

BC14 - W3D2 - Agile and intro to UI/UX

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Agile

✓ What are the four core values of Agile? Select all that apply. *

☒ Working software over comprehensive documentation. ✓

☐ Following a plan over responding to change.

☐ Contract negotiation over customer collaboration.

☒ Interactions and individuals over processes and tools. ✓

☐ Comprehensive documentation over working software.

☐ Processes and tools over interactions and individuals.

☒ Customer collaboration over contract negotiation. ✓

☒ Responding to change over following a plan. ✓

Feedback

- Individuals and interactions over processes and tools.

The first value in the Agile Manifesto is "Individuals and interactions over processes and tools." Valuing people more highly than processes or tools is easy to understand because it is the people who respond to business needs and drive the development process. If the process or the tools drive development, the team is less responsive to change and less likely to meet customer needs. Communication is an example of the difference between valuing individuals versus process. In the case of individuals, communication is fluid and happens when a need arises. In the case of process, communication is scheduled and requires specific content.

- Working software over comprehensive documentation.

Historically, enormous amounts of time were spent on documenting the product for development and ultimate delivery. Technical specifications, technical requirements, technical prospectus, interface design documents, test plans, documentation plans, and approvals required for each. The list was extensive and was a cause for the long delays in development. Agile does not eliminate documentation, but it streamlines it in a form that gives the developer what is needed to do the work without getting bogged down in minutiae. Agile documents requirements as user stories, which are sufficient for a software developer to begin the task of building a new function.

The Agile Manifesto values documentation, but it values working software more.

- Customer collaboration over contract negotiation.

Negotiation is the period when the customer and the product manager work out the details of a delivery, with points along the way where the details may be renegotiated. Collaboration is a different creature entirely. With development models such as Waterfall,

customers negotiate the requirements for the product, often in great detail, prior to any work starting. This meant the customer was involved in the process of development before development began and after it was completed, but not during the process. The Agile Manifesto describes a customer who is engaged and collaborates throughout the

development process, making. This makes it far easier for development to meet their needs of the customer. Agile methods may include the customer at intervals for periodic demos, but a project could just as easily have an end-user as a daily part of the team and attending all meetings, ensuring the product meets the business needs of the customer.

- Responding to change over following a plan.

Traditional software development regarded change as an expense, so it was to be avoided. The intention was to develop detailed, elaborate plans, with a defined set of features and with everything, generally, having as high a priority as everything else, and with a large number of many dependencies on delivering in a certain order so that the team can work on the next piece of the puzzle.

✓ Which of the following are within the 12 agile principles? Select all that apply. *

- ☐ You shouldn't respond to changes after a certain point in development.
- ☒ The highest priority is to satisfy the customer through early and continuous delivery of valuable software. ✓
- ☐ Ensuring that a great deal of time is given to developing a product before testing and that testing comes last.
- ☒ The most efficient and effective method of conveying information to and within a development team is face-to-face conversation. ✓
- ☒ At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly. ✓
- ☐ It doesn't matter if the software doesn't work correctly, as long as it looks good.

There are tradeoffs with the agile methodology compared to the waterfall approach. In each of the examples below, indicate whether the scenario applies for agile or waterfall. *

	Agile	Waterfall
All project requirements are agreed upon in the first phase at the beginning of the process.	<input type="radio"/>	<input checked="" type="radio"/> ✓
Customers have the opportunity to articulate their needs via feedback/input throughout the project rather than all at the beginning.	<input checked="" type="radio"/>	<input type="radio"/> ✓
Customers have the opportunity to give feedback about the product as it progresses, reducing the need to go back and design it again at the very end after all stages of production.	<input checked="" type="radio"/>	<input type="radio"/> ✓
Customers aren't continuously adding new requirements to the project.	<input type="radio"/>	<input checked="" type="radio"/> ✓

UI / UX



✓ What does UX stand for? *

- ☐ User Exchange
- ☐ User Interface
- ☐ User Expression
- ☒ User Experience



✓ What's the difference between UX and UI? *

- ☐ There is no difference; they are just different ways of expressing the same thing
- ☐ UX design is concerned with the user; UI design is not
- ☐ UX design is largely graphics-based, with a focus on presentation and interface icons, while UI design is primarily research-based, in order to optimize the experience of the user
- ☒ UX is focused on optimization of a product for effective and enjoyable use to meet the user's needs; UI design is concerned with the look and feel, the presentation and interactivity of a product



Look at the image below:

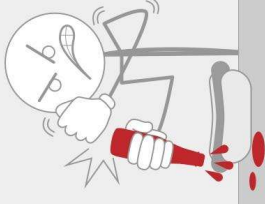
UI



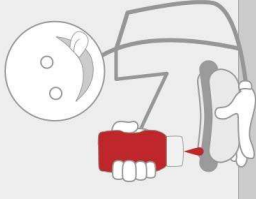
UI



UX



UX



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- ✓ Which of the following statements are true about the role of the ketchup bottles above? **Choose all that apply.** *
- ☒ Both ketchup bottles are user interfaces as they are both the interface in which the user will engage and interact with the product. ✓
 - ☐ The UX of both ketchup bottles are currently meeting the user's needs equally and interchangeably.
 - ☒ To come up with the ketchup bottle on the right, the designer may have taken into account user research, user testing, etc. to fully understand what the user needs before building the end result. ✓
 - ☐ More attractive aesthetic design, like of the ketchup bottle on the left, should always take priority over the user's experience.

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