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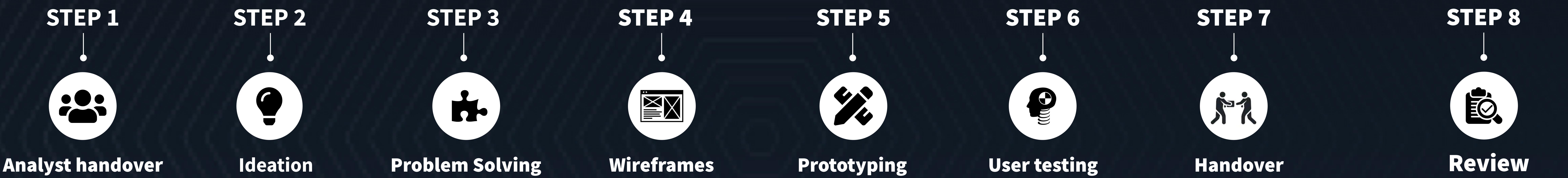
# UX / UI DESIGN PROCESS



# INTERNAL DESIGN PROCESS

This is the process that will be followed during every and any design

## STANDARD PROCESS



### Analyst handover

Understand business objectives  
Functional requirements

### Ideation

Research  
User stories & story maps

### Problem Solving

Brainstorming  
Quick ruff iterations

### Wireframes

Concept sketching (Med-Fi)  
User Journey / Flow

### Prototyping

High-fidelity mockups  
Interactive prototypes

### User testing

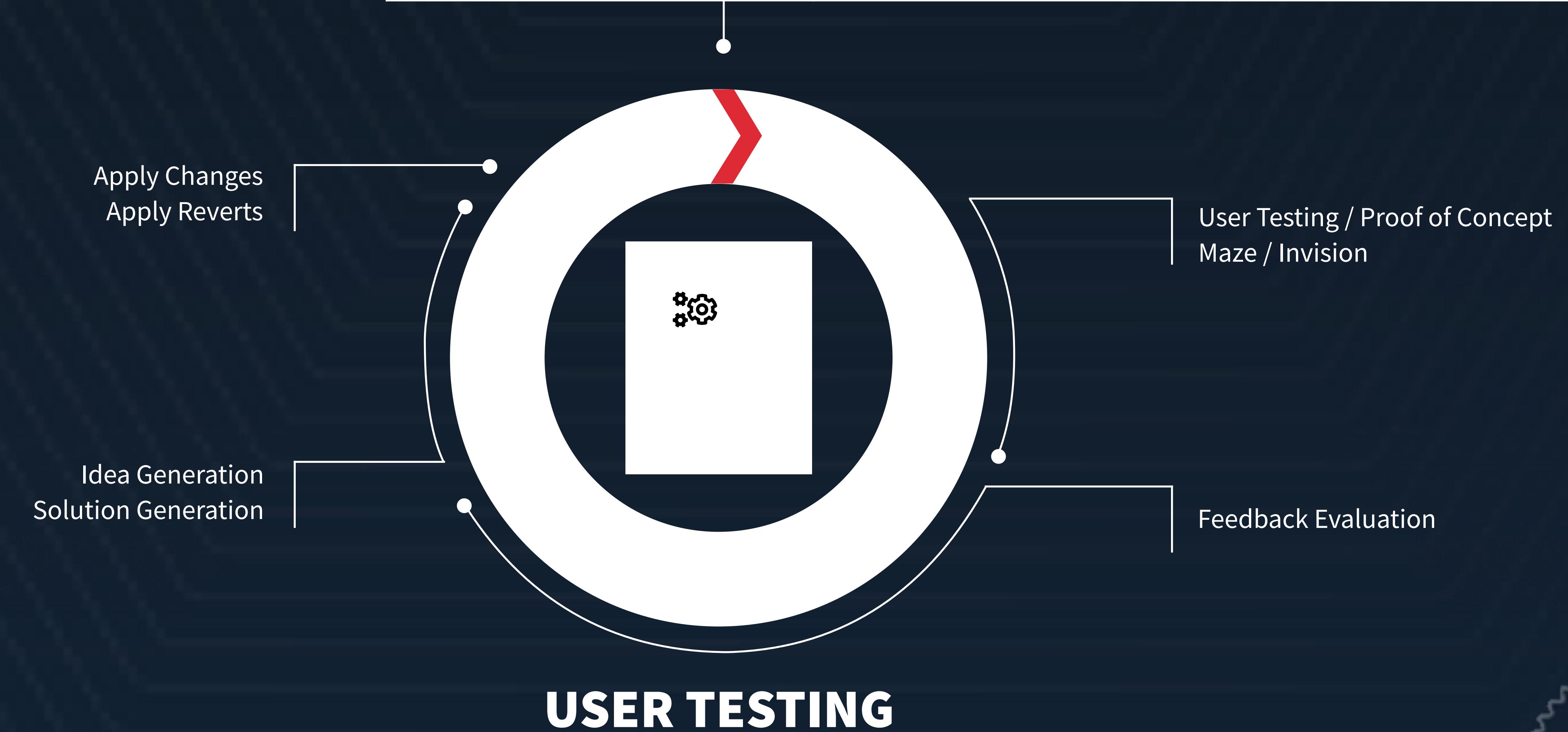
Proof of Concept  
Feedback & Evaluation

