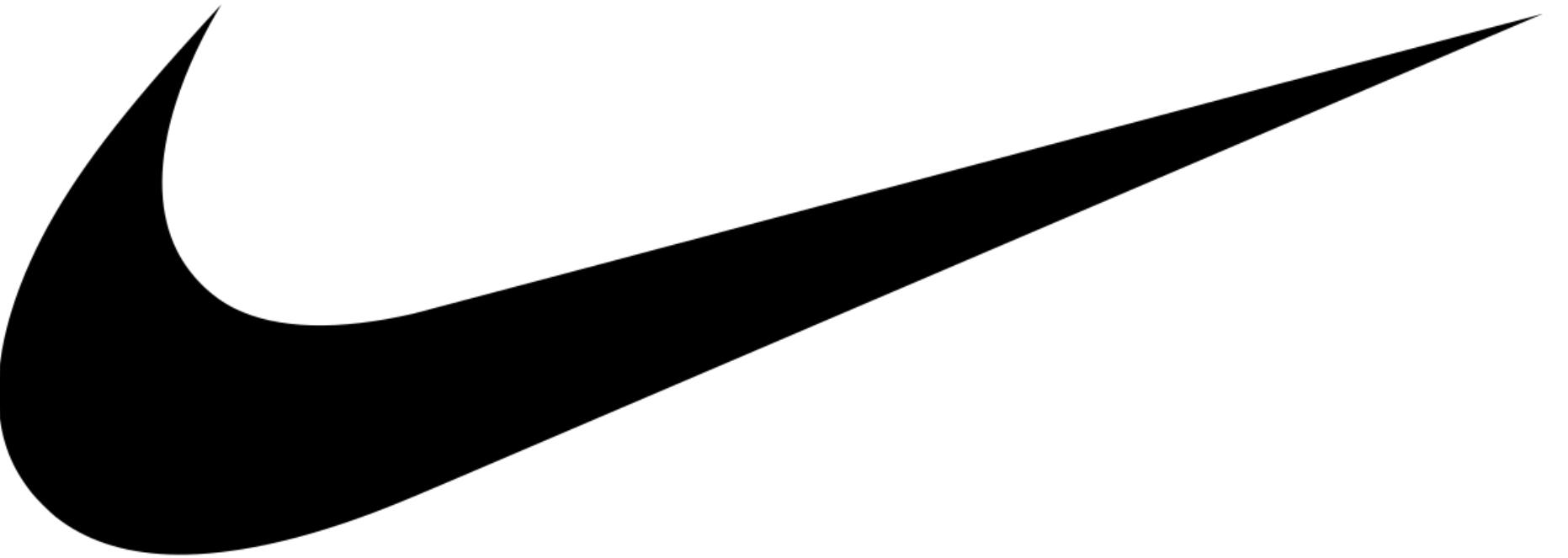
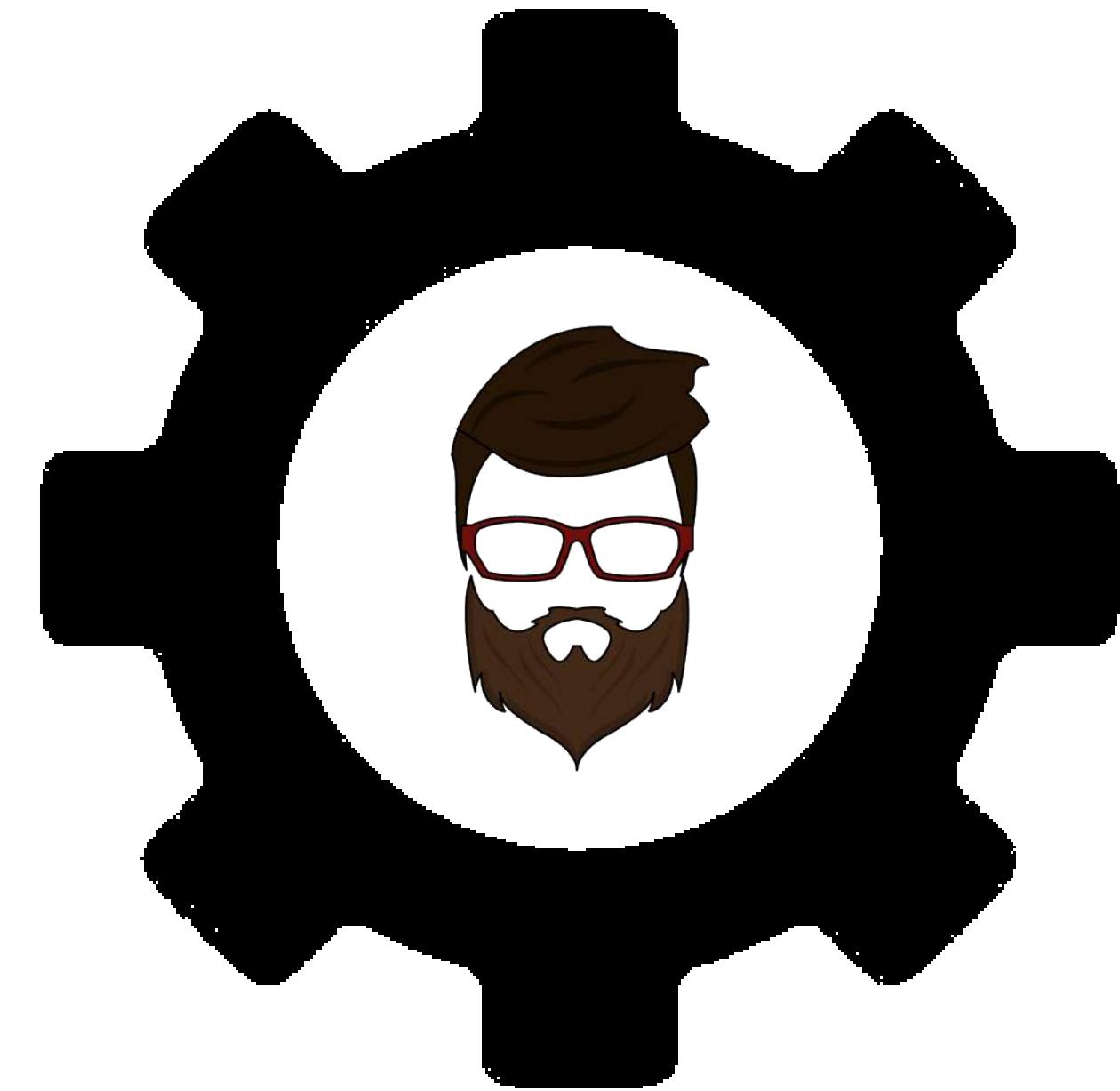
Digital Collaboration Division, Chief Information Officer Branch
Treasury Board of Canada Secretariat / Government of Canada

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

Before we begin...

Special thanks to:

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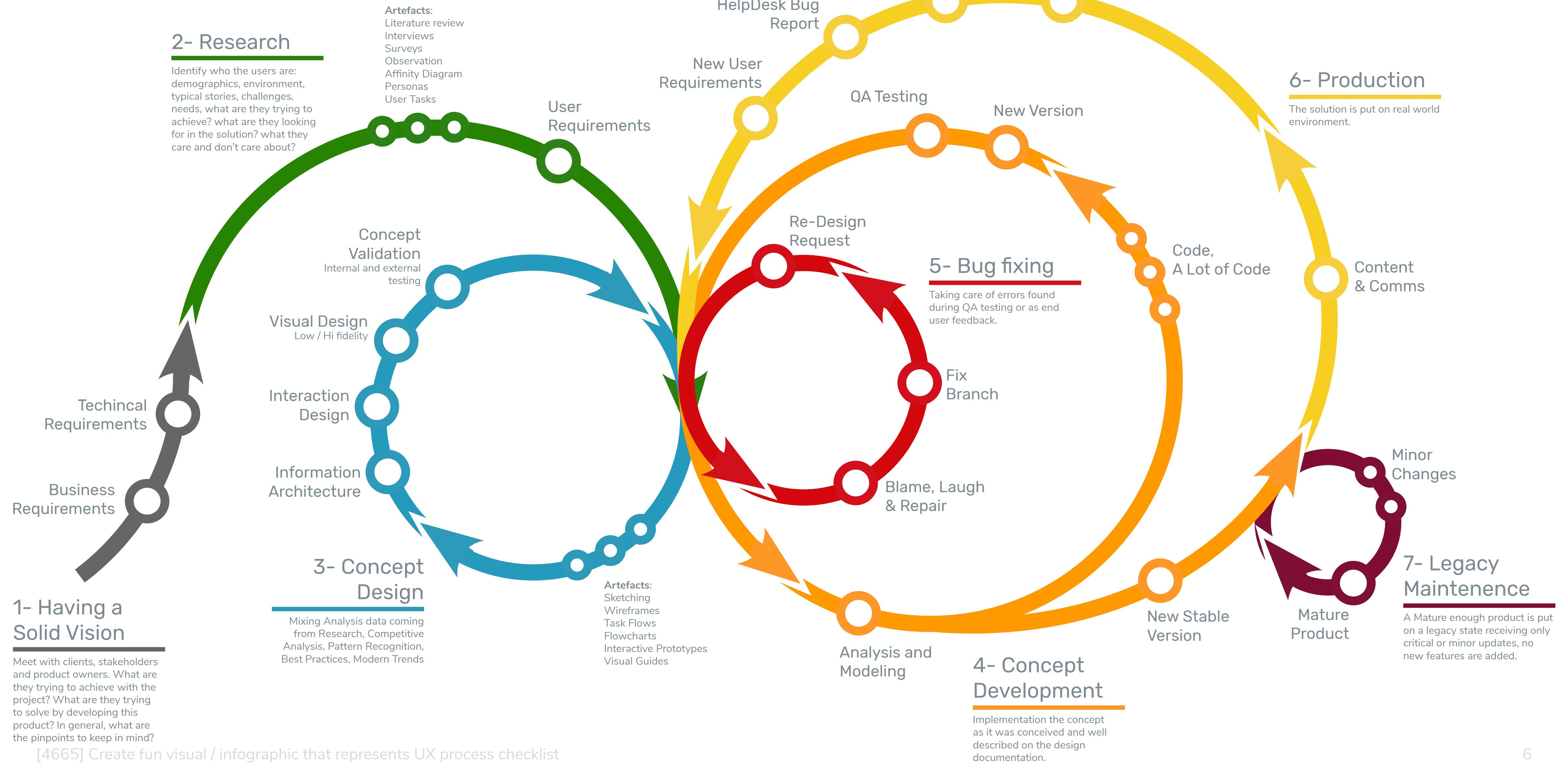


"JUST DO IT."

UNCLASSIFIED / NON CLASSIFIÉ

Context

DE_UXD's Production Process



DE_UXD's Sprint



Current Sprint

User Experience Process Checklist

For creating first iteration prototypes (MVP)

Assumptions

- Based on project that would include 3 UI design iterations.
- Product owner will sign off on every key step
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- User research may require us to iterate on previous steps
- Items will overlap. This is a guideline for planning projects, as opposed to a rule or linear process.
- For this checklist, a Minimal Viable Product (MVP) is a coded version of a prototype.
- This checklist will be referenced at kickoff meetings to determine what steps are required and most important for development of a feature or a product. During the kickoff meetings, required methodologies and deliverables will be discussed.

Examining

Define problem statement for application / feature (5 points)

- Lead: Product Owner
- Contributors: Management, Project Team
- Approval: Product Owner
- Artifacts: Project Scope Document

Competitive analysis or literature review including exploring open source options (8 points)

- Lead: Research, Development
- Contributors: Project Team
- Artifacts: Competitive analysis report OR Evaluation of possible open-source solution

Define business requirements, technical requirements, dependencies and project scope (24 points)

- Lead: Product Owner
- Contributors: Project Team
- Artifacts: Business Requirements, Technical Requirements, How it will fit into the ecosystem of the OADW

Develop project plan (20 points)

- Lead: Research
- Artifacts: Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks

Conduct initial user research (20 points)

- Lead: Research
- Activities: user interviews, journey mapping sessions, online surveys

Analysis and report on user research (40 points)

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Drafting

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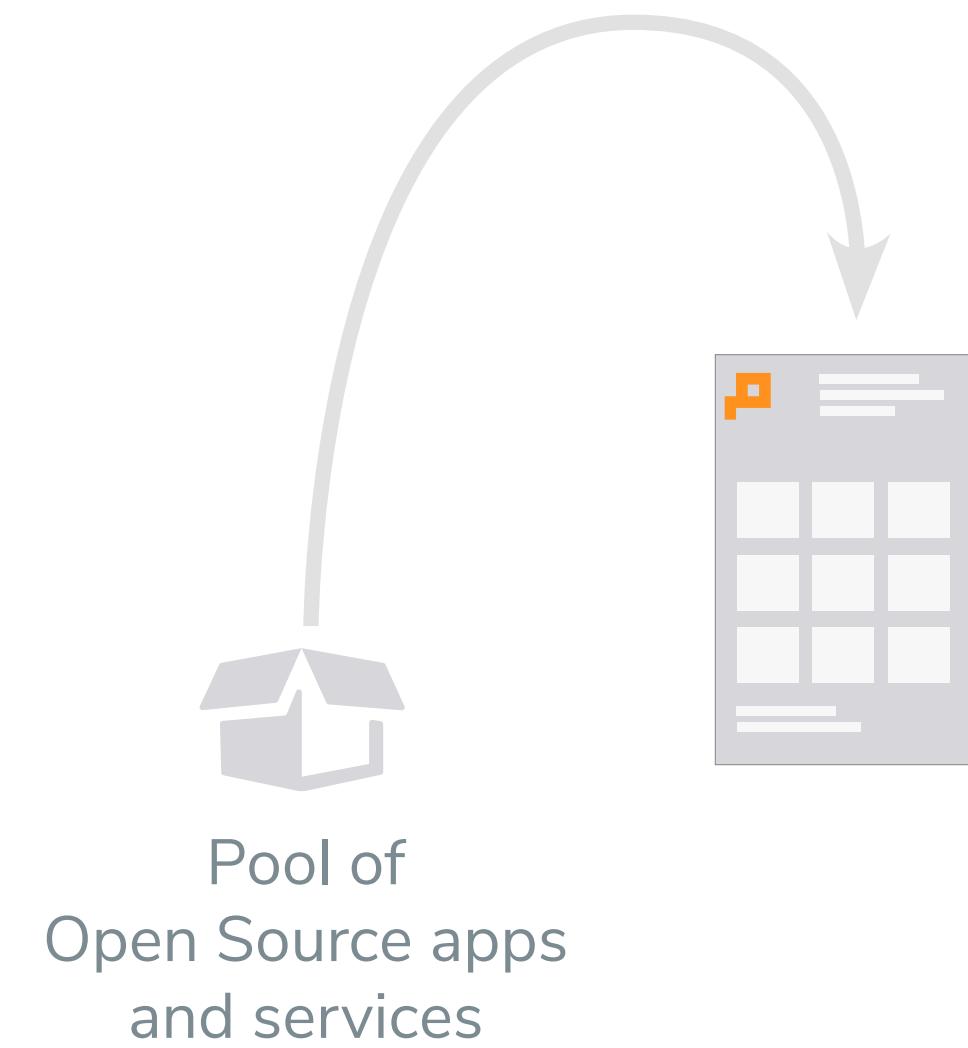
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Before going any further...
Why is this relevant **now**?

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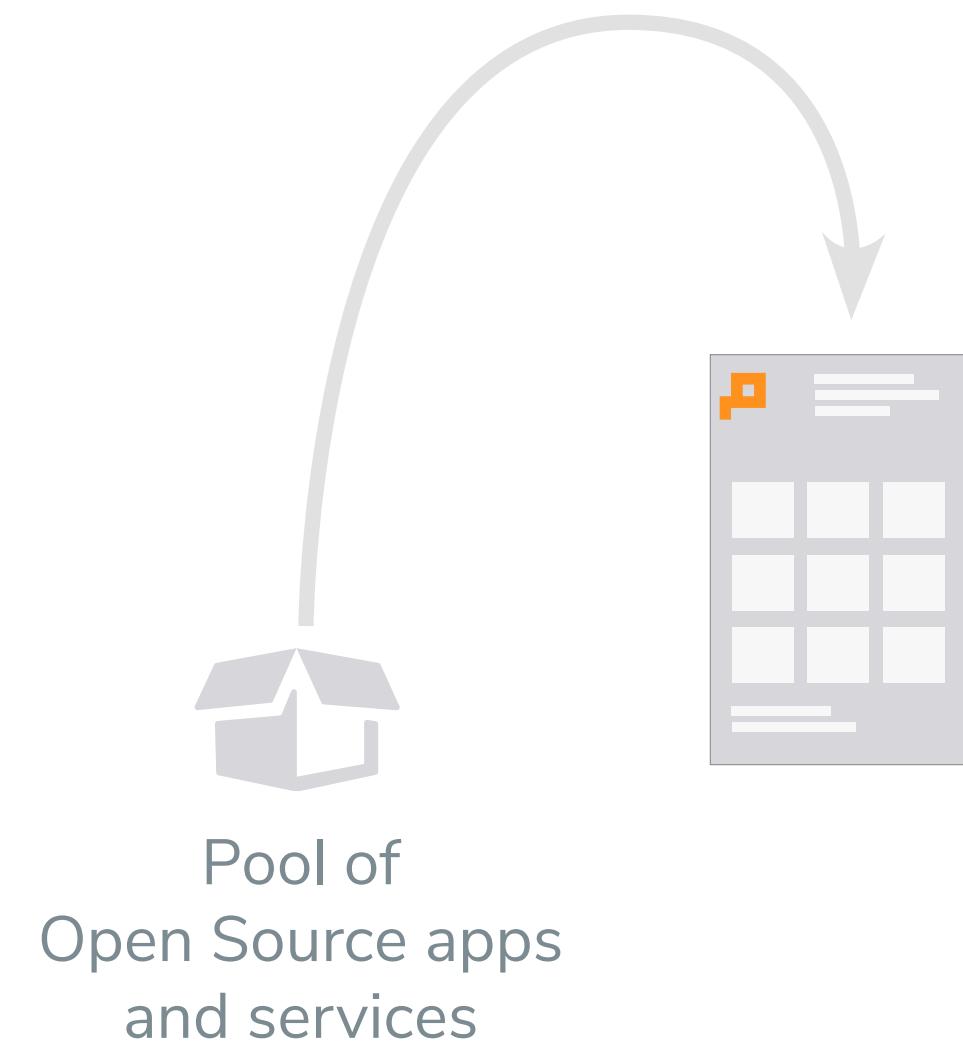
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Why is this task about a *deck of cards*?

