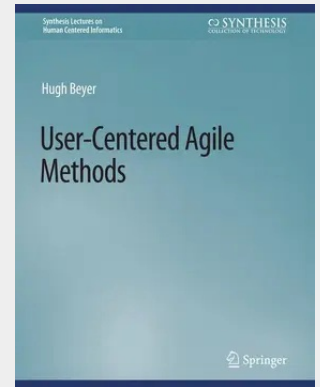


User-Centered Agile Methods

With the introduction and popularization of Agile methods of software development, existing relationships and working agreements between user experience groups and developers are being disrupted. Agile methods introduce new concepts: the Product Owner, the Customer (but not the user), short iterations, User Stories. Where do UX professionals fit in this new world? Agile methods also bring a new mindset -- no big design, no specifications, minimal planning -- which conflict with the needs of UX design. This lecture discusses the key elements of Agile for the UX community and describes strategies UX people can use to contribute effectively in an Agile team, overcome key weaknesses in Agile methods as typically implemented, and produce a more robust process and more successful designs. We present a process combining the best practices of Contextual Design, a leading approach to user-centered design, with those of Agile development. Table of Contents: Introduction / Common Agile Methods / Agile Culture / Best Practices for Integrating UX with Agile / Structure of a User-Centered Agile Process / Structuring Projects / Conclusion

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