**QUESTION 3**

**How can user experience research be adapted to agile working methods?**

Client experience research can be adjusted to dexterous working strategies in a ton of ways, particularly when incorporating client examination and testing into a nimble advancement measure which includes different Agile procedure. For instance, widely practiced agile methodologies like Scrum regularly don't consider client exploration and testing as a part of the cycle. By and by there some important hints on adjusting the way to deal with client examination to augment the advantages, inside a regular run time of 2-3 weeks. Below are some Agile methods good at adaptation

First of all, Test early, test often is a common user experience research adapted agile method which can be best described when you consider a sprint, where groups will be working towards building a particular aim or goal. Groups can work intently together to consolidate assets just as thoughts and guarantee improvement endeavors are lined up with clients' requirements and capacities. This is known as the 'just in time' technique. In addition, the regular way to deal with client experience exploration can require a long lead time and arranging. Booking customary user research slots as a feature of a run can help the examination groups find opportune solutions to plan issues, while inserting the methodology in the group's interaction and thinking. And it is advisable to involve the entire group in the user research and testing measure, noticing meetings and assisting with distinguishing issues. This advances agreement and interest in the yields of client testing, and can stay away from delays in examining and recording results.

For example, the DotGov team advocates ‘Testing Tuesdays’. Predictable and regular testing intervals enables team members to schedule time to watch sessions.

Secondly, recruiting participants for user studies takes time and lengthens the user research and testing process. It can accelerate timescales to maintain a panel of users willing to attend user sessions, and help test the design, at relatively short notice.

Lastly, Rapid Iterative Testing and Evaluation (RITE) is a client testing approach that functions admirably with agile methodologies. With RITE, a model is persistently refreshed between user meetings, to fix recognized convenience issues (even with information from a solitary client). Along these lines, a few cycles of a plan can be tried during a couple of long stretches of convenience meetings, rather than hanging tight weeks for plan emphases and another arrangement of meetings to be arranged.

Nevertheless when leading developmental convenience tests, our attention is on subjective not quantitative information, and in light of noticed practices not voiced conclusions. Excusing convenience issues since 'they simply happened to one client' is a typical error with little example sizes (from 5-12 members for lab-based ease of use considers).

Practices will in general be genuinely steady: in the event that one client neglects to comprehend the UI to your item, all things considered, different clients will as well. So do it RITE: in case you're trying with an early model or model, it ought to be somewhat fast and economical to execute and test an answer.