DE_UXD's User Experience Process Checklist

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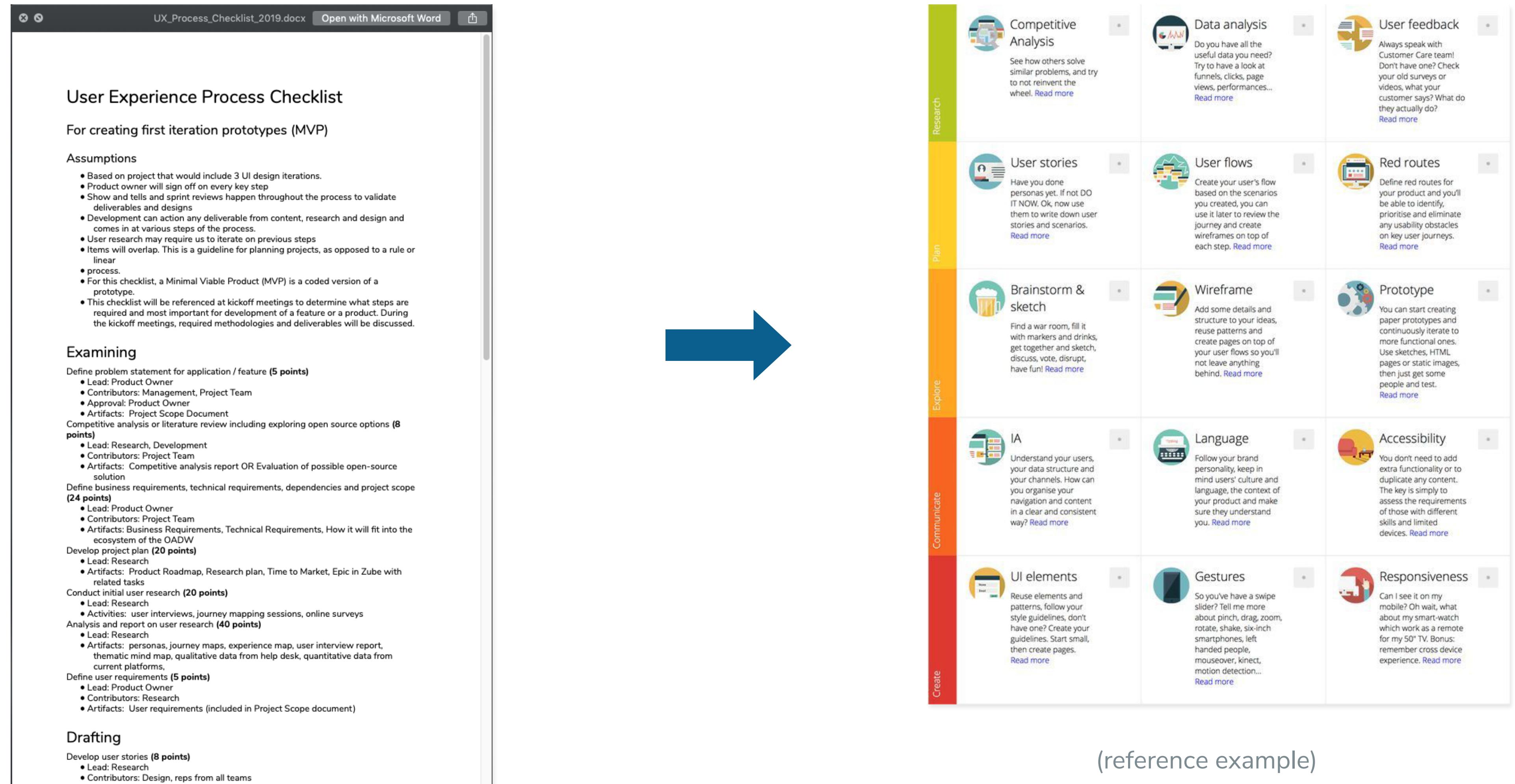
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represented as an infographic poster

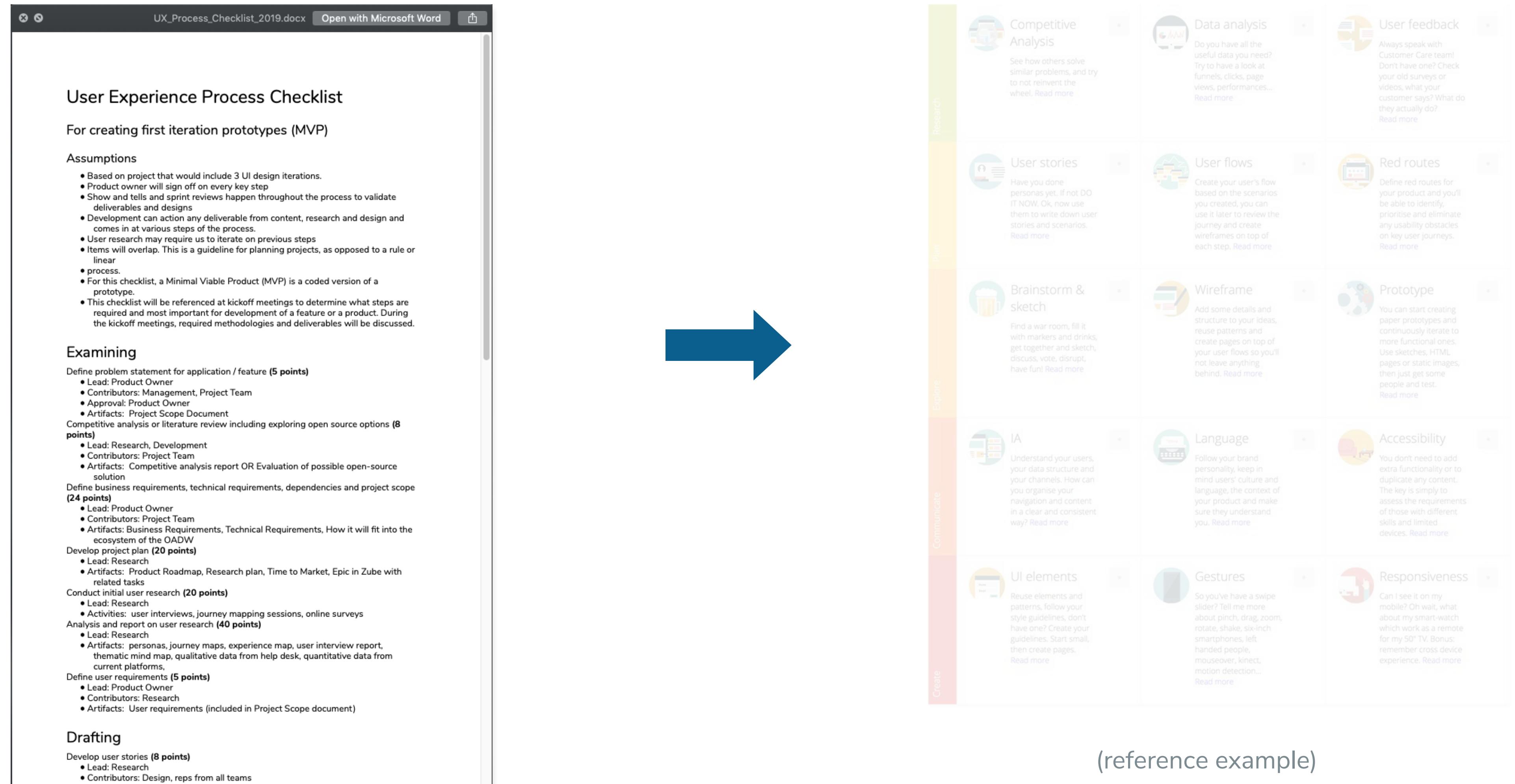


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But even better...

DE_UXD's User Experience Process Checklist

represented as an infographic poster



(reference example)

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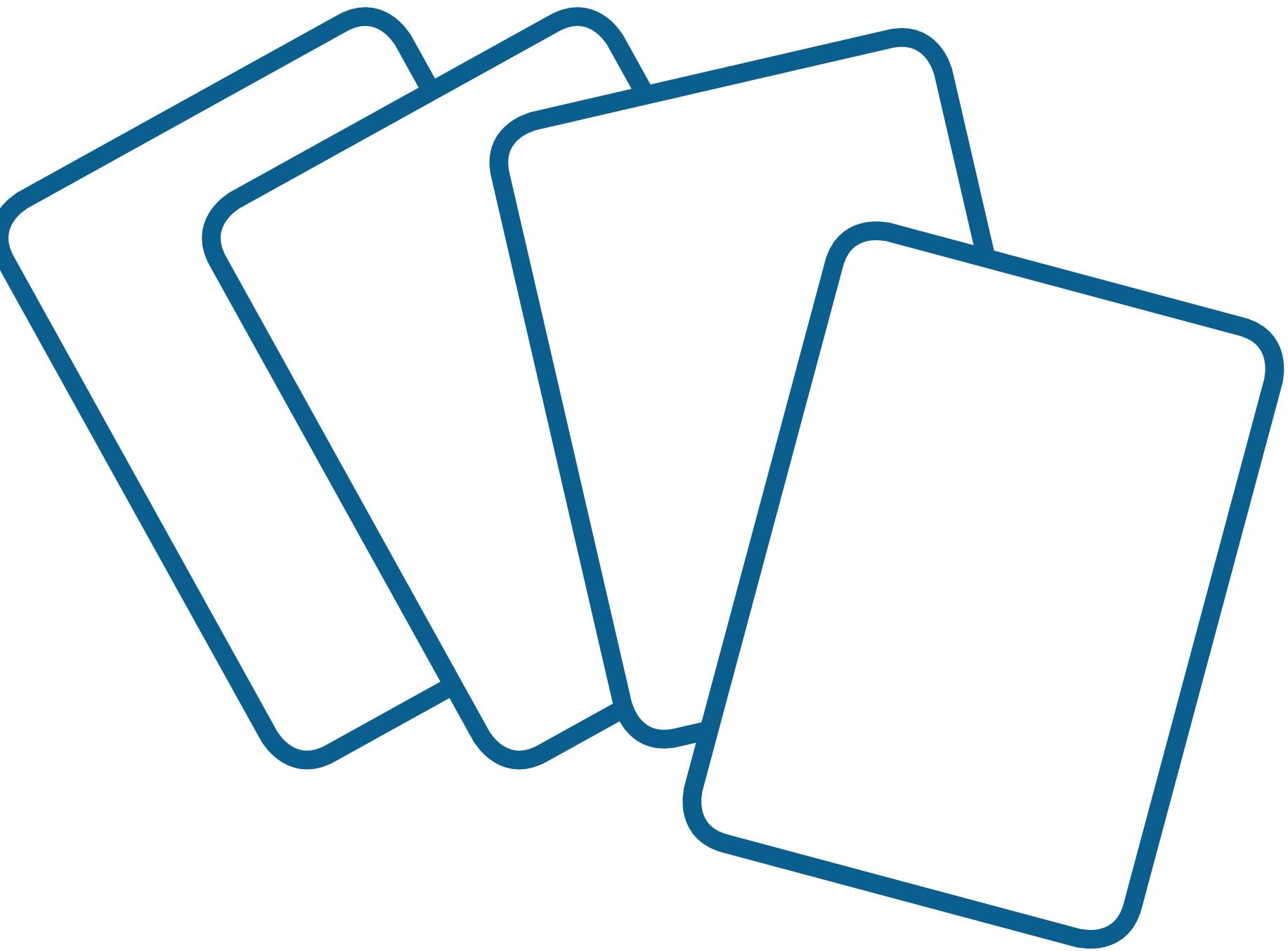
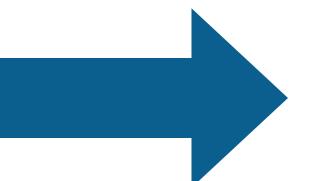
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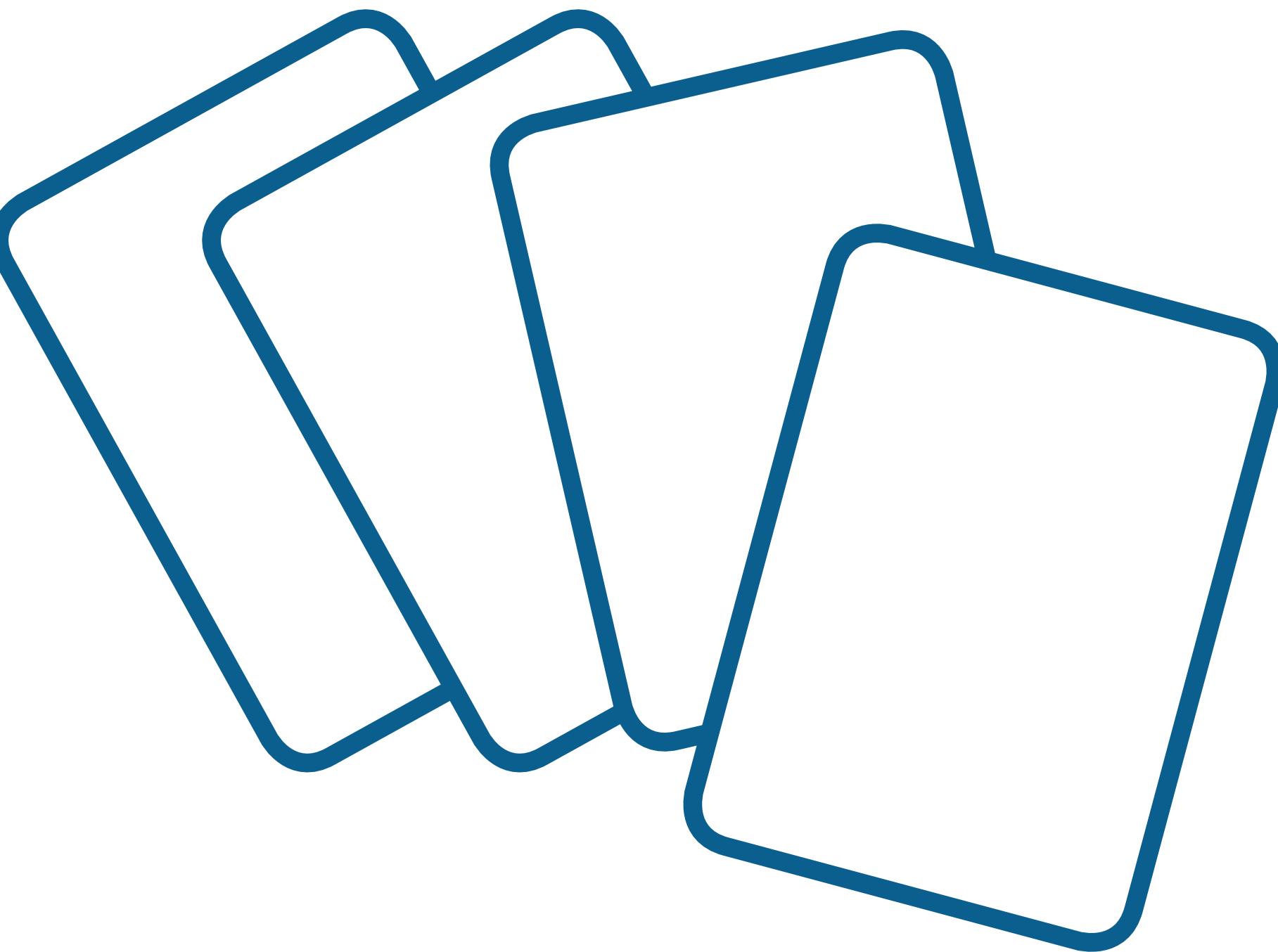
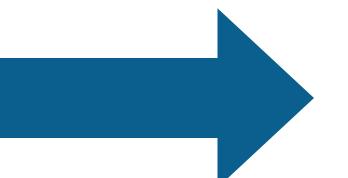
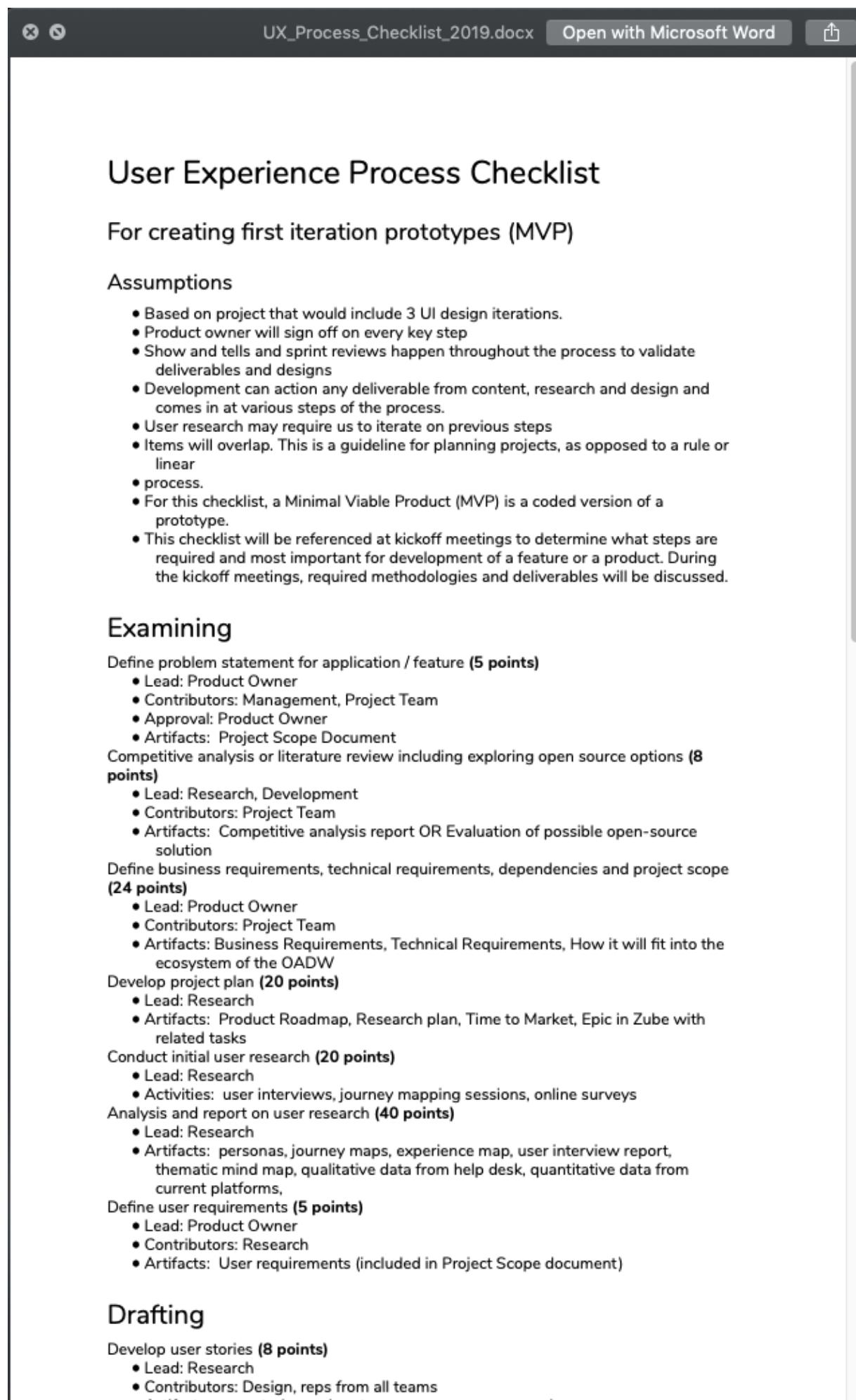
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DE_UXD's User Experience Process Checklist

represented as an infographic poster represented as a deck of cards



Why?

Because this will give a more organic feeling when peaking and choosing steps from the list to describe a new project or feature road-map.

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How?

