Mendix Agile UX Integration

MENDIX PROJECT UX TEMPLATES

Contents

Project UX Templates

Your projects **'screenplay'** for successful UX Integration

INTRODUCTION

Every project is unique and therefore hard to capture in any process outlining template. It is certainly possible however to work with a 'baseline' project plan or 'screenplay' that would fit an average project. Key characteristics being: **not set in stone** and **easily adjustable** to the actual project.

These templates outline and embed this approach. They offer a suggested way of integrating agile UX in the Scrum Methodology. Emphasis lying on the word **'suggested'**.

First priority for using the templates is defining the **level of UX detail required** and **adjusting the plan** appropriately. Note that the flexibility lies mostly within adjusting the depth or level of detail of the responsibilities and deliverables and not so much in taking out certain steps.

A good example of adjusting the level of detail is the fidelity and amount of wireframes created for the project. Ranging from a couple of general low-fidelity wireframes drawn with pen and paper or on a whiteboard to a full-blown photoshop comp set of all the required screens.

Rule of thumb with wireframes being trying to take a minimum approach and scaling up appropriately to any emerging needs.
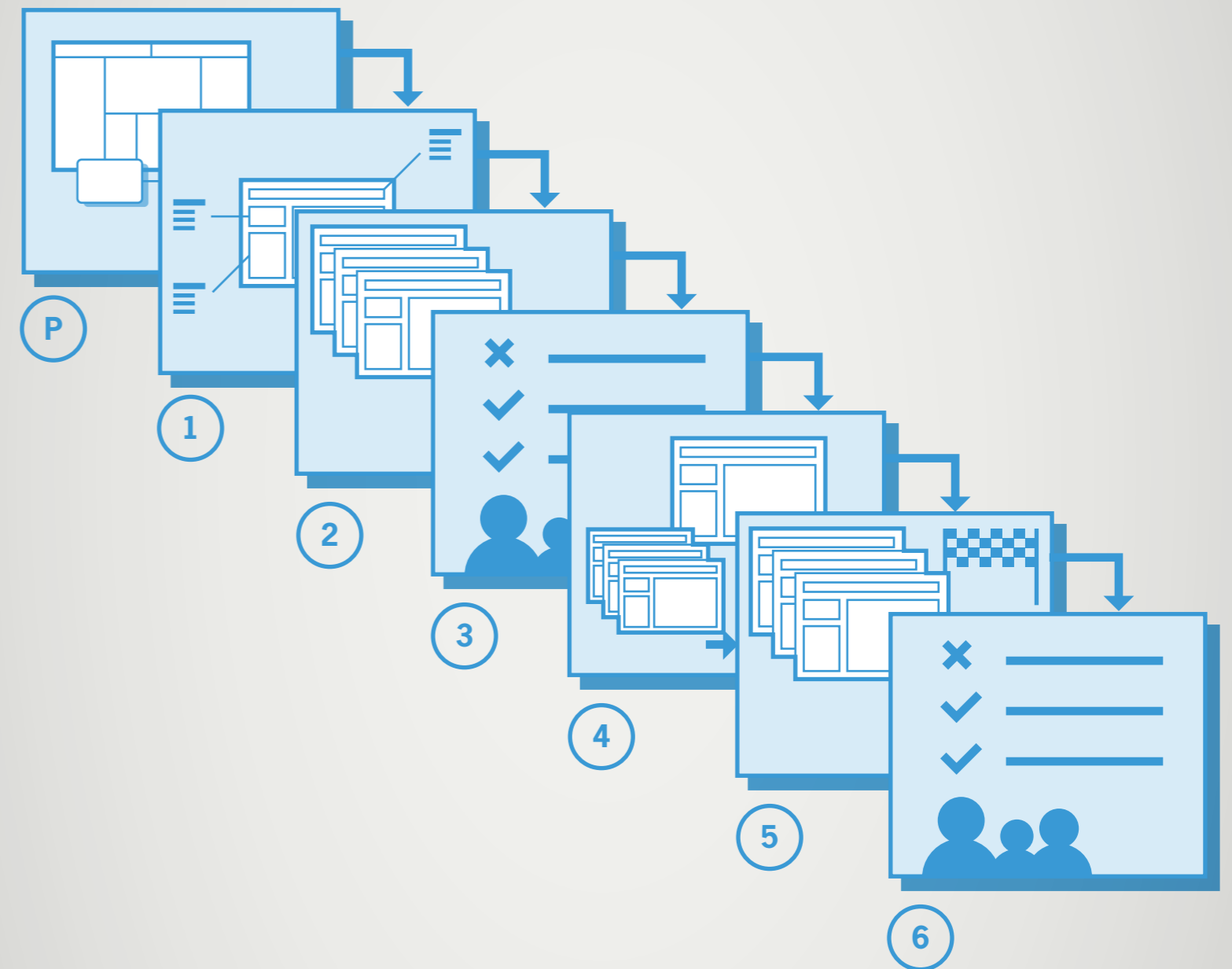
P PREPARATION

