Agile hx

Agile hx → Agile software development

Product & interaction design → hx

Specialist

→ Taking with ni & Development

⇒ Identifying technical constraints

⇒ Digital communication.

Converting Potential Solutions
Product

Finalised Product Testing.

Best Principles;

① Research and Model Upfront
Advanced

② Collaborate With Stakeholders from
Very beginning

③ Design atleast one Sprint ahead
but Stay Supportive.

④ Look for expensive pool of users
for design Validation

⑤ Involve the the Learning nx
activities.

⑥ Fail fast & Iterate With many
Options

⑦ Create "consumable" Prototyper

⑧ Participate in daily Standups.

⑨ Set clear Roles and responsibilities

⑩ Host training.

hx Workflow;

* Step by Step Process
* Design must follow the
Process to design hand off.
* 5 stages of DT Process there
is no specific Workflow method.
* Now designers & organization
develop UX Workflow is a matter.
* Preference depending on factor,
Stimetime, Policies & tools.

Steps UX Workflow.

* Defining the business need
* conducting, Research & gaining
insights
* Analyze research & ideate.
* creating information architecture
& user flows.
* Lo-fi Prototyping
* Hi-fi Prototyping
* Testing
* Design Handoffs.

Crucial.

Problem solving

Meeting for Product Manager UX design + Stakeholder.

Routine With all meeting

Business needs: Step - 1

* Project scope
* Project Roadmap
* Time frame and deadlines
* Task and objectives
* User data and analytics
* Financial and technical constrains
* Stakeholders roles and responsibili-
   ties...

Step 2; (Conducting, research & gaining)
          ux design team begins With
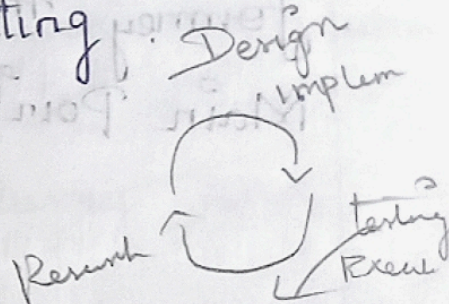Research Phase. With clear role and
Purpose.

* general User Research.

* Conducting interviews

* User Focus

* Survey

* Competitor research

* Market research.

Step 2: (Analyze research & Ideate)

User Person - empathy and.

Jommey maps - User Problems and

Main Points

Develop

Solution With clear

Picmmg of mem

Market - Bumnerr vamer

* It is collaborative brain storming
exercise other involving the holdear
from several development like Product,
Market and engineering fields

29/11/2026 . Webapp interface design:

Mirming *Navigation derign
Topic in
Previour *Component Level design
Topics

Navigation design:

* Once architectme established
(Pager, Scriptr, Procering functions)

* Navigation Pathway enables user to acess Webapp content and functions Component level design;

    * Perform Processing to generate content

    * Provide data Processing capabilities and appropriate web application domain.

    * Provide data base Query and access

    * Establish data interface with External System.

Step 4: (creating information architecture & user flows).

* using research remlt ux degner begin listing and organize the screens then need to design,

* Using their list they can create information architecture on sight map to define user flows and nangation.

Step 5: (Lofi Protyping).

    * With information, architecture and flows define The ux degnies begin hand sketching Wire framei.

completed and then create digital
Wire framer nrig dengn tool.

* lofi - digital prototyping hore
simple click and tap interaction to
text navigation and hier flow.

Step 6 : (HiFi Prototyping)

* Ux designer convertr Wireframer
to Mocknpr that reremble the final
Product.

* Before adding interactinty to
create functioning hsing high fidelity
Prototypees. fidelity ↓.
High * Designer bnild with advanced
interaction animation formating data
captme and Validation

Step 7 : (Testing)

In hx Workflow 7th step ir
testing
But the hx derigner begin
testing in 1st step.

* Designers Validate ideas and concept

* Critical testing happens once. design team Working With Prototype.

* Testing takes place often With end user reduce, Meaningful feedbacks for designers until the Product is errorfree and Working.

Step 8: (Design handoff).

* Design handoff is starting early in the Design Process.

* Product designer ux team and engineers meet periodically throughout the Project to ensure design meet technical and designer documentation their Work correctly.

* UX Pin allowes designer to create documentation in the design editor to Keep all project details and aspects in one place.