UX sprint cycle | Research and design iteration

| BUILD | MEASURE | LEARN

Design concepts — Designers, Researchers

Fact check — Service manager, Designers

Prototype — Designers, Researchers

Demo & sign off — Service manager, Designers, Team attends

Prep for testing — Researcher, Designers

Usability testing — Researcher, Designers

Test analysis & debrief — Researcher, Designers, Team attends

Research report — Researcher

Story write up & prioritisation — Service manager, Business analysis, Designers, Researcher

User needs and research findings start/ feedback into the designs at the start of the next 2 week sprint