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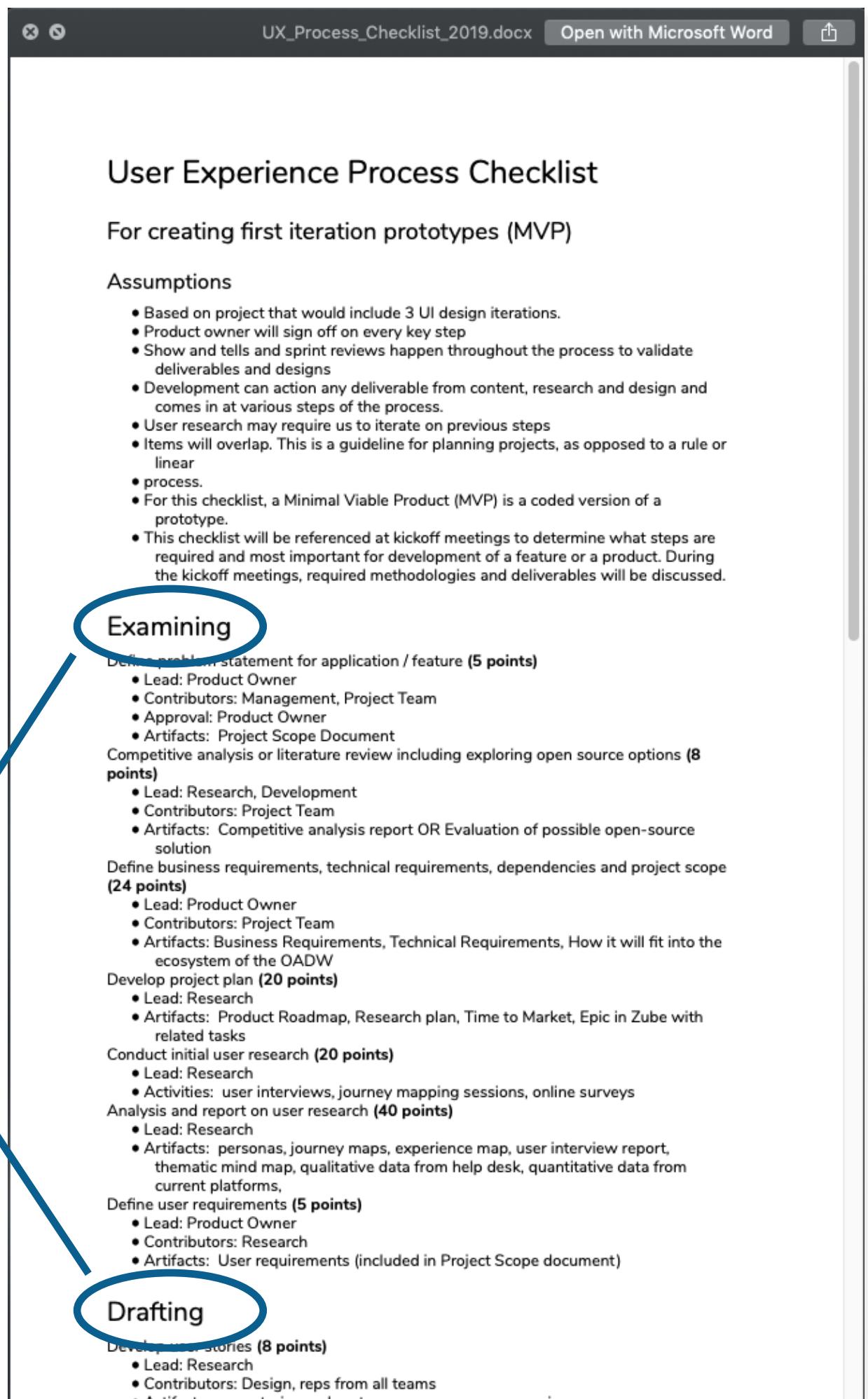
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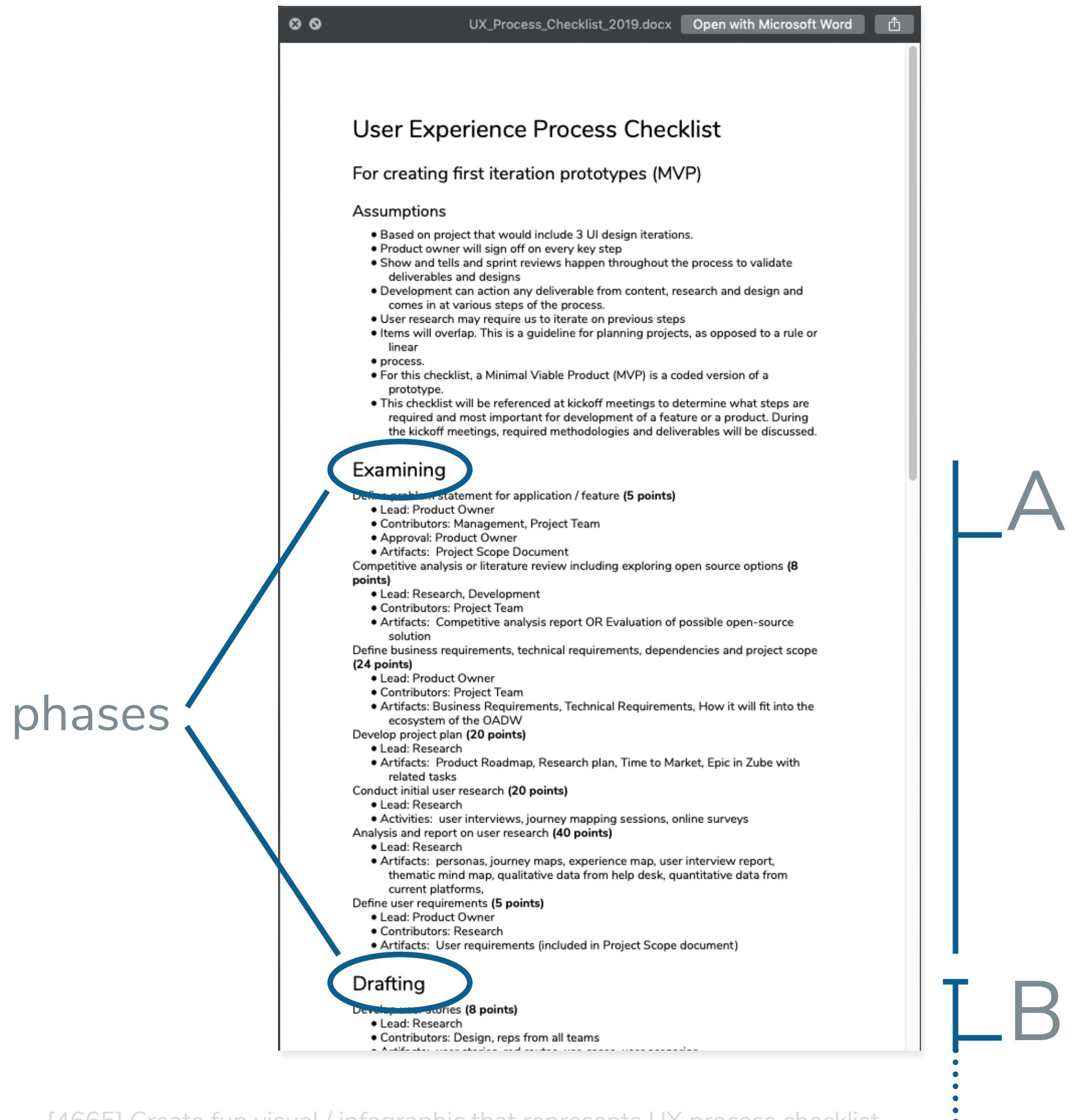
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phases



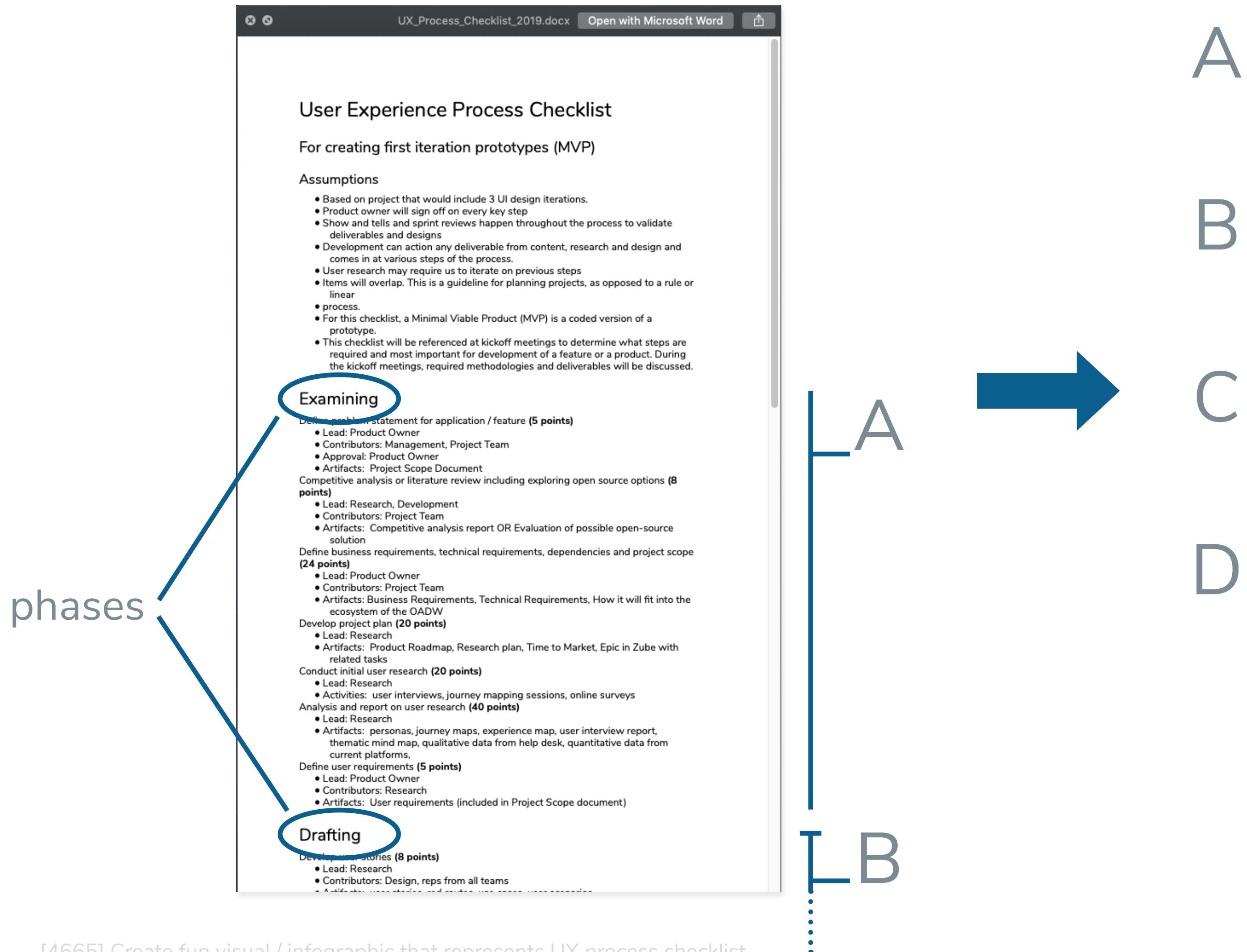
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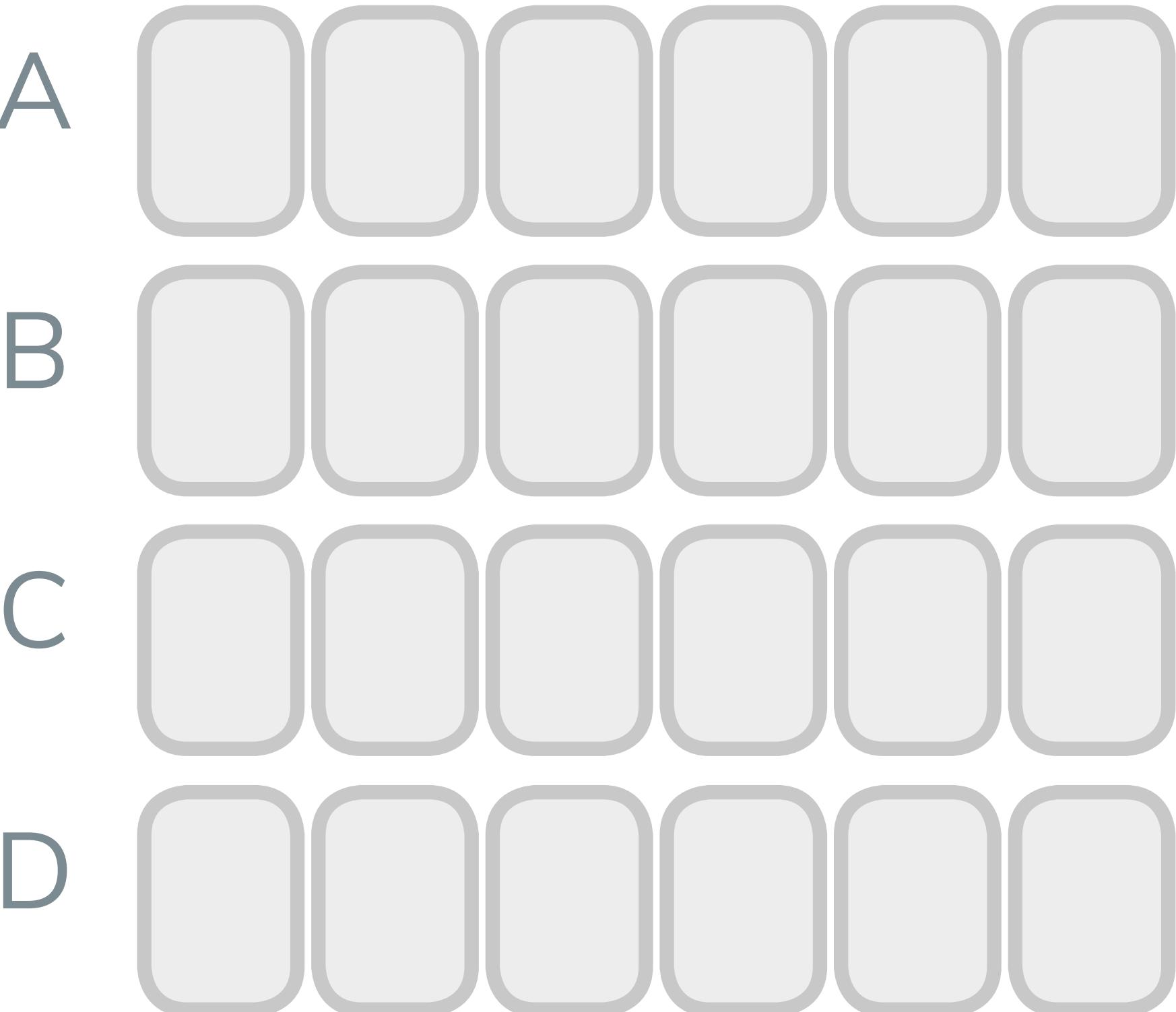
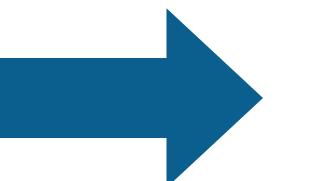
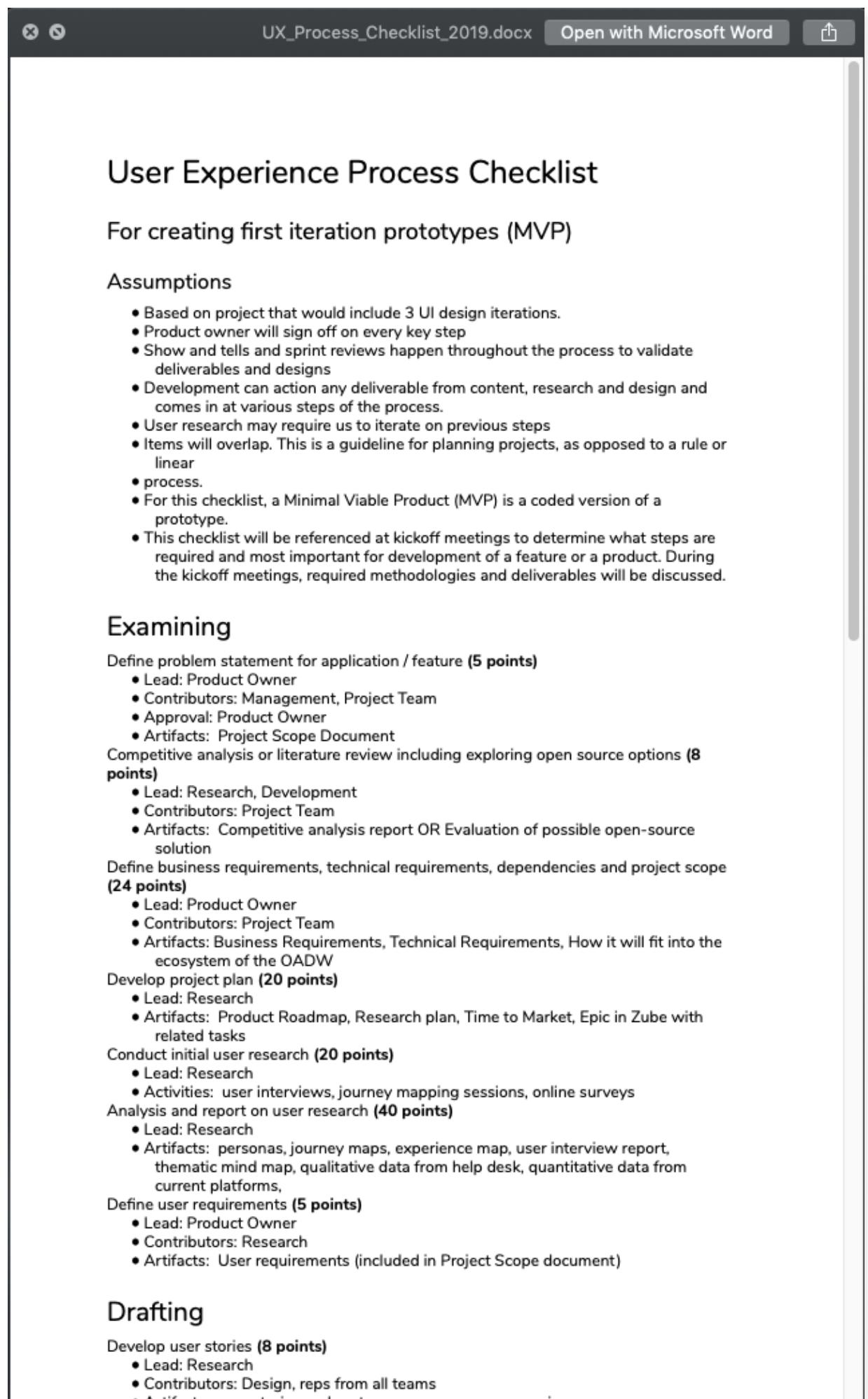
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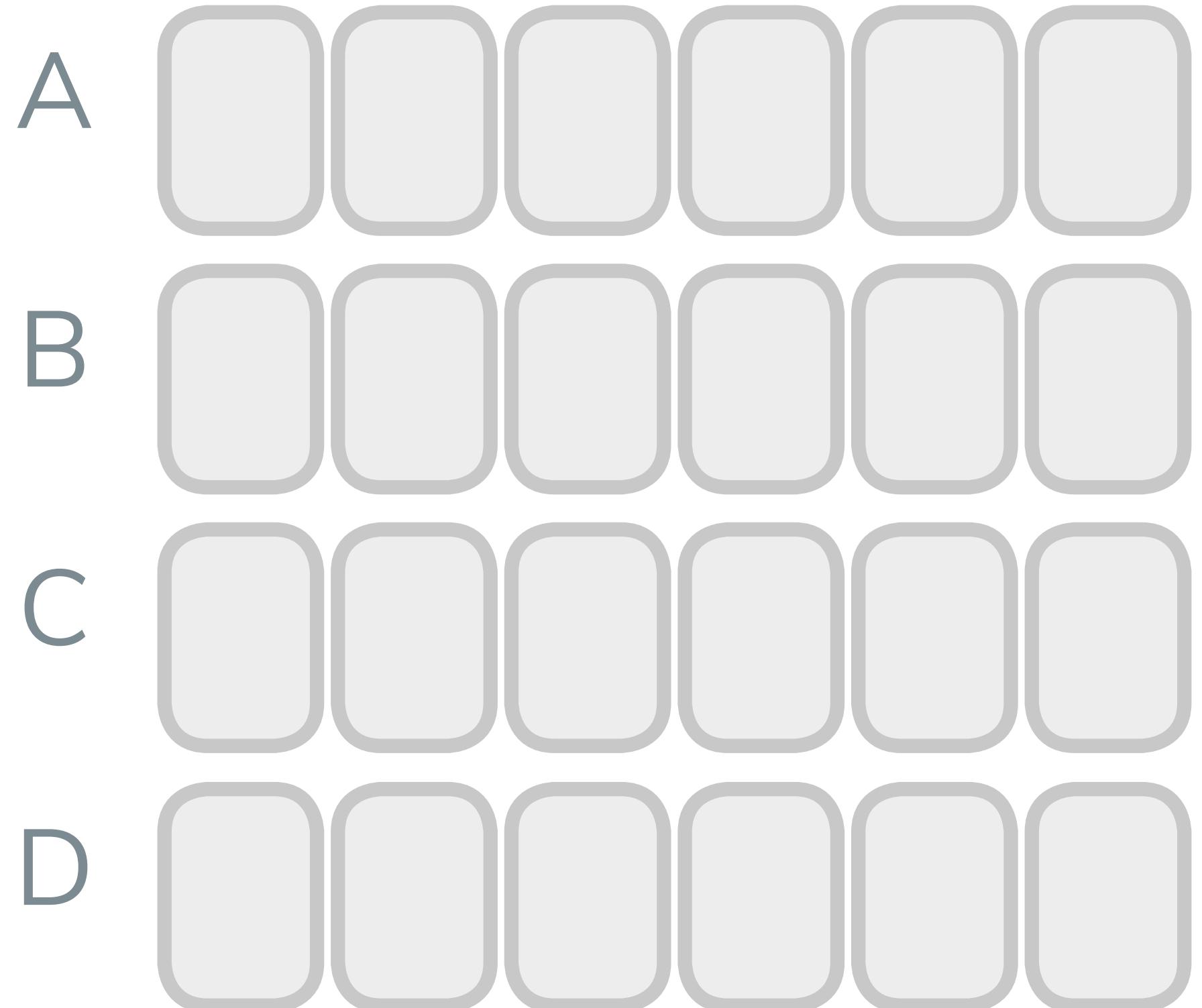
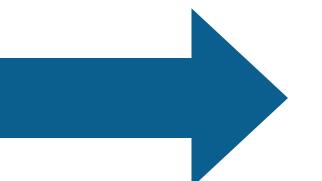
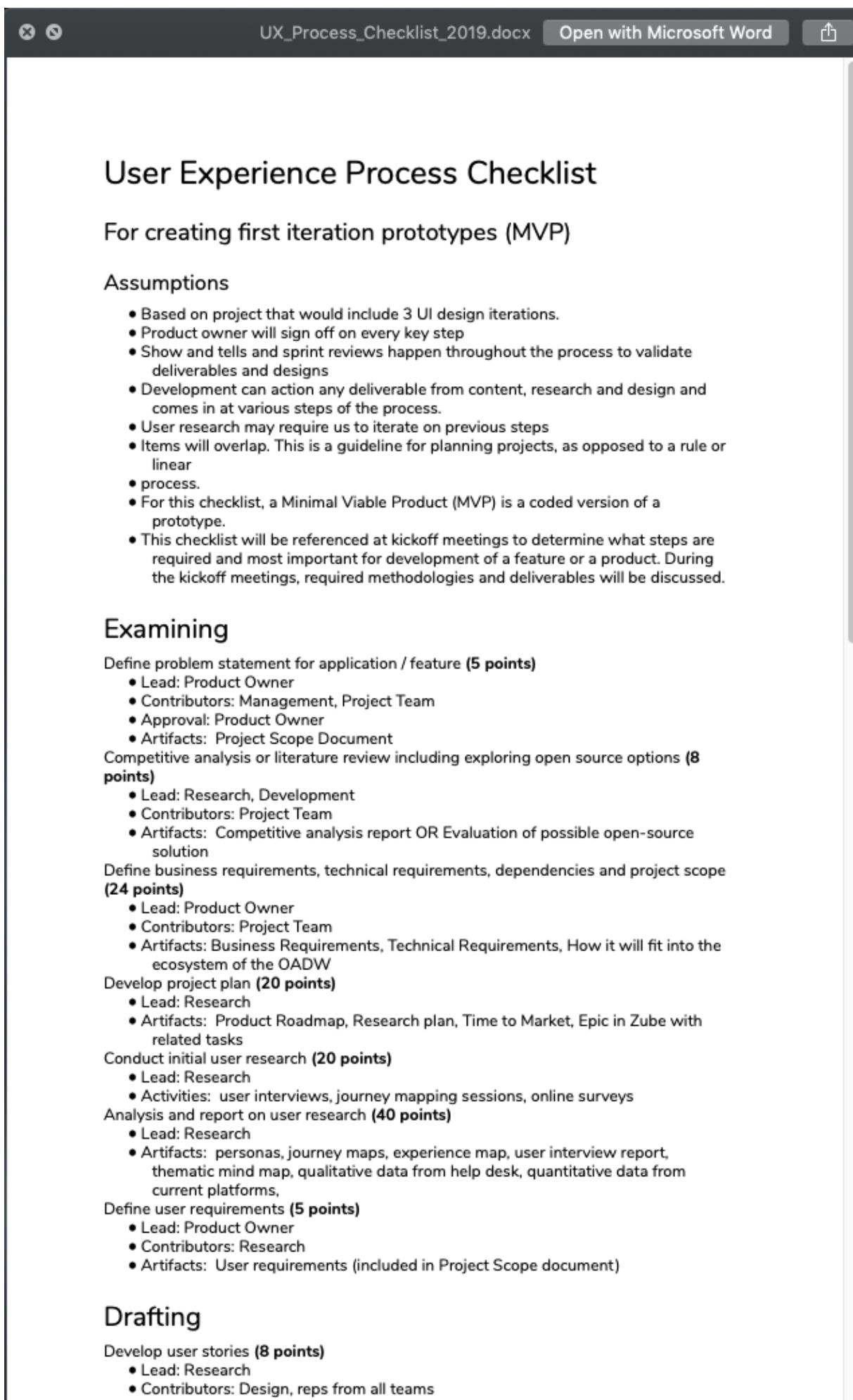
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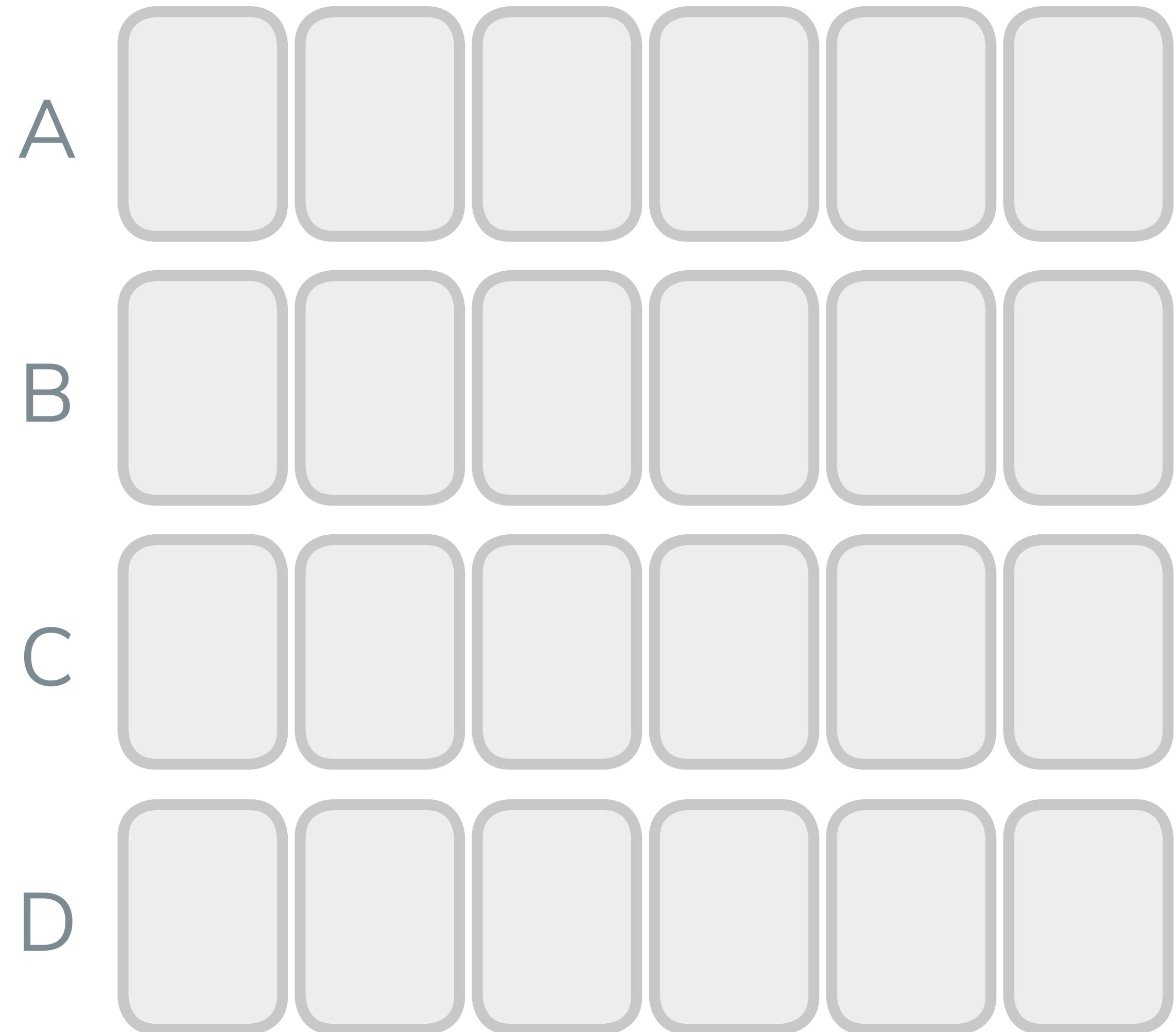
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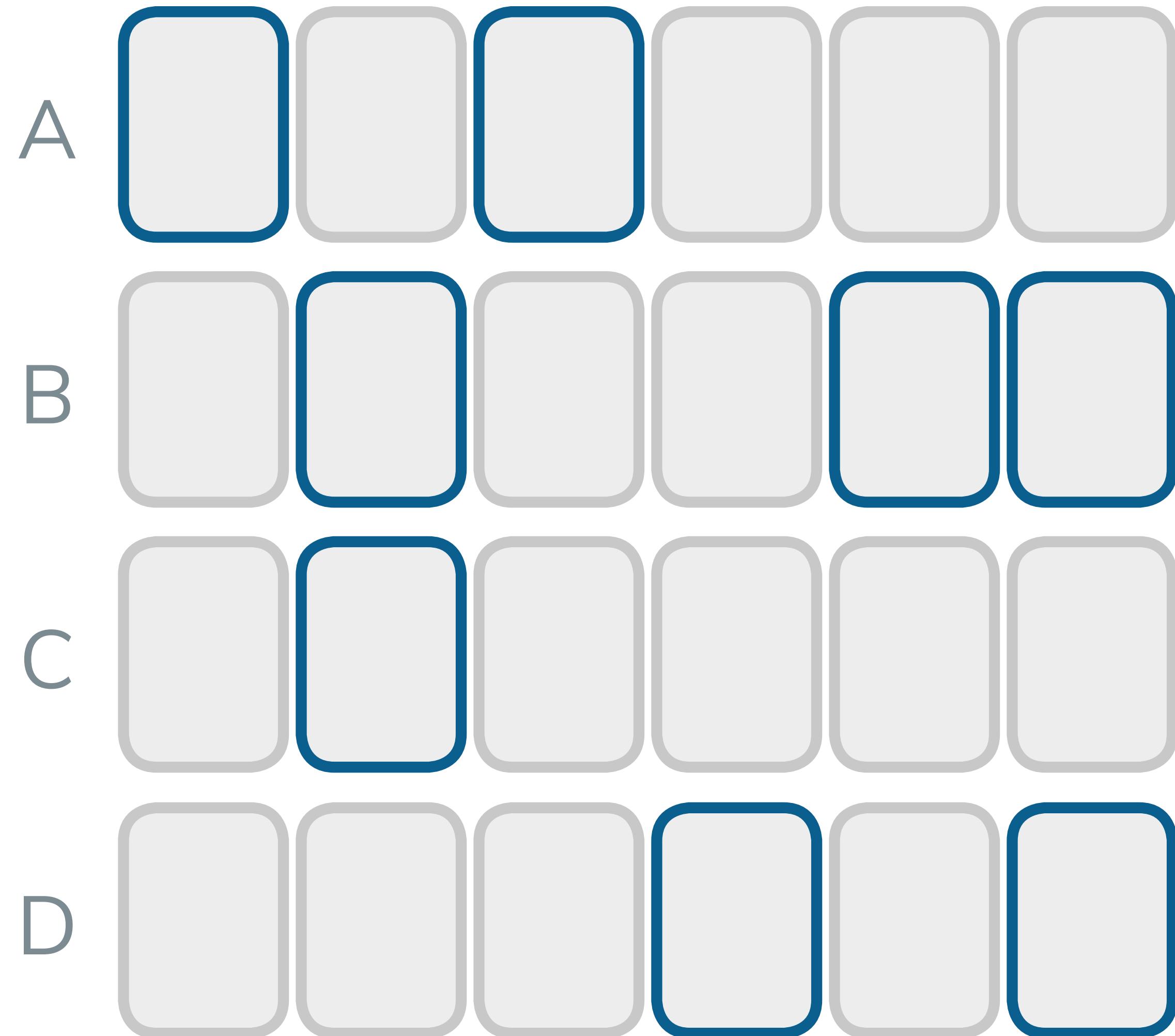