### Handover

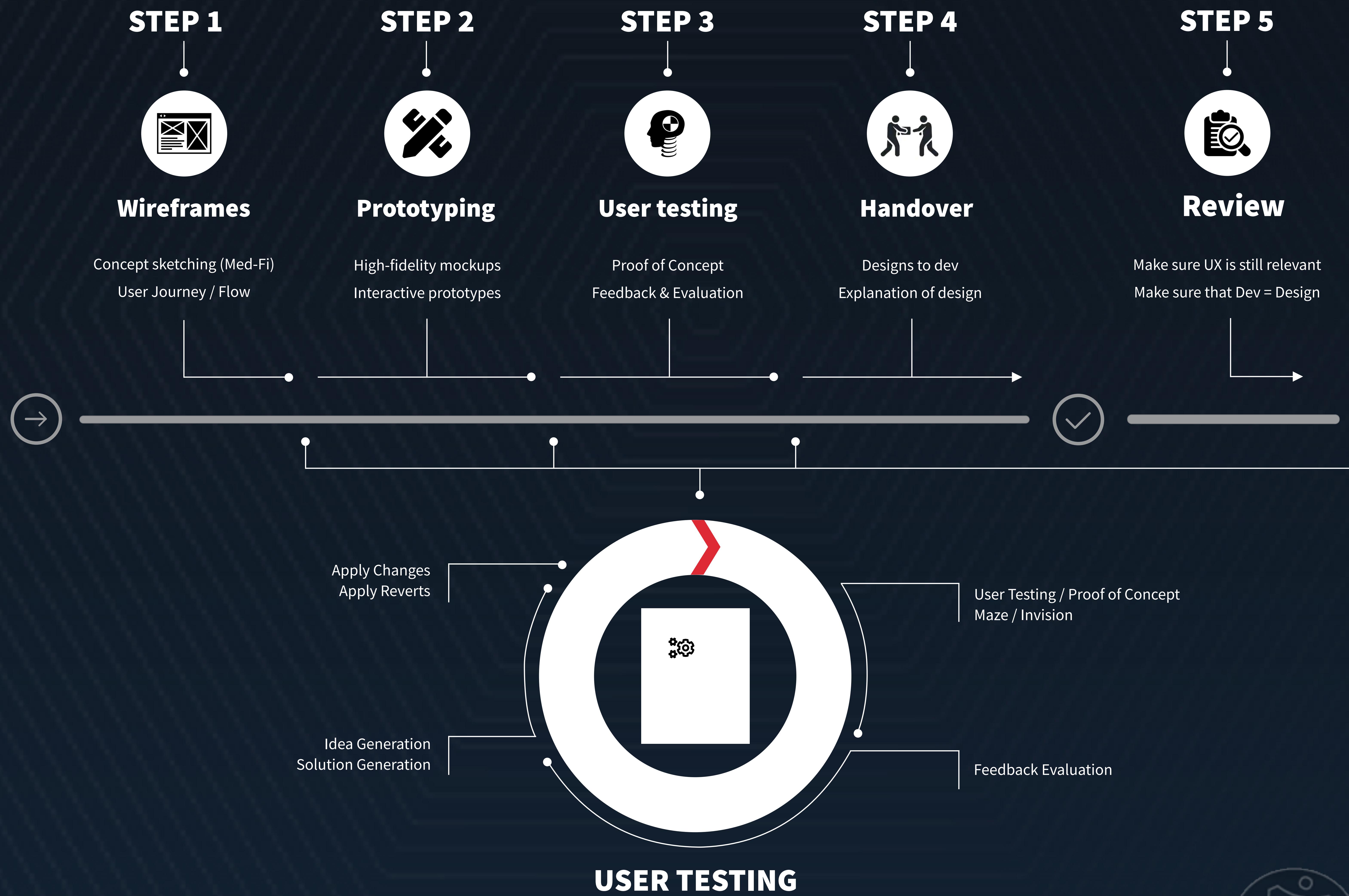
Designs to dev  
Explanation of design

### Review

Make sure UX is still relevant  
Make sure that Dev = Design



## SHORTENED QUICK PROCESS



## QUICK PROCESS





Step 1

## ANALYST HANDOVER

**Brief:**

This will be a formal handover from the analyst's, they will give the designer context of what is needed and also what is expected from the concept design.

The Designer should ask the following questions to the analyst to make sure they have all the relevant information:

1. Who is using it
2. Why are they using it
3. What are they trying to achieve
4. How am I using it

**Playback:**

Once this has been done the designer will play back to the analyst to make sure that the requirement is understood.

**Deliverable:**

This will be a spec of the requirement or if there was any images drawings

**Note:**

The analyst explains the business requirements and working environment of the user. Questions such as Who is this for. What are they trying to achieve in their work should be clear during this part. All the design questions must be posed to the analyst.



Step 2

## IDEATION

**Storyboard:**

This will be a session where the designer will sit with the following people involved: Analyst, designer, senior Dev. This will give the designer more context of the task at hand.

**Deliverable:**

This will be the answers to the questions above, note that this might be multiple and can get quite extensive.



Step 3

## PROBLEM SOLVING

**Brainstorm:**

Put some ideas on the table/board. This will get us some ideas that we can quickly say yes or no to and that also at the end get to a close to solid idea. This step will help us evaluate all the ideas and bring the best ones to the surface.

**Deliverable:**

This will be the answers to the questions above, note that this might be multiple and can get quite extensive.

**Note:**

Please use the following developers to evaluate with: Gerhard, Johan Bester, Ashton, Jarred





Step 4

## WIREFRAMING

### Medium Fidelity

This is taking what was said in the previous step and wireframing this to get a more digital Visual of the Ideas. This visual will also include the full user journey and the user flow. Once you have done the designs sense check it with the analyst.

