User / Interface Analysis:

1. Who are the users?
2. What are their needs?
3. look at existing tasks:
   1. their context
   2. what information do they require?
   3. why is the task achieved the way it is?
4. What are their goals?
   1. define task decomposition:
      1. define actions
      2. structure within task-subtask hierarchy
      3. describe order of subtasks
      4. Use Hierarchical Task Analysis (HTA)
      5. Generate requirements Statement
5. What are their capabilities?
6. Consider implementing:
   1. Workflow Model
   2. Use Case
   3. User Task Model
   4. User Scenario
   5. User Story (create flash cards)
      1. As a \_\_\_\_\_\_\_ I want to \_\_\_\_\_\_\_ so that \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. Find common goals/tasks vs non-common (non-common will need localization)
8. What UI tools are needed for user to achieve goals? (UX Stack Scope)
9. What content is required by the user?
10. What format will the content take?
11. Consider work environment of user

Design:

1. Generate System Scenarios
2. Consider monochronic vs polychronic culture
3. Consider Hofstede’s Cultural Dimensions
   1. <https://www.hofstede-insights.com/product/compare-countries/>
4. Review culturally specific elements of product
   1. Localize these elements