Each phase will become a "family" or group conformed by several steps. Each step has its own card with a concrete objective, a list of deliverables and a list of people from different disciplines involved along with an associated level of effort.

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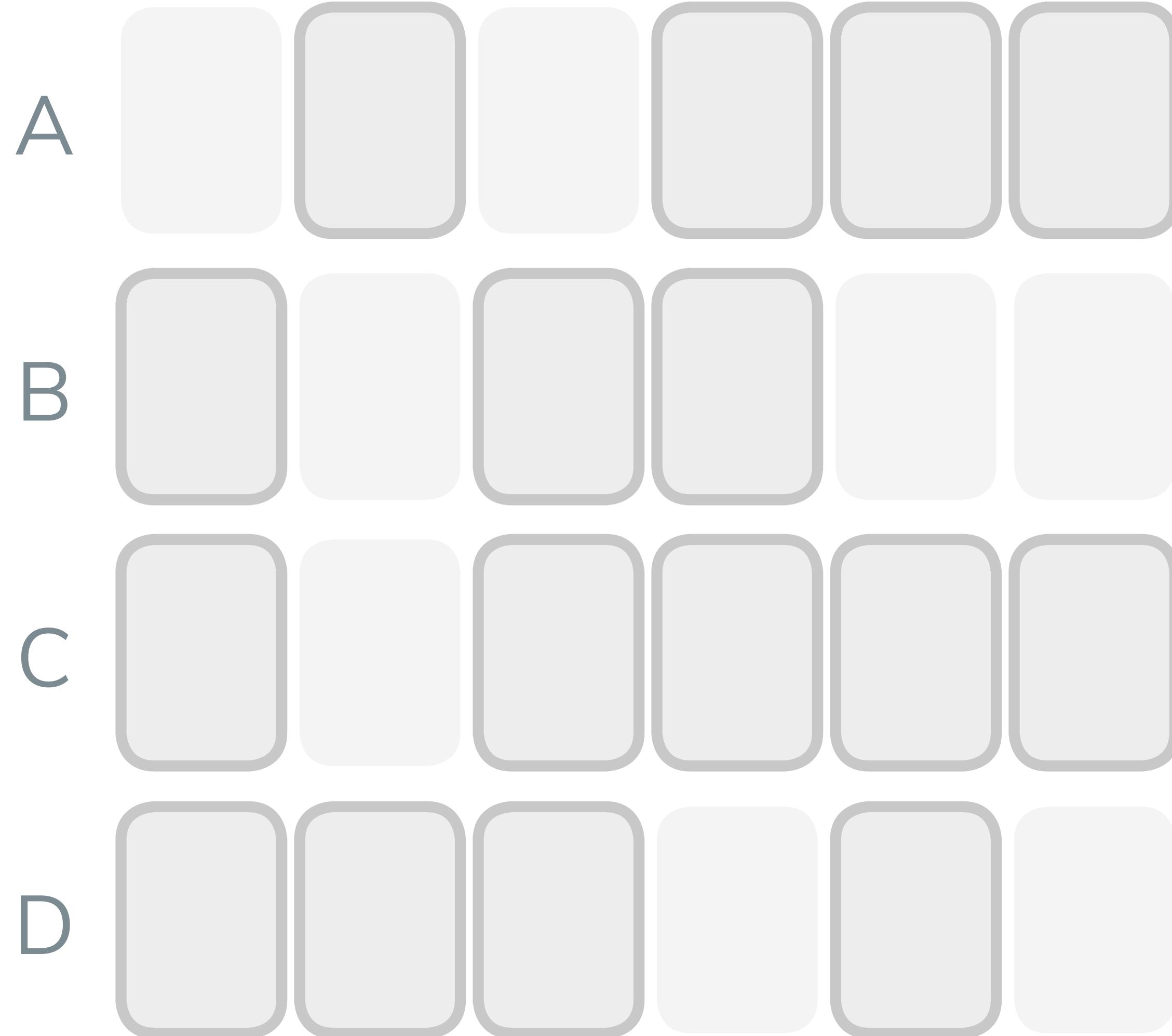
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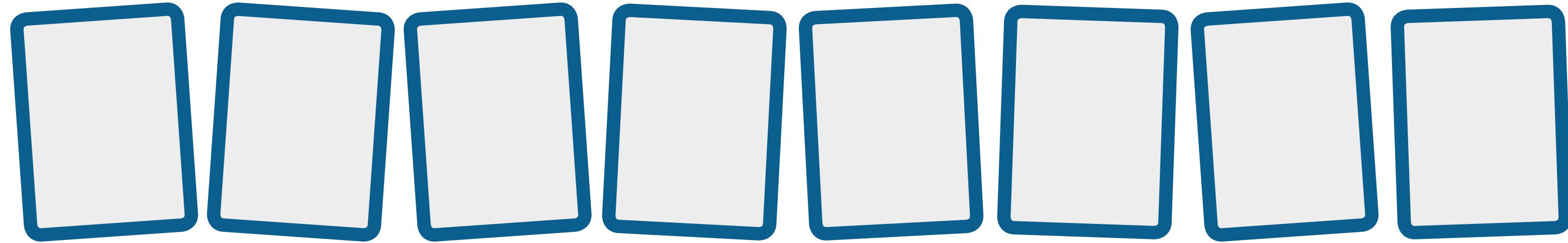


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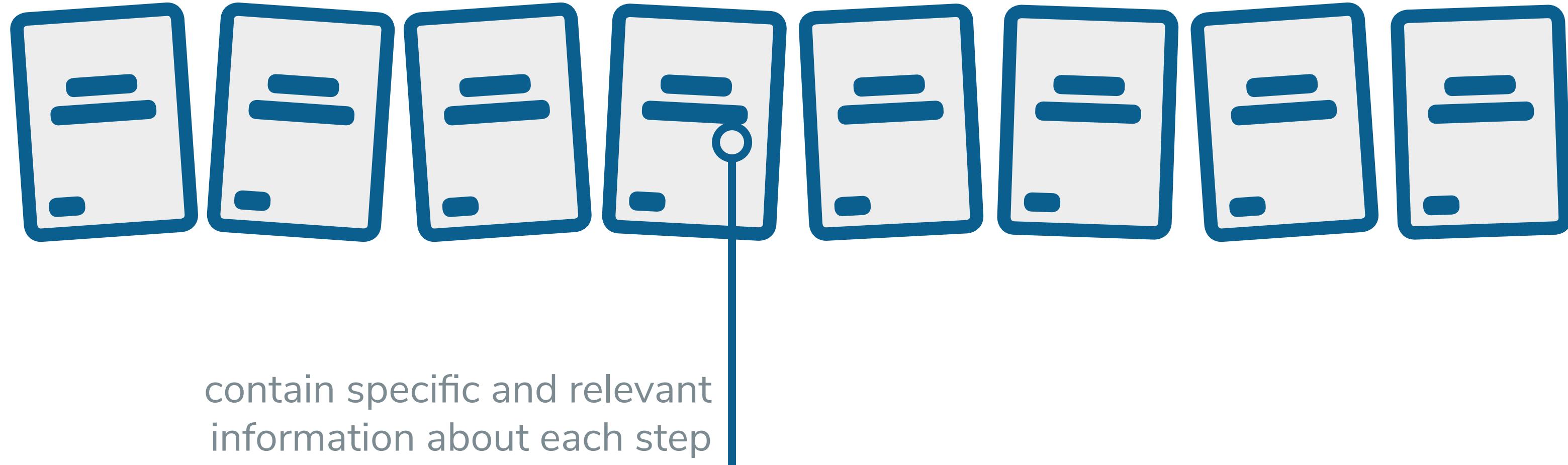


Remember: not all projects or features will follow the exact same sequence of steps!