### User Testing

To re-evaluate and make sure that the concept is good we will do an internal evaluation on the wireframe design

### Deliverable

This will be the actual wireframe file on GIT.

**Note:** Ensure that the analyst that is reviewing the wireframes only reviews the business requirements of the components/designs are met other than that their option means nothing!!



Step 5

## PROTOTYPING

### High Fidelity

Once the wireframe is done and the initial test show that the users are buying in to the new concept we will add some fat to the design, this will entail a full user journey that will cover some of the personas that was set out in the Ideation stage (step 2).

This is also the stage where we will do some final polish work on the designs, user journey, and user flow as this is the version that will be uploaded to Invision and Maze for user testing.

### Deliverable

This will be the actual wireframe file on GIT.



Step 6

## USER TESTING

### Invision & Maze

This will be where we take the Invision prototype and set up a usable and interactable user testing session in Maze. If there are uncertainty, you may still want to do usability testing with users to better understand what they are struggling with and why.

### Deliverable

This is the final analysis of the design before it goes to dev for this deliverable you will need the Maze report to support your findings on the design





Step 7

## HANOVER

**Handover**

This will just be a quick 30min session to update the dev's on the thought behind the design as well as indication to them if there are any specifics they have to attend to.

**Playback**

Once this has been done the Developer will play back to the Designer to make sure that they fully understand what needs to be developed.

**Deliverable**

Notes made in TFS that this was handed over to the developers and that the developer understood every that that was said



Step 8

## FINAL REVIEW

**Review**

This will be the designer that did the initial work that will review the final dev outcome and compare it to the actual Design to make sure that what was said was understood 100%

**Deliverable**

Notes made in TFS that this was handed over to the developers and that the developer understood every that that was said



## PROGRAMMES THAT WE USE

