Design Thinking And Agile

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"Design is not just what it looks like and feels like.Design is how it works"

-Steve Jobs

01 Design Thinking



FRAME A
QUESTION



GATHER INSPIRATION



GENERATE IDEAS



MAKE IDEAS TANGIBLE



TEST TO LEARN



SHARE THE STORY

What is Design Thinking?

Philosophy+Set of tools->To Solve the problem creatively



"Process for solving problems by prioritizing the consumer's needs above all else."



Steps in Design thinking

Empathize



Prototype



Define



Test



Ideate

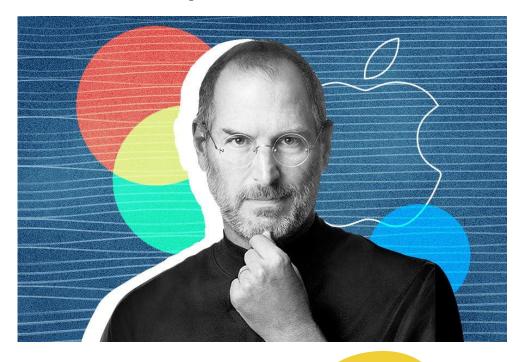




~Design Thinking turned Apple into a market disruptor~

"Design thinking is not about creating objects, it's about shaping new business opportunities"

Best Example-iPhone



Software Development









Brainstorming ideas that solve a particular problem faced by target users.



REQUIREMENTS

Interacting with stakeholders and users to collect and document project requirements.



Creating the architecture of a software system and its elements.









DEVELOPMENT

Building the software using a programming language by the development team.



MAINTENANCE

Updating and supporting the software after it has been delivered to the market.



Preparing the software to run and operate in a specific environment.

TESTING

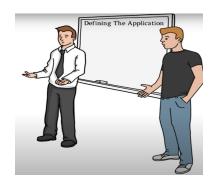
Evaluating the quality of software with the aim of finding and fixing defects.

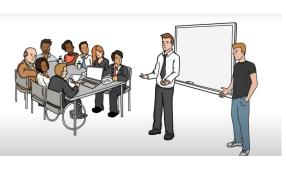
























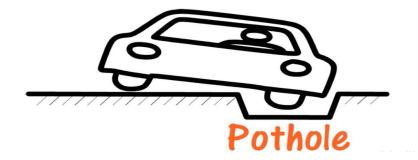






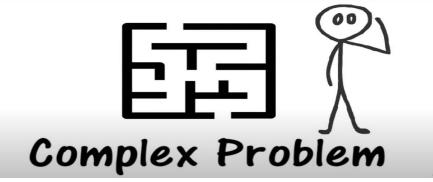
Software Development Approaches



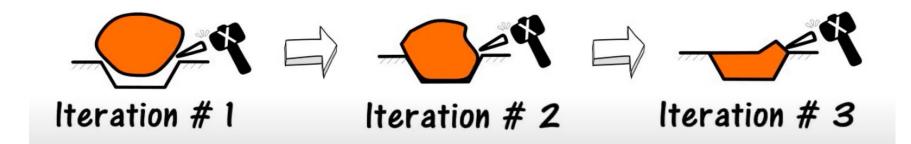


WATERFALL APPROACH



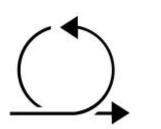


ITERATIVE APPROACH



INCREMENTAL APPROACH





02

AGILE METHOD

WHAT IS AGILE MODEL ..?

- Combination of iterative and incremental process models.
 - Main aim help a project to adapt to change requests quickly.
- Makes project completion faster by removing unnecessary activities.

AGILE

Able to move quickly and easily



How to implement Agile model..

Requirements decomposed into small parts.

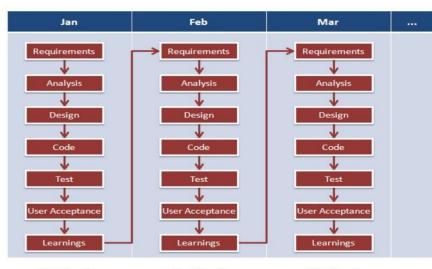
Each iteration are short time frames.

Each iteration involves cross-functional team working on all functions Planning, Analysis, Design, Coding, Unit testing, Acceptance testing.

After iteration, the working model is demonstrated to the stakeholders.

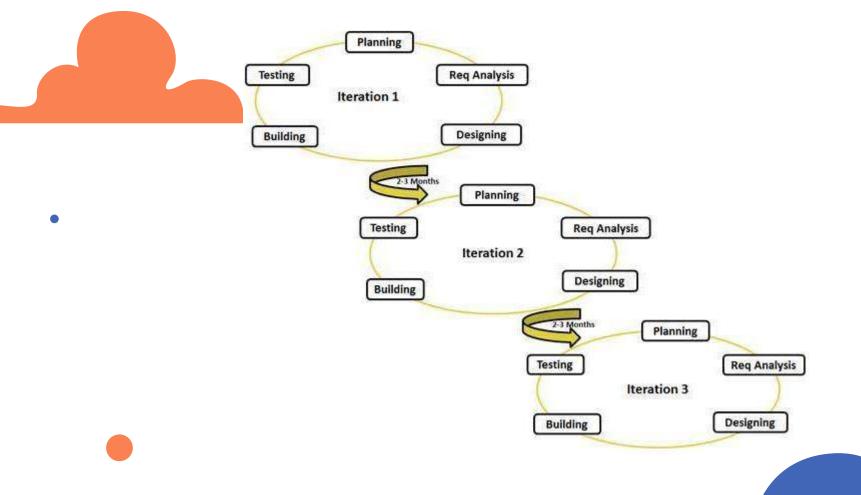
An iteration may not add full functionality.





Iteration 1 Iteration 2

Iteration 3





FINAL PRODUCT

Iteration 1



Iteration 2



Iteration 3



Agile methodologies ..!

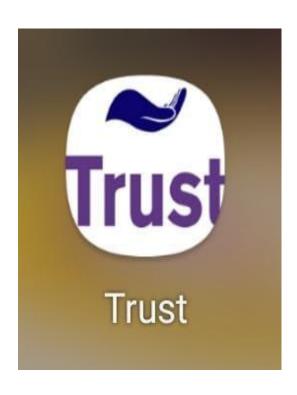




Best Practices for Combining Design Thinking and Agile Methodology

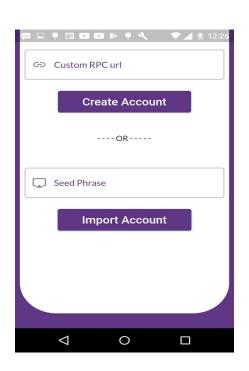
- Begin at a small level
- Invest in user research
- Optimal use of design thinking.
- Build a productive team culture.
- Design patterns and maintain a good user experience.

Application - Demo



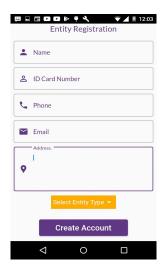
Entity Types:

- Producer
- Processor
- Distributer
- Retailer
- Verifying Entity



Application - Demo

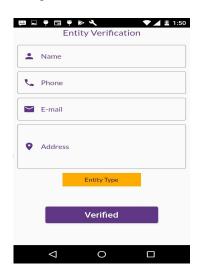
Entity Registration Module



List of entities to be verified



Entity Verification Module



Application-Demo