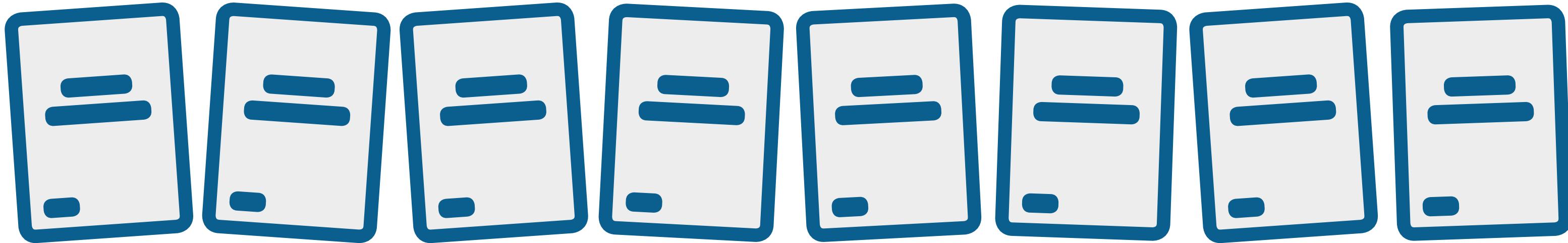
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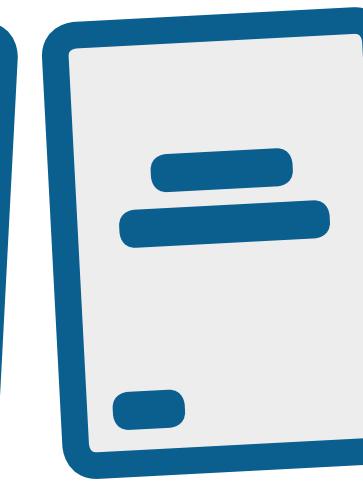


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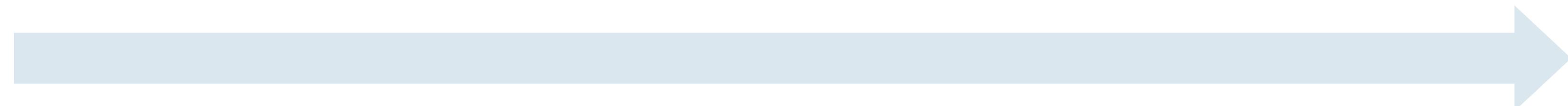
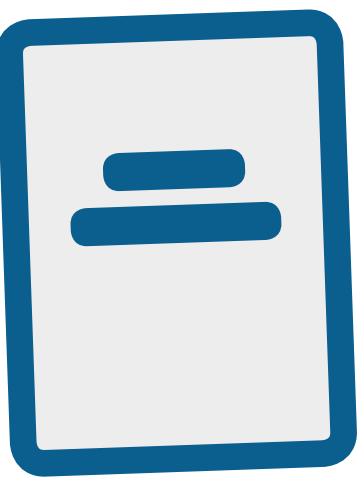
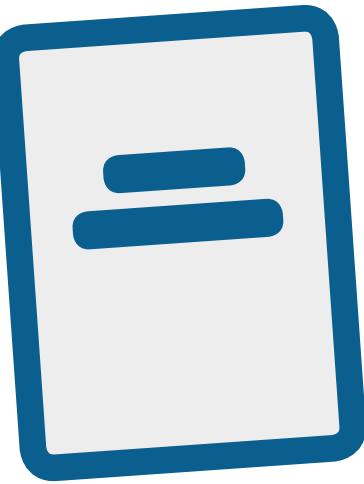
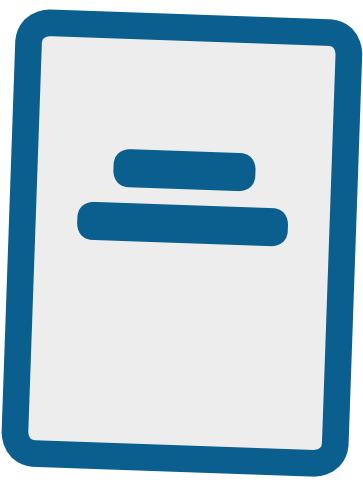
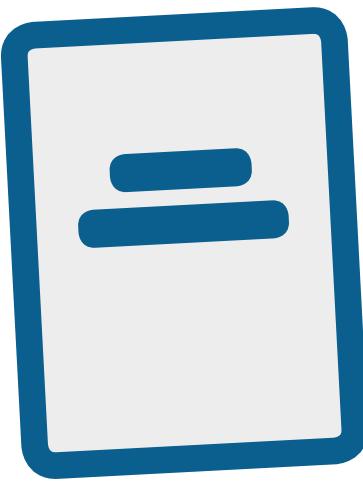
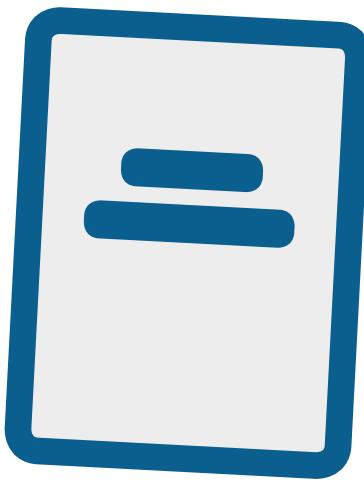
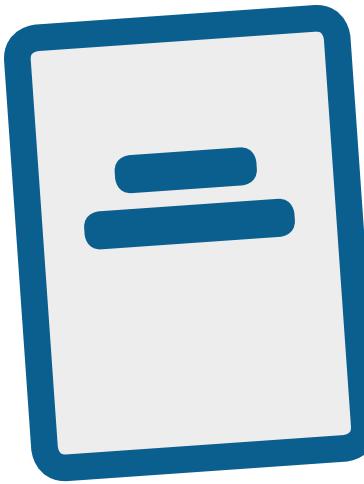
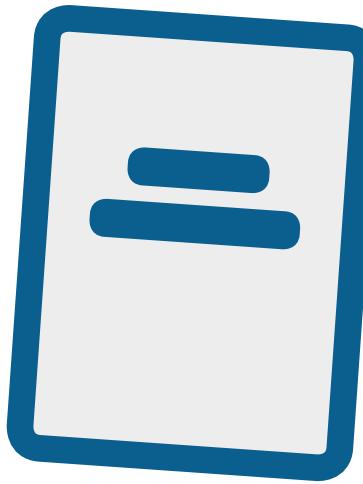
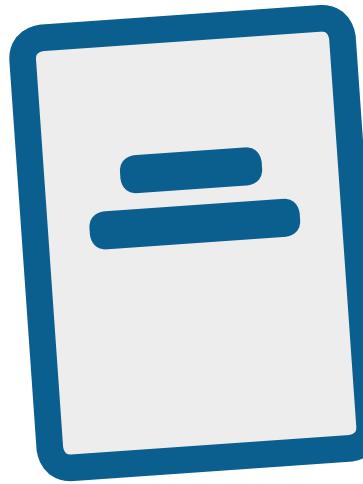
Avoid missing any
important step

The custom set of steps for a given project or feature will...

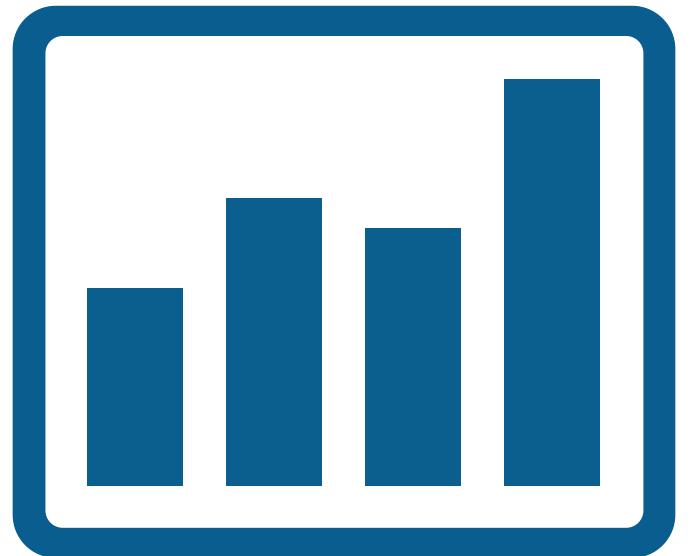


Avoid missing any important
step (and the right sequence)

The custom set of steps for a given project or feature will...



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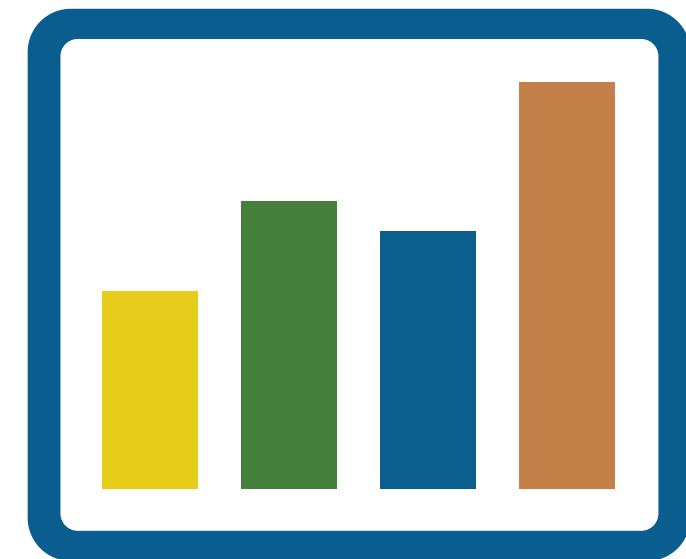


Estimate levels of effort and implication

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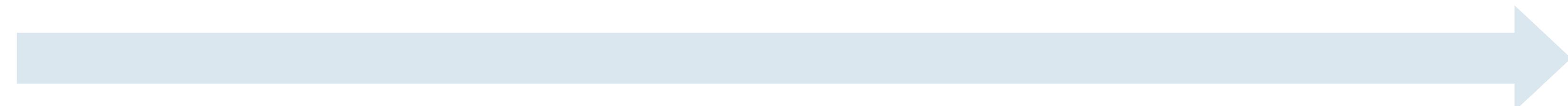
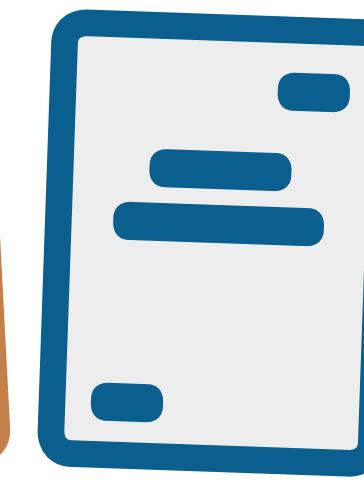


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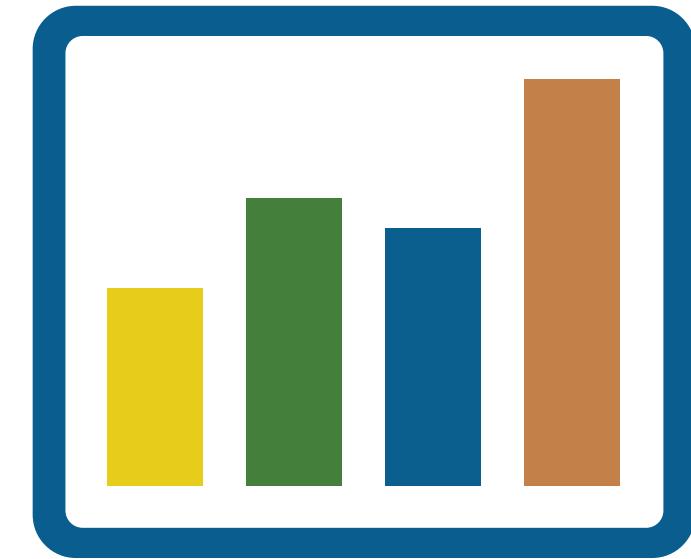


Estimate levels of effort and implication **by discipline**

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Estimate levels of effort and implication by discipline

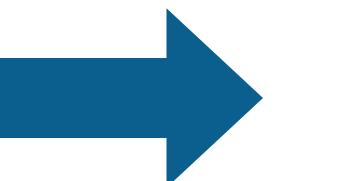
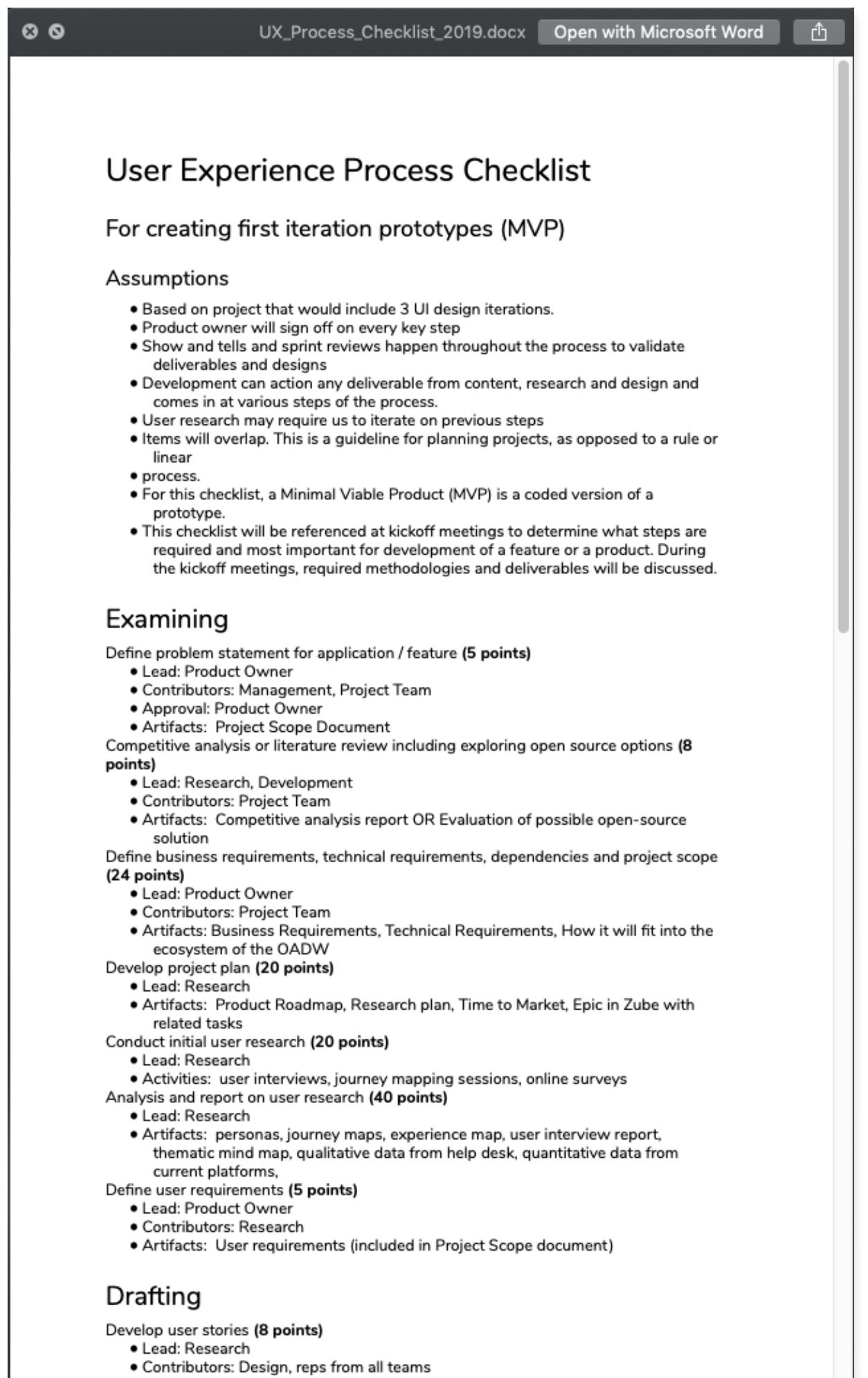


Create more accurate road-maps predictions

What has been done so far?

DE_UXD's User Experience Process Checklist

represented as a deck of cards (previous work done)



DE_UXD's User Experience Process Checklist

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User Experience Process Checklist

For creating first iteration prototypes (MVP)

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Examining

Define problem statement for application / feature (5 points)

- Lead: Product Owner
- Contributors: Management, Project Team
- Approval: Product Owner
- Artifacts: Project Scope Document

Competitive analysis or literature review including exploring open source options (8 points)

- Lead: Research, Development
- Contributors: Project Team
- Artifacts: Competitive analysis report OR Evaluation of possible open-source solution

Define business requirements, technical requirements, dependencies and project scope (24 points)

- Lead: Product Owner
- Contributors: Project Team
- Artifacts: Business Requirements, Technical Requirements, How it will fit into the ecosystem of the OADW

Develop project plan (20 points)

- Lead: Research
- Artifacts: Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks

Conduct initial user research (20 points)

- Lead: Research
- Activities: user interviews, journey mapping sessions, online surveys

Analysis and report on user research (40 points)

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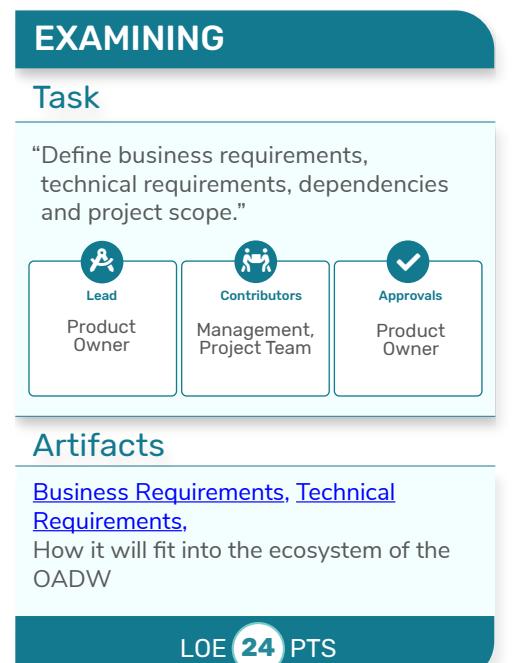
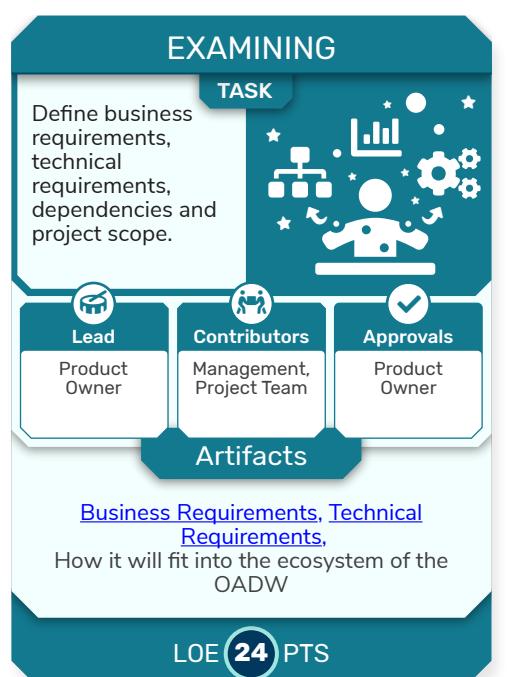
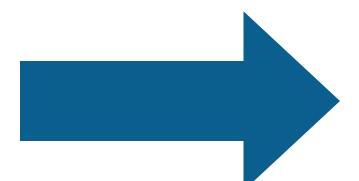
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Drafting