Prepare the project by using Product Vision & Product Canvas Methodologies

UX Responsibilities
› Support PO / Team with preparation.
› Evaluate level of detail / research required.
› Provide expert UX input from end-user's point of view.

Dedicated UX Deliverables
› Verification / Adjusted Plan
› Provisional Persona's
› Main journeys & userflows
› Design inventarisation & wireframing / mockups

General UX Deliverables
› Product Vision Board
› Product Canvas

Alternative Needs
› End user interviews
› Product Vision / Canvas workshop
› Styletiles
› Low end prototype testing
› High fidelity design sketch

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1 SPRINT 1

Kick off the project, using the teams startup time for detailling UX assets and setting up the project.

UX Responsibilities
› Design / Detail relevant journey and wireframes
› Translating wireframes / journey to Mendix components (e.g. pagetemplates)
› Include unaltered Mx UI Framework theme.

Dedicated UX Deliverables
› Detailed wireframes with link to Mx pages / components
› Standard Mx UI Framework theme

General UX Deliverables
› Relevant pages for journey/epic
› Relevant content for journey/epic

Alternative Needs
› If no preparation is done: implement preparation, shift sprints and loose sprint 4.
› Further define / detail canvas

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2 SPRINT 2

Continue the excellent work from sprint 1. Assist with feedback from 1st review session and prepare for 1st end user test session.

UX Responsibilities
› Support Team with implementation.
› Review & assist with first feedback.
› Design / Detail relevant journey and wireframes
› Translating wireframes / journey to Mendix components (e.g. pagetemplates)
› Assist or implement UI Framework
› UX QA pages & interaction
› Assist in setting up research questions for end user test

Dedicated UX Deliverables
› Detailed wireframes with link to Mx pages / components
› Research questions / setup enduser test

General UX Deliverables
› Adjusted UI Framework theme
› Reworked pages
› Relevant new pages for journey/epic

Alternative Needs
› Further define / detail canvas

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3 USABILITY TEST

The first real usability test. covering the most important user journeys and critical points.

UX Responsibilities
› Assist with first usability test day
› Assist with analysing results

Dedicated UX Deliverables
›

General UX Deliverables
› Analyses & findings test
› Points of improvement

Alternative Needs
›

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4 SPRINT 3

Its time to implement enduser test findings as well as tackle the remaining important user journeys.

UX Responsibilities
› Support Team with implementation.
› Redesign / Detail journeys and implementation based on findings.
› Design / Detail remaining journey and wireframes.
› Translating wireframes / journey to Mendix components (e.g. pagetemplates).
› Assist or implement UI Framework
› UX QA pages & interaction

Dedicated UX Deliverables
› Updated wireframes with link to Mx pages / components
› QA input on app

General UX Deliverables
› Adjusted UI Framework theme
› Reworked pages
› Relevant new pages for journey/epic.

Alternative Needs
› Further define / detail canvas

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5 SPRINT 4

The final sprint. Time to wrap it up and finish the last bits together with preparation for the uat or enduser test.

UX Responsibilities
› Support Team with implementation.
› Review & assist with sprint 3 feedback.
› Rework design according to feedback.
› Assist or implement UI Framework
› UX QA pages & interaction
› Assist in setting up research questions for end user test

Dedicated UX Deliverables
› Updated wireframes with link to Mx pages / components
› Research questions / setup enduser test
› QA input on app

General UX Deliverables
› Adjusted UI Framework theme
› Reworked pages
› Relevant new pages for journey/epic.

Alternative Needs
›

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6 USABILITY TEST

The final usability test. covering the most important user journeys and critical points. Can be combined with a U.A.T.

UX Responsibilities
› Assist with usability test day
› Assist with analysing results

Dedicated UX Deliverables
›

General UX Deliverables
› Analyses & findings test
› Points of improvement

Alternative Needs
›

PROJECT UX TEMPLATES - MENDIX START PROJECT