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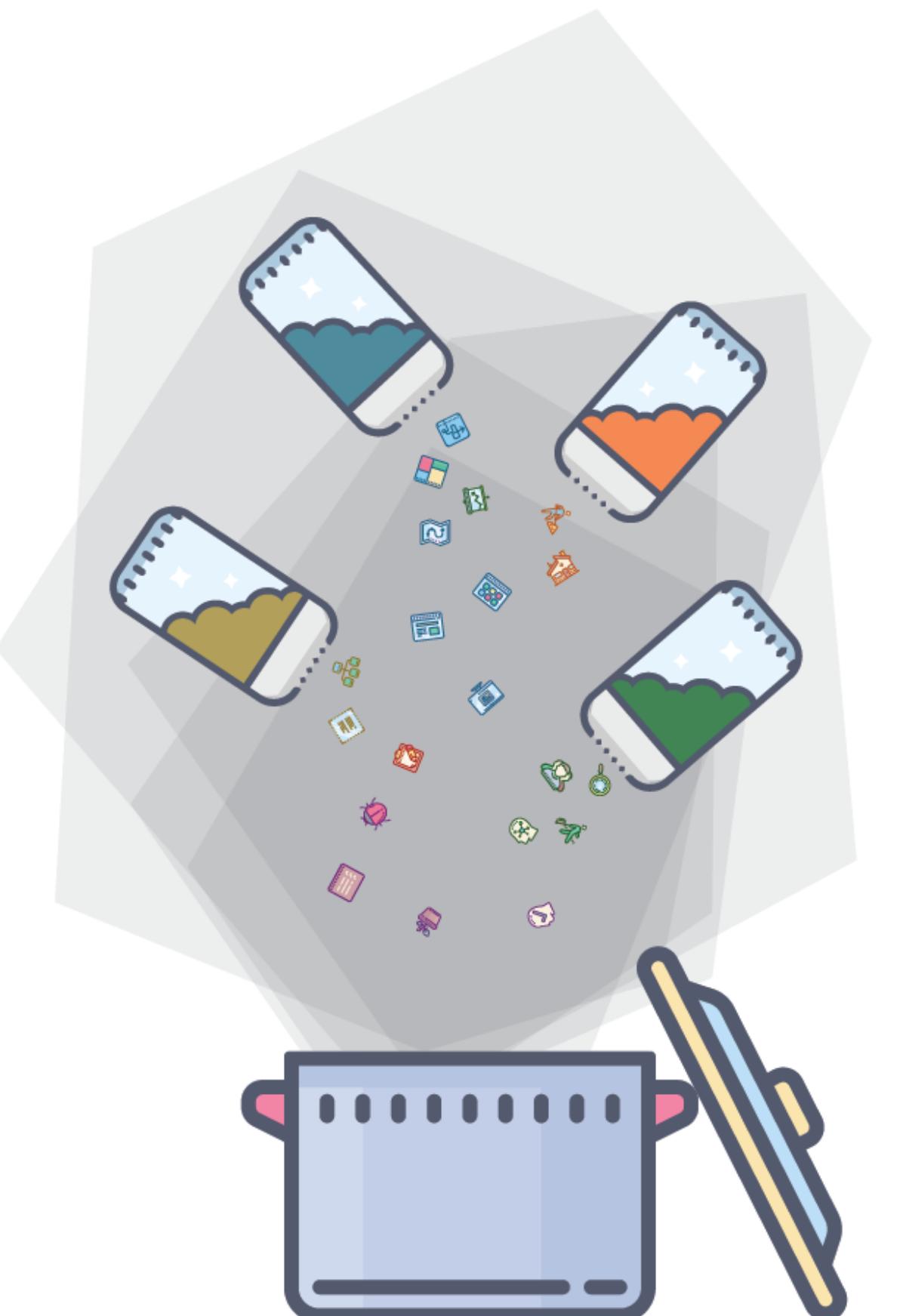
UNCLASSIFIED / NON CLASSIFIÉ

Current state: The Concept











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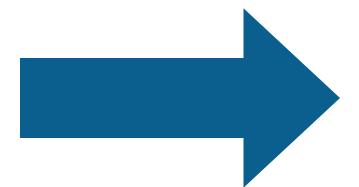
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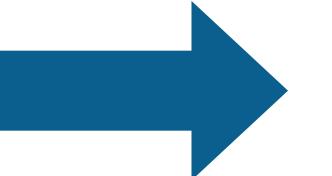
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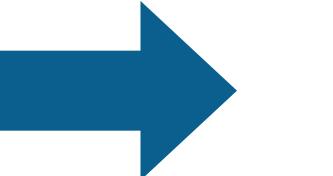
Step information:

- Phase and Index
- Title
- Description
- Lead and Collaborators
- Points of effort
- Artifacts to be produced
- + Graphical unique representation



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	B4	IA Validation	User research on content design and IA	13	Research	Content			Treejack testing, card sort testing
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Blueprinting	C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text
	C2	Wireflows	Create wireflows (optional)	8	Design	Content			Match task flows with low fidelity wireframes
	C3	UI v1	User interface design (v1)	8	Design	Content, Development			low-mid fidelity wireframe (XD, Illustrator)
	C4	UI v2	User interface design with changes based on first iteration. (v2)	13	Design	Content, Development			mid-high fidelity wireframe
	C5	UI Validation	User research on interface design	8	Research	Design			first click test, task-analysis test, A/B test
	C6	UI Recomendations	Analysis on interface design research	8	Research	Design			A/B, first-click or task-analysis report
	C7	UI v3	User interface design with changes based on user research and clickable interactions. (v3)	13	Design	Research			high fidelity wireframe with clickable interactions
Building	D1	Copies	Write and translate copy for first coded prototype	13	Content	Design, Development			Word document with translated copy, provided to front-end developers
	D2	Dummy	Add dummy content to developed prototype	8	Development	Content, Design			dummy content to populate alpha version of app
	D3	MVP	Provide MVP deliverable (coded prototype)	?	Development				MVP (coded prototype)
Validating	E1	QA	Quality assurance	8	QA Specialist	Development, Content			QA report
	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first-click test, usability test
	E3	Recommendations	Analyze usability testing	20	Research	Design, Development			research report(s) with summary of findings and recommendations
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement



User Experience Process Checklist

	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts
Examining	A1	Problem	Define problem statement for application /	5	Product Owner	Management,			Project Scope Document
	Points	Lead							Contributor
	A4	Project Plan	Develop project plan	20	Research				Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks
	A5	User Research	Conduct initial user research	20	Research				user interviews, journey mapping sessions
	8		Design						Content, Development
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	C5	UI Validation	User research on interface design	8	Research	Design			first click test, task-analysis test, A/B test
	C6	UI Recomendations	Analysis on interface design research	8	Research	Design			A/B, first-click or task-analysis report
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User Experience Process Checklist

User Experience Process Checklist

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	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement

User Experience Process Checklist

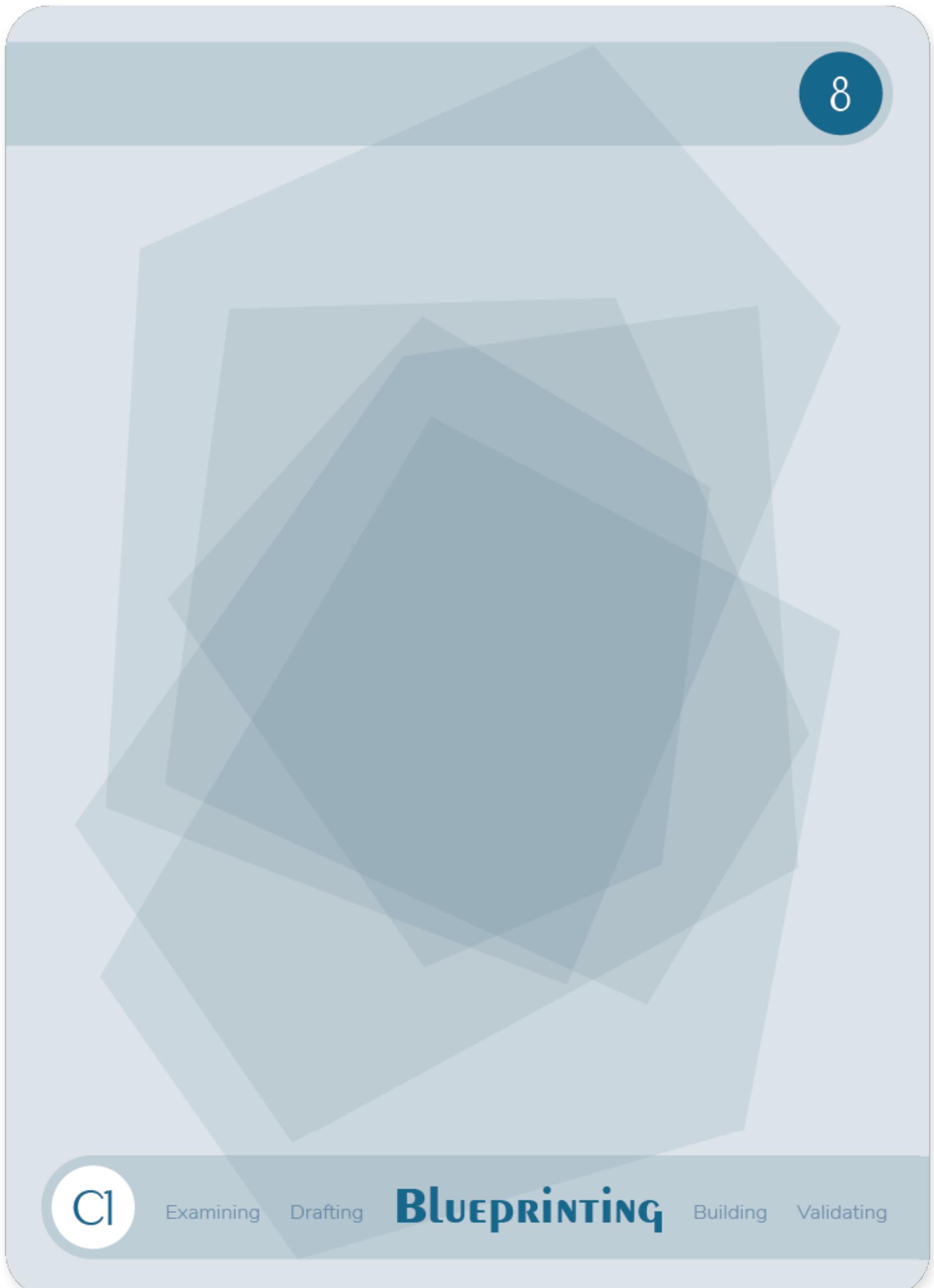
	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts	
Examining	A1	Problem	Define problem statement for application /	5	Product Owner	Management,			Project Scope Document	C
	A4	Project Plan	Develop project plan	20	Research				Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks	C
	A5	User Research	Conduct initial user research	20	Research				User interviews, journey mapping sessions	C
	B5	IA Recomendations	Analysis on IA research	8	Research	Content			research report with summary of findings and recommendations	C
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	C4	UI v2	User interface design with changes based on first iteration. (v2)	13	Design	Content, Development			mid-high fidelity wireframe	C
	C5	UI Validation	User research on interface design	8	Research	Design			first click test, task-analysis test, A/B test	C
	C6	UI Recomendations	Analysis on interface design research	8	Research	Design			A/B, first-click or task-analysis report	C
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	D3	MVP	Provide MVP deliverable (coded prototype)	?	Development				MVP (coded prototype)	C
Validating	E1	QA	Quality assurance	8	QA Specialist	Development, Content			QA report	C
	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first-click test, usability test	C
	E3	Recomendations	Analyze usability testing	20	Research	Design, Development			research report(s) with summary of findings and recommendations	C
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement	C

User Experience Process Checklist

	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts
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User Experience Process Checklist

Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts									
Examining	A1 Problem	Define problem statement for application /	5	Product Owner	Management,			Project Scope Document									
A4	Project Plan	Develop project plan	20	Research				Product Roadmap, Research plan, Time to Market, Epic in Jira with related tasks									
A5	User Research	Conduct initial user research	20	Research				User interviews, Journey mapping sessions									
Blueprinting			Index	Short Title													
Blueprinting			C1	Low-Fi													
<table border="1"> <tr> <td>B5</td> <td>IA Recommendations</td> <td>Analysis on IA research</td> <td>8</td> <td>Research</td> <td>Content</td> <td></td> <td></td> <td>research report with summary of findings and recommendations</td> </tr> </table>									B5	IA Recommendations	Analysis on IA research	8	Research	Content			research report with summary of findings and recommendations
B5	IA Recommendations	Analysis on IA research	8	Research	Content			research report with summary of findings and recommendations									
Blueprinting	C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text								
	C2	Wireflows	Create wireflows (optional)	8	Design	Content			Match task flows with low fidelity wireframes								
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Validating	E1	QA	Quality assurance	8	QA Specialist	Development, Content			QA report								
	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first-click test, usability test								
	E3	Recommendations	Analyze usability testing	20	Research	Design, Development			research report(s) with summary of findings and recommendations								
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			New problem statement								



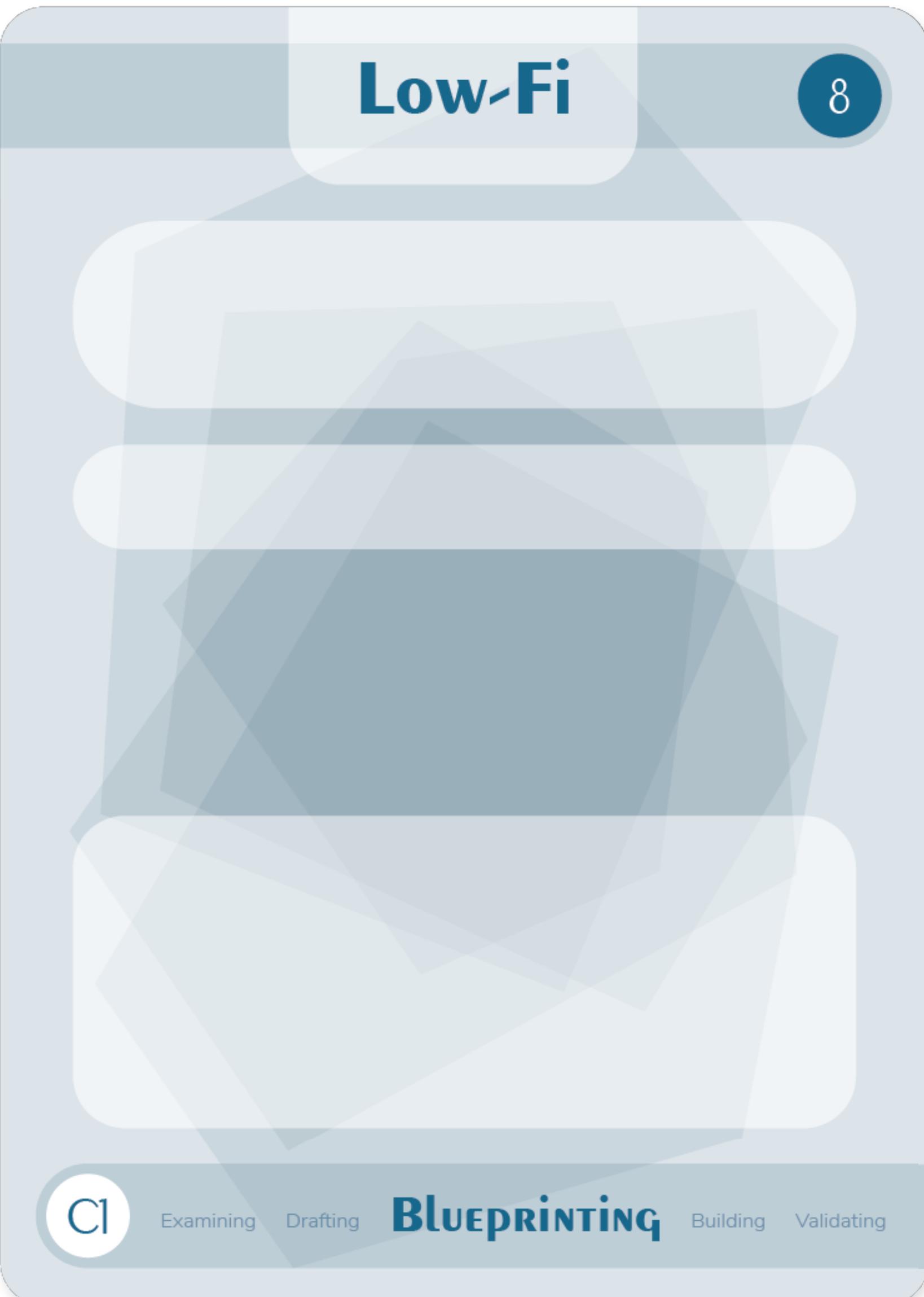
User Experience Process Checklist

	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts
Examining	A1	Problem	Define problem statement for application / feature	5	Product Owner	Management, Project Team			Project Scope Document
	A2	References	Competitive analysis or literature review including exploring open source options	8	Research	Development, Project Team			Competitive analysis report OR Evaluation of possible open-source solution
	A3	Requirements	Define business requirements, technical requirements, dependencies and project scope	24	Product Owner	Project Team			Business Requirements, Technical Requirements, How it will fit into the ecosystem of the OADW
	A4	Project Plan	Develop project plan	20	Research				Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks
	A5	User Research	Conduct initial user research	20	Research				user interviews, journey mapping sessions, online surveys
	A6	User Modeling	Analysis and report on user research	40	Research				personas, journey maps, experience map, user interview report, thematic mind map, qualitative data from help desk, quantitative data from current platforms
	A7	User Needs	Define user requirements	5	Product Owner	Research			User requirements (included in Project Scope document)
Drafting	B1	User Stories	Develop user stories	8	Research	Design, Project Team			user stories, red routes, use cases, user scenarios
	B2	Task Flows	Create user task flows	20	Design	Content, Research, Development			task flows, user flows
	B3	IA	Information architecture / content design	13	Content	Design, Development, Research			site map
	B4	IA Validation	User research on content design and IA	13	Research	Content			Treejack testing, card sort testing
	B5	IA Recomendations	Analysis on IA research	8	Research	Content			research report with summary of findings and recommendations
Blueprinting	C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text
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	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first-click test, usability test
	E3	Recommendations	Analyze usability testing	20	Research	Design, Development			research report(s) with summary of findings and recommendations
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement



User Experience Process Checklist

Index	Short Title	Title
A1	Define problem statement for application /	5 Points
Examing	Product Owner	Lead Management, Contributors
		Deco Deco2 Artifacts
		Project Scope Document
C1	Low-Fi	Content / a
B5	IA Recomendations	Analysis on IA research
		8 Research Content, Development
		research report with summary of findings and recommendations
Blueprinting	C1 Low-Fi	Content / application layout
	8 Design	Content, Development
		low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text
	C2 Wireflows	Create wireflows (optional)
	8 Design	Content, Development
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	C3 UI v1	User interface design (v1)
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	C4 UI v2	User interface design with changes based on first iteration. (v2)
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	8 Research	Design
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	13 Design	Research
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Building	D1 Copies	Write and translate copy for first coded prototype
	13 Content	Design, Development
		Word document with translated copy, provided to front-end developers
	D2 Dummy	Add dummy content to developed prototype
	8 Development	Content, Design
		dummy content to populate alpha version of app
	D3 MVP	Provide MVP deliverable (coded prototype)
	?	Development
		MVP (coded prototype)
Validating	E1 QA	Quality assurance
	8 QA Specialist	Development, Content
		QA report
	E2 Testing	Usability and accessibility testing
	(points vary 40+)	Research
		Design, Development
		accessibility review, task-analysis test, first-click test, usability test
	E3 Recommendations	Analyze usability testing
	20 Research	Design, Development
		research report(s) with summary of findings and recommendations
	E4 The Future	Next Steps: Identify new features and improvements for future iterations
	?	Product Owner Project team
		new problem statement



User Experience Process Checklist

	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts
Examining	A1	Problem	Define problem statement for application /	5	Product Owner	Management,			Project Scope Document
A4	Project Plan	Develop project plan	20	Research					Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks
A5	User Research	Conduct initial user research	20	Research					User interviews, Journey mapping sessions
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Blueprinting	C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text
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	D3	MVP	Provide MVP deliverable (coded prototype)	?	Development				MVP (coded prototype)
Validating	E1	QA	Quality assurance	8	QA Specialist	Development, Content			QA report
	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first-click test, usability test
	E3	Recommendations	Analyze usability testing	20	Research	Design, Development			research report(s) with summary of findings and recommendations
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			New problem statement



User Experience Process Checklist

Project Phases							
	Index	Short Title	Title	Points	Lead	Contributors	Deco
Examining	A1	Problem	Define problem statement for application /	5	Product Owner	Management, Stakeholders	Project Scope Document
Planning	A4	Project Plan	Develop project plan	20	Project Manager	Design, Development, QA	Product Roadmap, Research plan, Time to Market, Epic in Jira with related tasks
Research	A5	User Research	Conduct initial user research	20	Researcher	Design, Development, QA	User interviews, Journey mapping sessions
Design	B1	Blueprinting	Content, Development	8	Design	Content, Development	Low-Fi wireframes, basic draft copy, identifying placement of text
Development	B2	Building	Content, Development	13	Design	Content, Development	Match task flows with low fidelity wireframes
Testing	B3	Testing	Content, Development	8	Design	Content, Development	low-mid fidelity wireframe (XD, Illustrator)
Validating	B4	Validating	Content, Development	13	Design	Content, Development	mid-high fidelity wireframe
Delivery	B5	Delivery	Content, Development	8	Research	Design	first click test, task-analysis test, A/B test
Support	B6	Support	Content, Development	8	Research	Design	A/B, first-click or task-analysis report
Feedback	B7	Feedback	Content, Development	13	Design	Research	high fidelity wireframe with clickable interactions
Iteration	B8	Iteration	Content, Development	?	Development	Design	



User Experience Process Checklist

	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts
Examining	A1	Problem	Define problem statement for application /	5	Product Owner	Management,			Project Scope Document
A4	Project Plan	Develop project plan	20	Research			Product Roadmap, Research plan, Time to Market, Epic in Jira with related tasks		
A5	User Research	Conduct initial user research	20	Research			user interviews, journey mapping sessions		
B5	IA	Analysis on IA research	8	Research	Content		research report with summary of findings and recommendations		
Blueprinting	C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text
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	C4	UI v2	User interface design with changes based on first iteration. (v2)	13	Design	Content, Development			mid-high fidelity wireframe
	C5	UI Validation	User research on interface design	8	Research	Design			first click test, task-analysis test, A/B test
	C6	UI Recommendations	Analysis on interface design research	8	Research	Design			A/B, first-click or task-analysis report
	C7	UI v3	User interface design with changes based on user research and clickable interactions. (v3)	13	Design	Research			high fidelity wireframe with clickable interactions
	D1	Copies	Write and translate copy for first coded prototype	13	Content	Design, Development			Word document with translated copy, provided to front-end developers
Building	D2	Dummy	Add dummy content to developed prototype	8	Development	Content, Design			dummy content to populate alpha version of app
	D3	MVP	Provide MVP deliverable (coded prototype)	?	Development				MVP (coded prototype)
	E1	QA	Quality assurance	8	QA Specialist	Development, Content			QA report
Validating	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first-click test, usability test
	E3	Recommendations	Analyze usability testing	20	Research	Design, Development			research report(s) with summary of findings and recommendations
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement

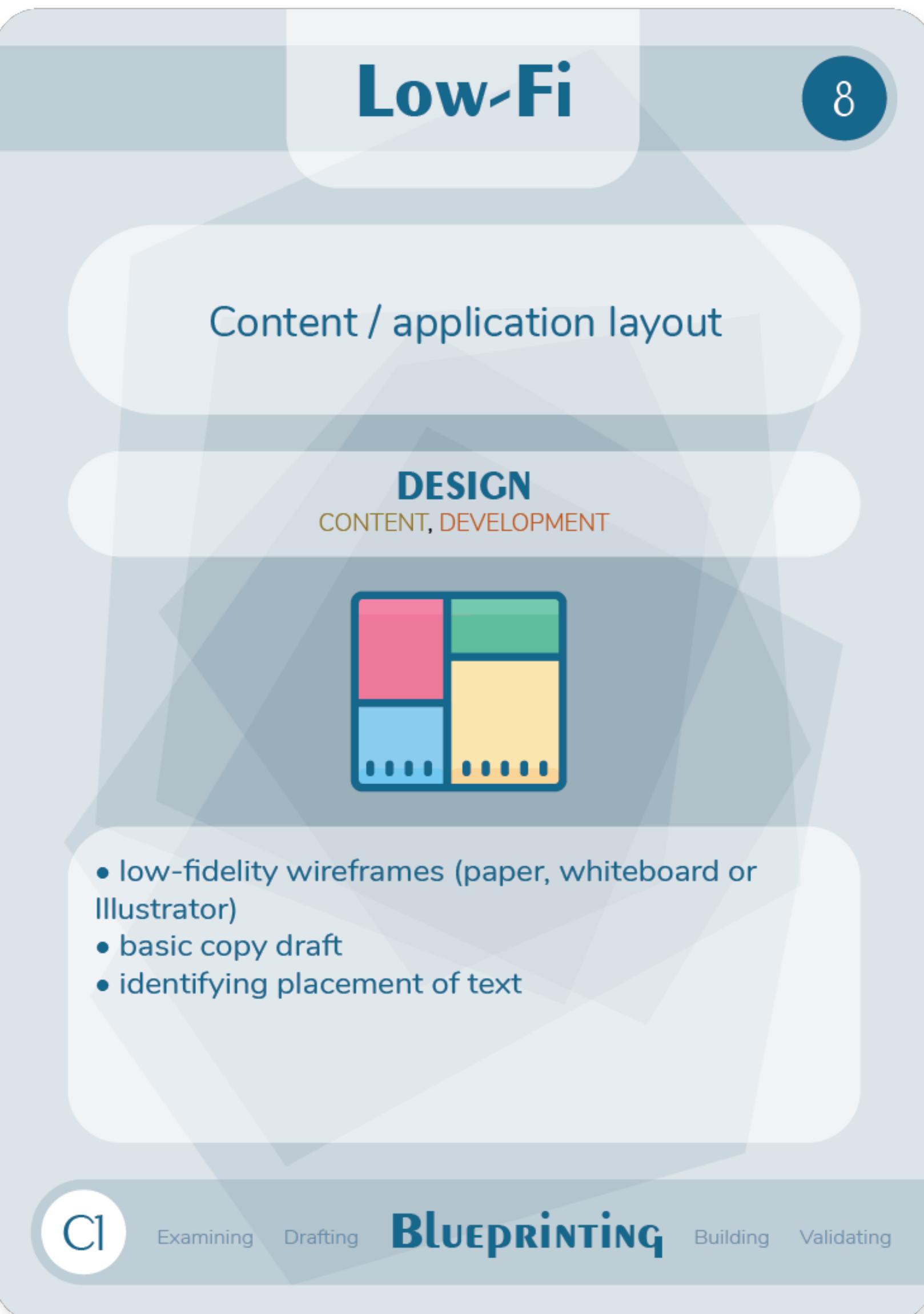
Artifacts

low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text



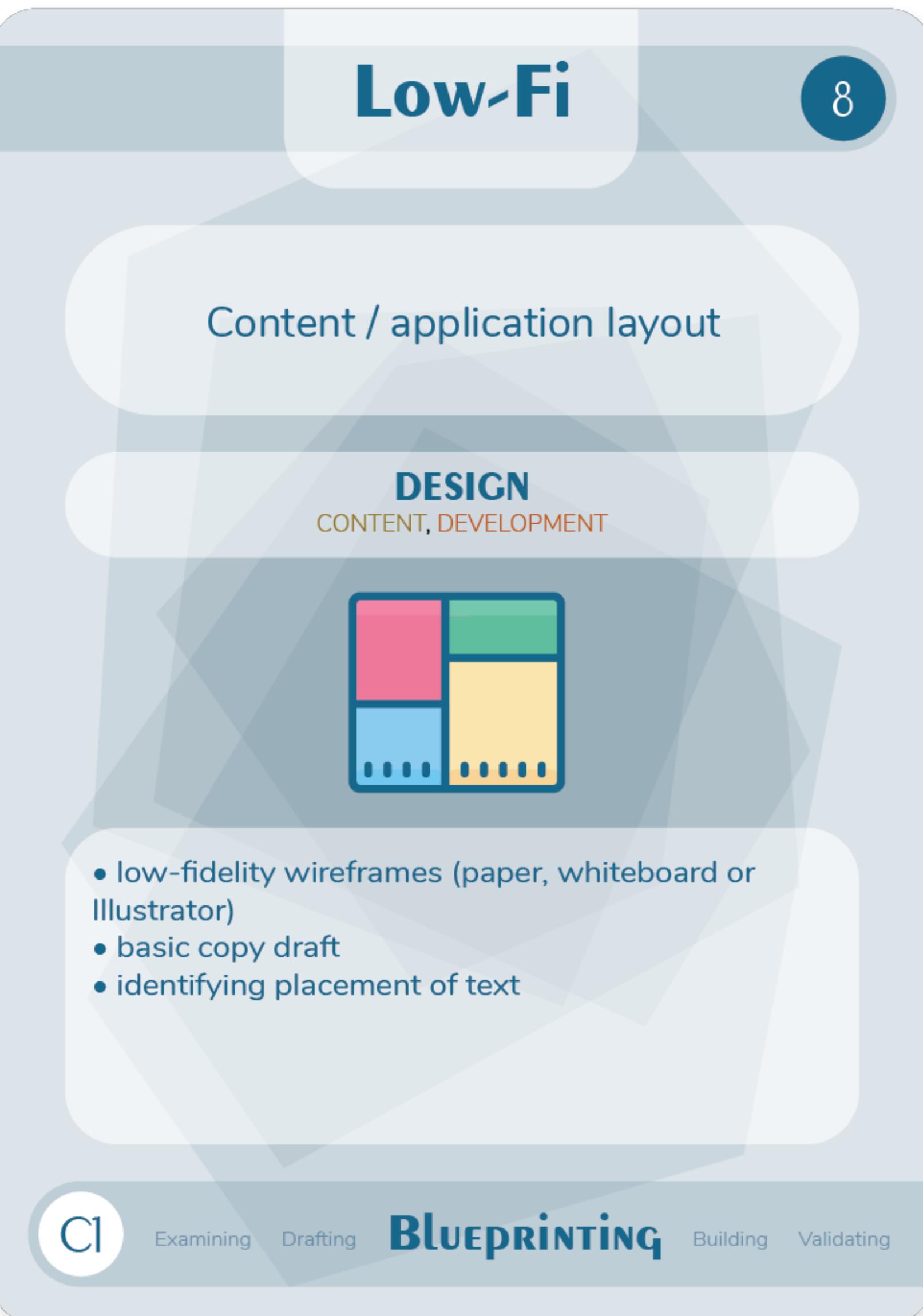
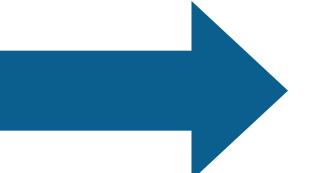
User Experience Process Checklist

	Index	Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts
Examining	A1	Problem	Define problem statement for application / feature	5	Product Owner	Management, Project Team			Project Scope Document
	A2	References	Competitive analysis or literature review including exploring open source options	8	Research	Development, Project Team			Competitive analysis report OR Evaluation of possible open-source solution
	A3	Requirements	Define business requirements, technical requirements, dependencies and project scope	24	Product Owner	Project Team			Business Requirements, Technical Requirements, How it will fit into the ecosystem of the OADW
	A4	Project Plan	Develop project plan	20	Research				Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks
	A5	User Research	Conduct initial user research	20	Research				user interviews, journey mapping sessions, online surveys
	A6	User Modeling	Analysis and report on user research	40	Research				personas, journey maps, experience map, user interview report, thematic mind map, qualitative data from help desk, quantitative data from current platforms
	A7	User Needs	Define user requirements	5	Product Owner	Research			User requirements (included in Project Scope document)
Drafting	B1	User Stories	Develop user stories	8	Research	Design, Project Team			user stories, red routes, use cases, user scenarios
	B2	Task Flows	Create user task flows	20	Design	Content, Research, Development			task flows, user flows
	B3	IA	Information architecture / content design	13	Content	Design, Development, Research			site map
	B4	IA Validation	User research on content design and IA	13	Research	Content			Treejack testing, card sort testing
	B5	IA Recomendations	Analysis on IA research	8	Research	Content			research report with summary of findings and recommendations
Blueprinting	C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text
	C2	Wireflows	Create wireflows (optional)	8	Design	Content			Match task flows with low fidelity wireframes
	C3	UI v1	User interface design (v1)	8	Design	Content, Development			low-mid fidelity wireframe (XD, Illustrator)
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	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement





UNCLASSIFIED / NON CLASSIFIÉ

The Families

A.- Examining



Problem 5

Define problem statement for application / feature

PRODUCT OWNER
MANAGEMENT, PROJECT TEAM

• Project Scope Document

A1 EXAMINING Drafting Blueprinting Building Validating

A.- Examining



REFERENCES

8

Competitive analysis or literature review including exploring open source options

RESEARCH
DEVELOPMENT, PROJECT TEAM

- Competitive analysis report OR
- Evaluation of possible open-source solution

A2 EXAMINING Drafting Blueprinting Building Validating

A.- Examining

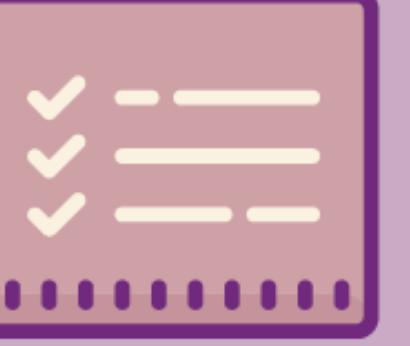


24

Requirements

Define business requirements, technical requirements, dependencies and project scope

PRODUCT OWNER
PROJECT TEAM



- Business Requirements
- Technical Requirements
- How it will fit into the ecosystem of the OADW

A3 EXAMINING Drafting Blueprinting Building Validating

A.- Examining



Project Plan

20

Develop project plan

RESEARCH



- Product Roadmap
- Research plan
- Time to Market
- Epic in Zube with related tasks

A4 EXAMINING

Drafting Blueprinting Building Validating

A.- Examining



USER RESEARCH

20

Conduct initial user research

RESEARCH

- user interviews
- journey mapping sessions
- online surveys

A5 EXAMINING Drafting Blueprinting Building Validating

A.- Examining



USER Modeling

40

Analysis and report on user research

RESEARCH

- personas
- journey maps
- experience map
- user interview report
- thematic mind map
- qualitative data from help desk
- quantitative data from current platforms

A6 EXAMINING Drafting Blueprinting Building Validating

A.- Examining



User Needs

5

Define user requirements

PRODUCT OWNER
PROJECT TEAM

- User requirements (included in Project Scope document)

A7 EXAMINING Drafting Blueprinting Building Validating

B.- Drafting



User Stories

8

Develop user stories

RESEARCH
DESIGN, PROJECT TEAM



- user stories
- red routes
- use cases
- user scenarios

B1 Examining **DRAFTING** Blueprinting Building Validating

B.- Drafting



Task Flows 20

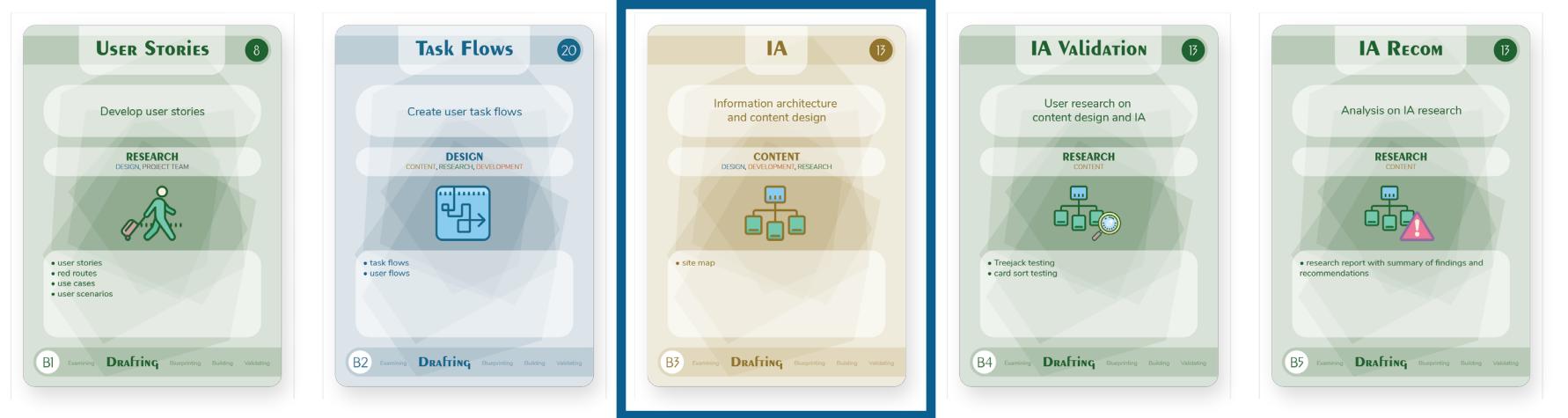
Create user task flows

DESIGN
CONTENT, RESEARCH, DEVELOPMENT

- task flows
- user flows

B2 Examining **DRAFTING** Blueprinting Building Validating

B.- Drafting



IA 13

Information architecture and content design

CONTENT
DESIGN, DEVELOPMENT, RESEARCH

- site map

B3 Examining DRAFTING Blueprinting Building Validating

B.- Drafting



IA VALIDATION

13

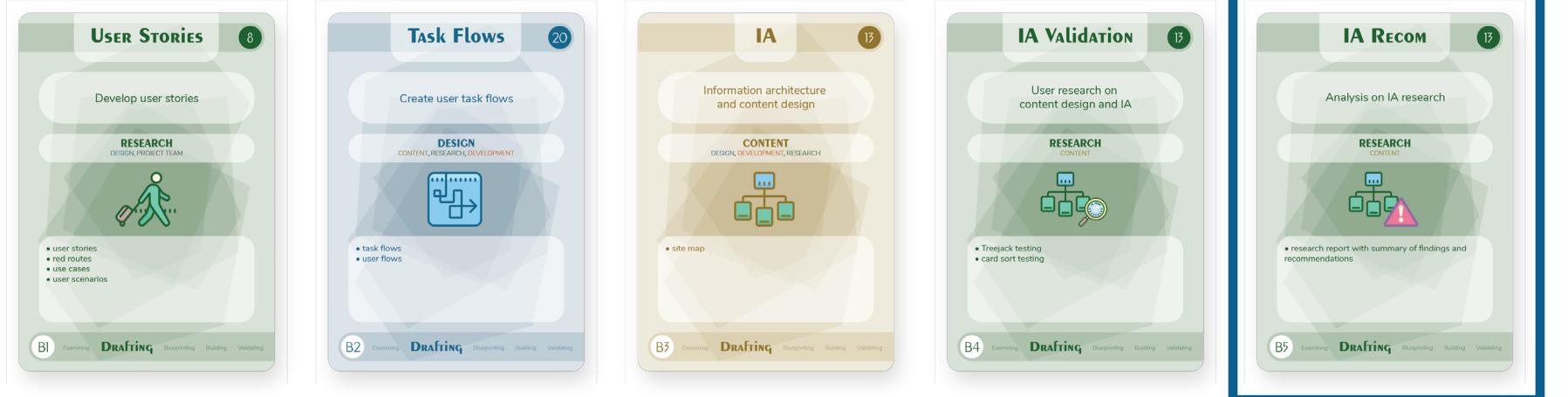
User research on content design and IA

RESEARCH
CONTENT

- Treejack testing
- card sort testing

B4 Examining DRAFTING Blueprinting Building Validating

B.- Drafting



IA RECOM (B5)

13

Analysis on IA research

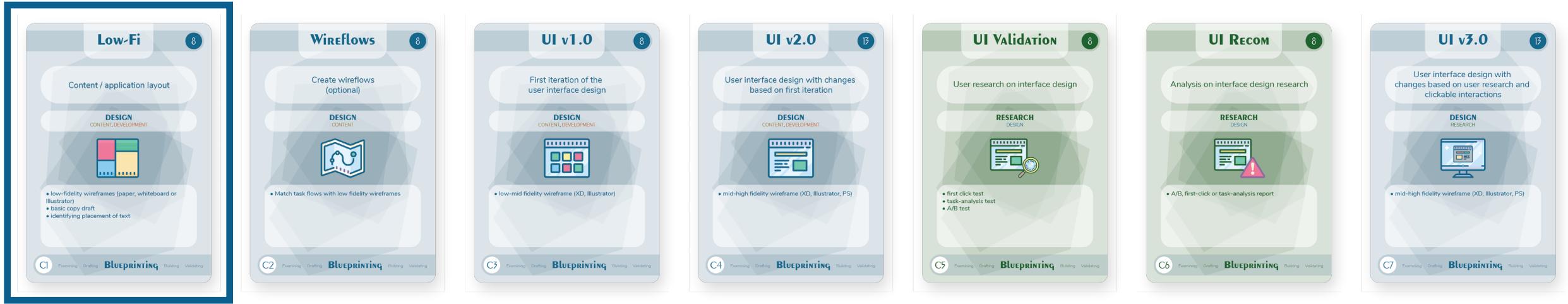
RESEARCH
CONTENT

A diagram showing a tree structure of documents with a pink warning triangle containing an exclamation mark.

- research report with summary of findings and recommendations

B5 Examining **DRAFTING** Blueprinting Building Validating

C.- Blueprinting



Low-Fi 8

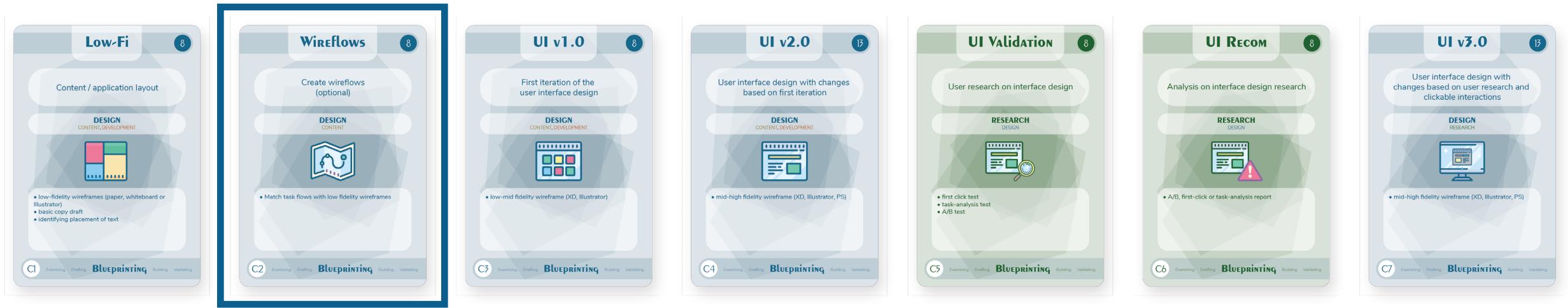
Content / application layout

DESIGN
CONTENT, DEVELOPMENT

- low-fidelity wireframes (paper, whiteboard or Illustrator)
- basic copy draft
- identifying placement of text

C1 Examining Drafting **Blueprinting** Building Validating

C.- Blueprinting



Wireflows 8

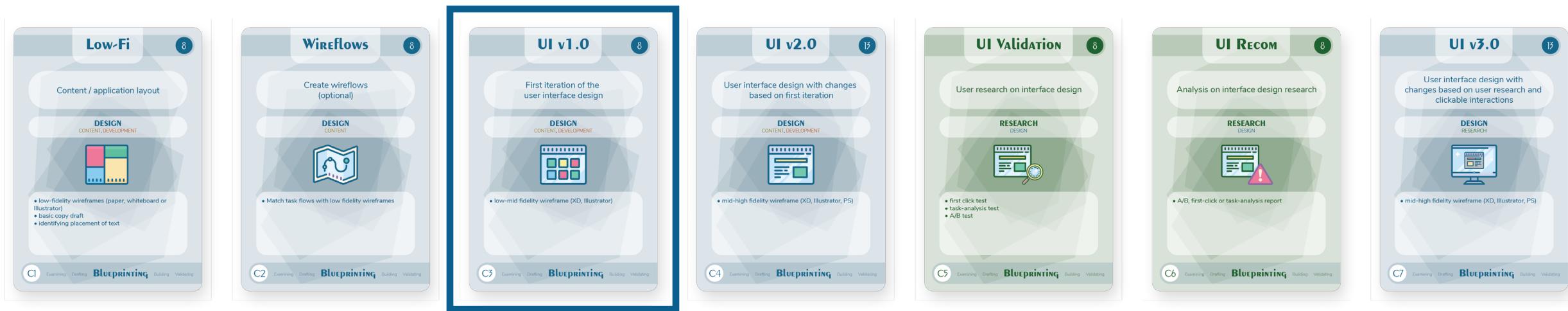
Create wireflows (optional)

DESIGN CONTENT

• Match task flows with low fidelity wireframes

C2 Examining Drafting **Blueprinting** Building Validating

C.- Blueprinting



UI v1.0

8

First iteration of the user interface design

DESIGN
CONTENT, DEVELOPMENT

- low-mid fidelity wireframe (XD, Illustrator)

C3 Examining Drafting **Blueprinting** Building Validating

C.- Blueprinting



UI v2.0

13

User interface design with changes based on first iteration

DESIGN
CONTENT, DEVELOPMENT

- mid-high fidelity wireframe (XD, Illustrator, PS)

C4 Examining Drafting **Blueprinting** Building Validating

C.- Blueprinting



UI VALIDATION 8

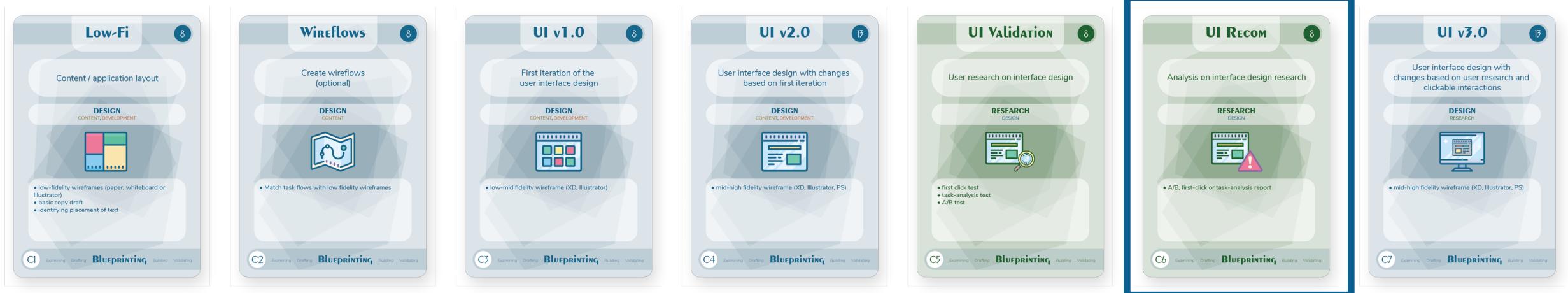
User research on interface design

RESEARCH DESIGN

- first click test
- task-analysis test
- A/B test

C5 Examining Drafting **Blueprinting** Building Validating

C.- Blueprinting



UI RECOM 8

Analysis on interface design research

RESEARCH DESIGN

- A/B, first-click or task-analysis report

C6 Examining Drafting **Blueprinting** Building Validating

C.- Blueprinting



UI v3.0 13

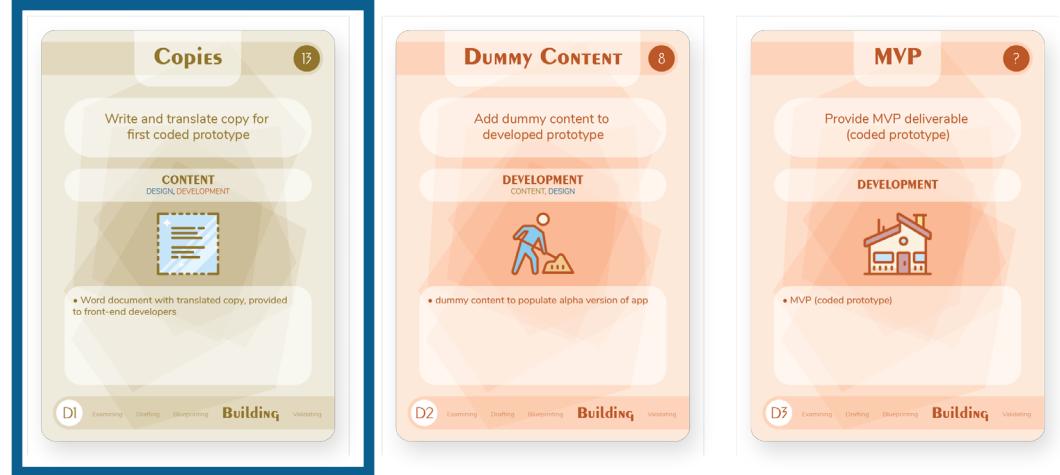
User interface design with changes based on user research and clickable interactions

DESIGN
RESEARCH

- mid-high fidelity wireframe (XD, Illustrator, PS)

C7 Examining Drafting **Blueprinting** Building Validating

D.- Building



Copies

13

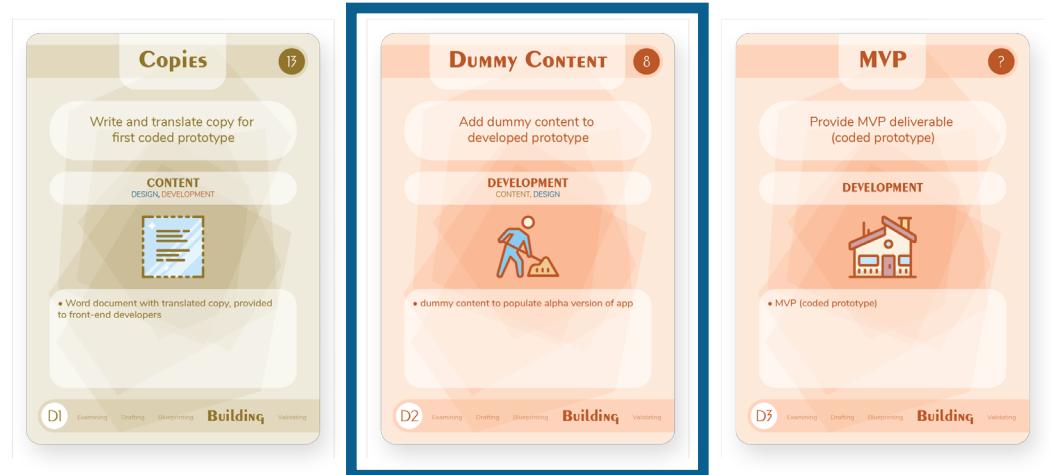
Write and translate copy for first coded prototype

CONTENT DESIGN, DEVELOPMENT

- Word document with translated copy, provided to front-end developers

D1 Examining Drafting Blueprinting **Building** Validating

D.- Building



DUMMY CONTENT

8

Add dummy content to developed prototype

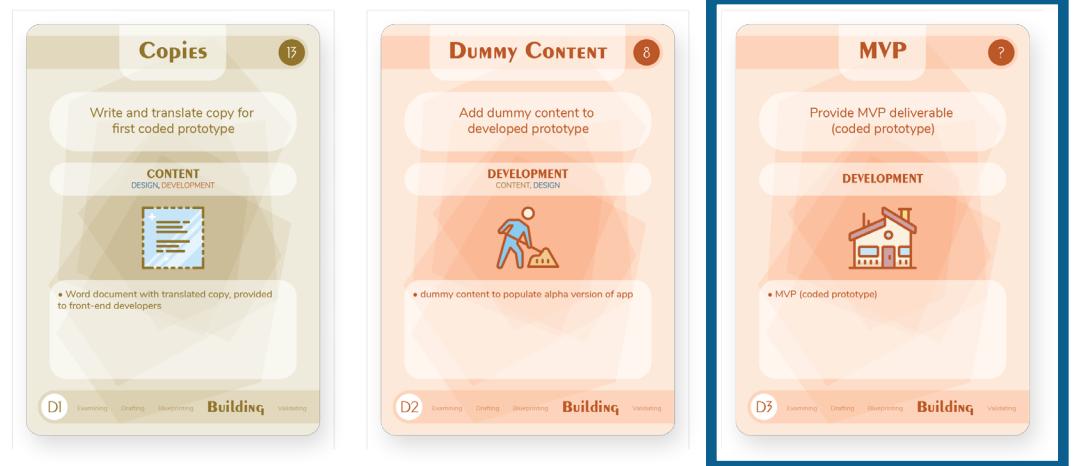
DEVELOPMENT
CONTENT, DESIGN



• dummy content to populate alpha version of app

D2
Examining Drafting Blueprinting
Building
Validating

D.- Building



MVP

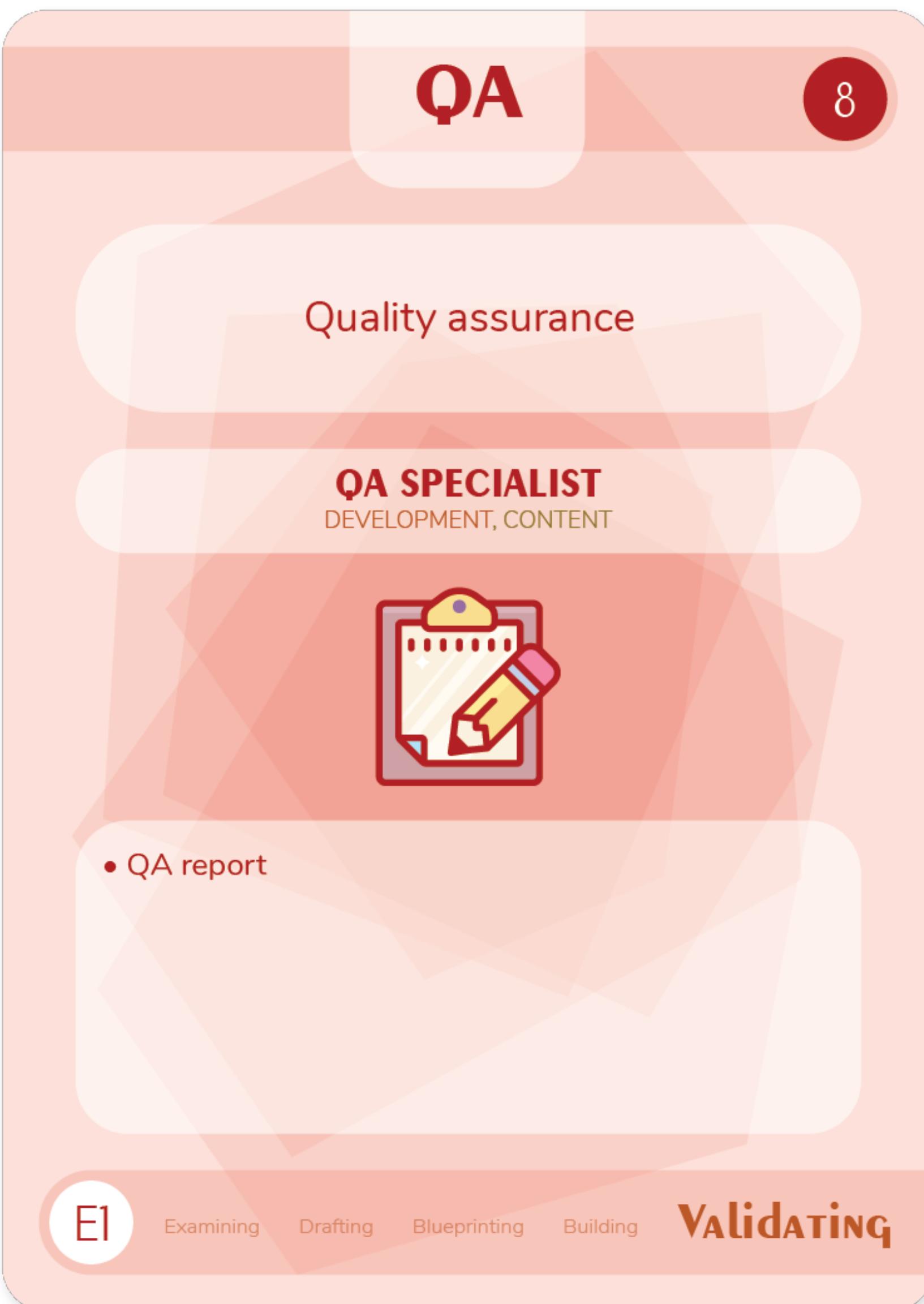
Provide MVP deliverable (coded prototype)

DEVELOPMENT

- MVP (coded prototype)

D3 Examining Drafting Blueprinting **Building** Validating

E.- Validating



E.- Validating



TESTING 40

Usability and accessibility testing

RESEARCH
DESIGN, DEVELOPMENT

• accessibility review
• task-analysis test
• first-click test
• usability test

E2 Examining Drafting Blueprinting Building **VALIDATING**

E.- Validating



RECOMENDATIONS 20

Analyze usability testing

RESEARCH
DESIGN, DEVELOPMENT

- research report(s) with summary of findings and recommendations

E3 Examining Drafting Blueprinting Building **Validating**

E.- Validating



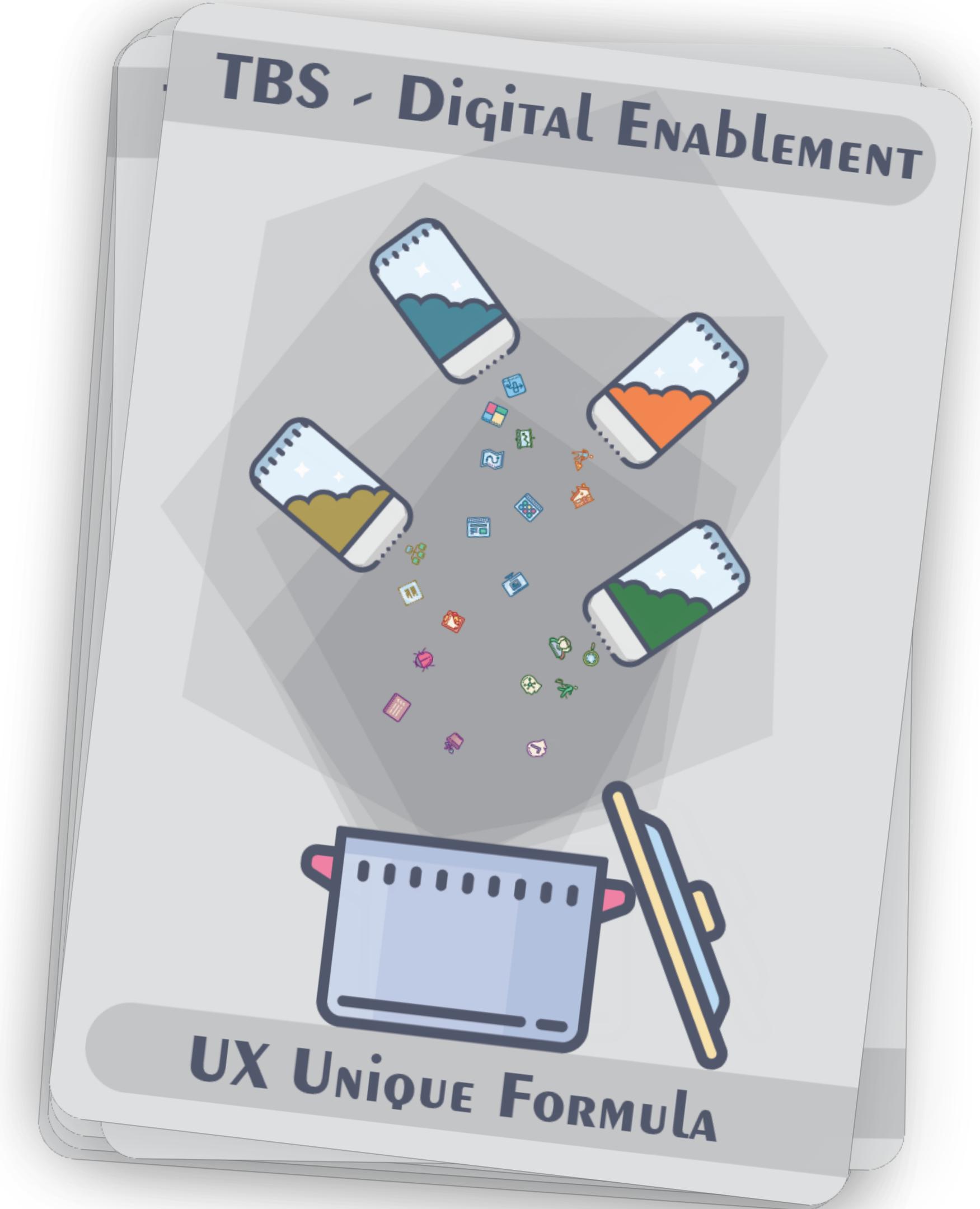


UNCLASSIFIED / NON CLASSIFIÉ

Next steps

Next steps:

- Add missing Development cards
- Review text and copies
- Create Leyend, Instructions and Credit cards



Thanks / Merci

