UX in Agile

How one team
is making it work

PMI Atlanta Chapter, Agile Interest Group
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The Daxko Engage team

Our team

Patrick
dev guy

Will
product manager

Jason
agile coach

Astrid
ux designer

Traditional UX doesn't work in Agile

Traditional UX seeks certainty up front

SPECIFY ALL THE THINGS!

Agile UX

That's Jason.
He's crazy.

EDJIT*

Necessary only on "what we do"
but OK if everywhere if easier

What we do

MEMBER ENGAGEMENT
File XYZ
File ABC
File 3

MEMBER PROSPECTING
File 1
File 2

MEMBER RECOVERY
File 1

subfolder —
subfolder
Contents

Subfolder —
Subfolder
Contents

Preferable
everywhere
(or another
solution
to ordering?)

00001 — File XYZ. pdf
00002 — File ABC. pdf
File 3. pdf

* Enough Design Just In Time

Constant collaboration

How do you get there?

Individuals and interactions
over processes and tools

Working software
over comprehensive documentation

Customer collaboration
over contract negotiation

Responding to change
over following a plan

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Embed & commit

Collaborate

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Goal is delivery, not design

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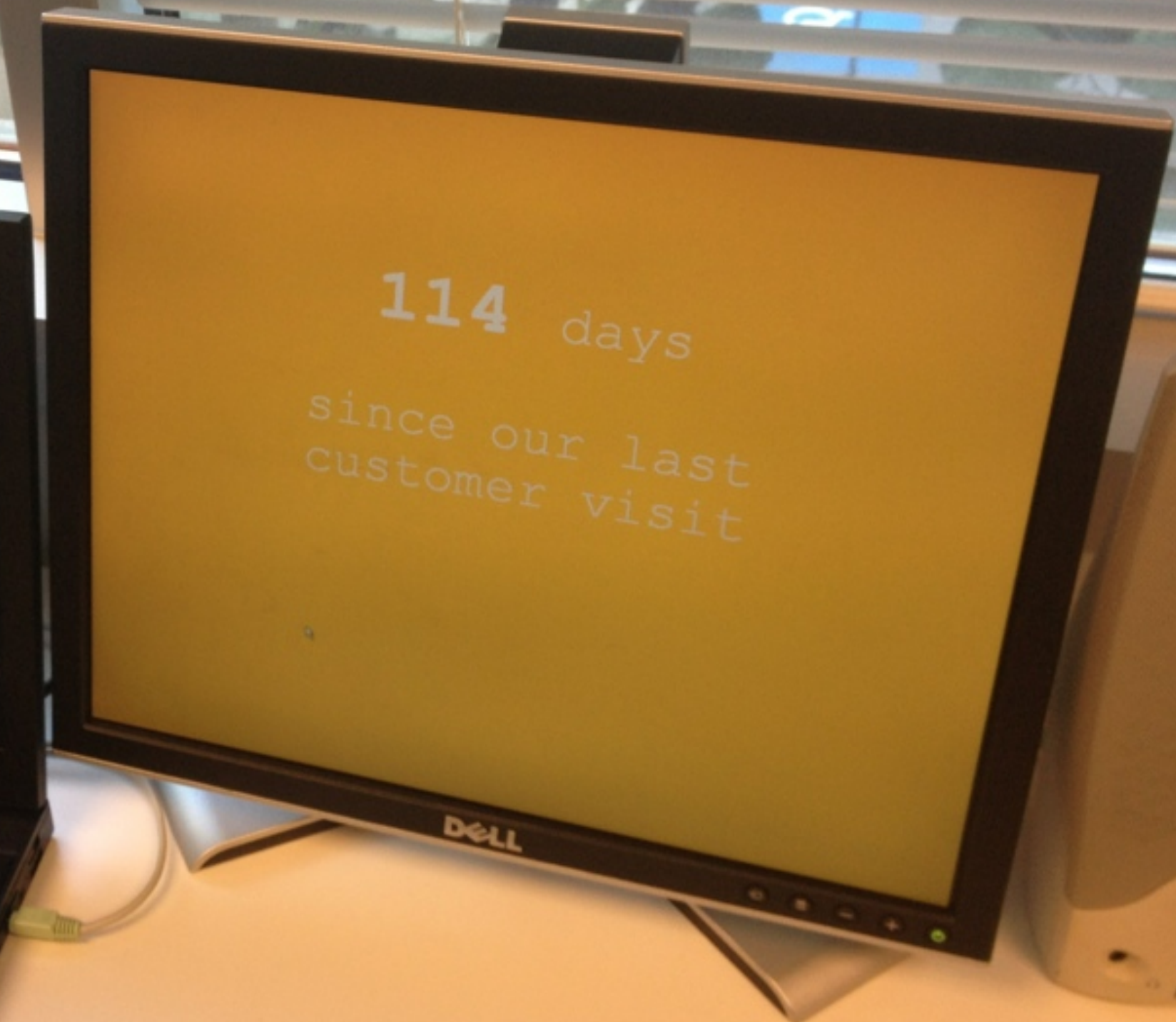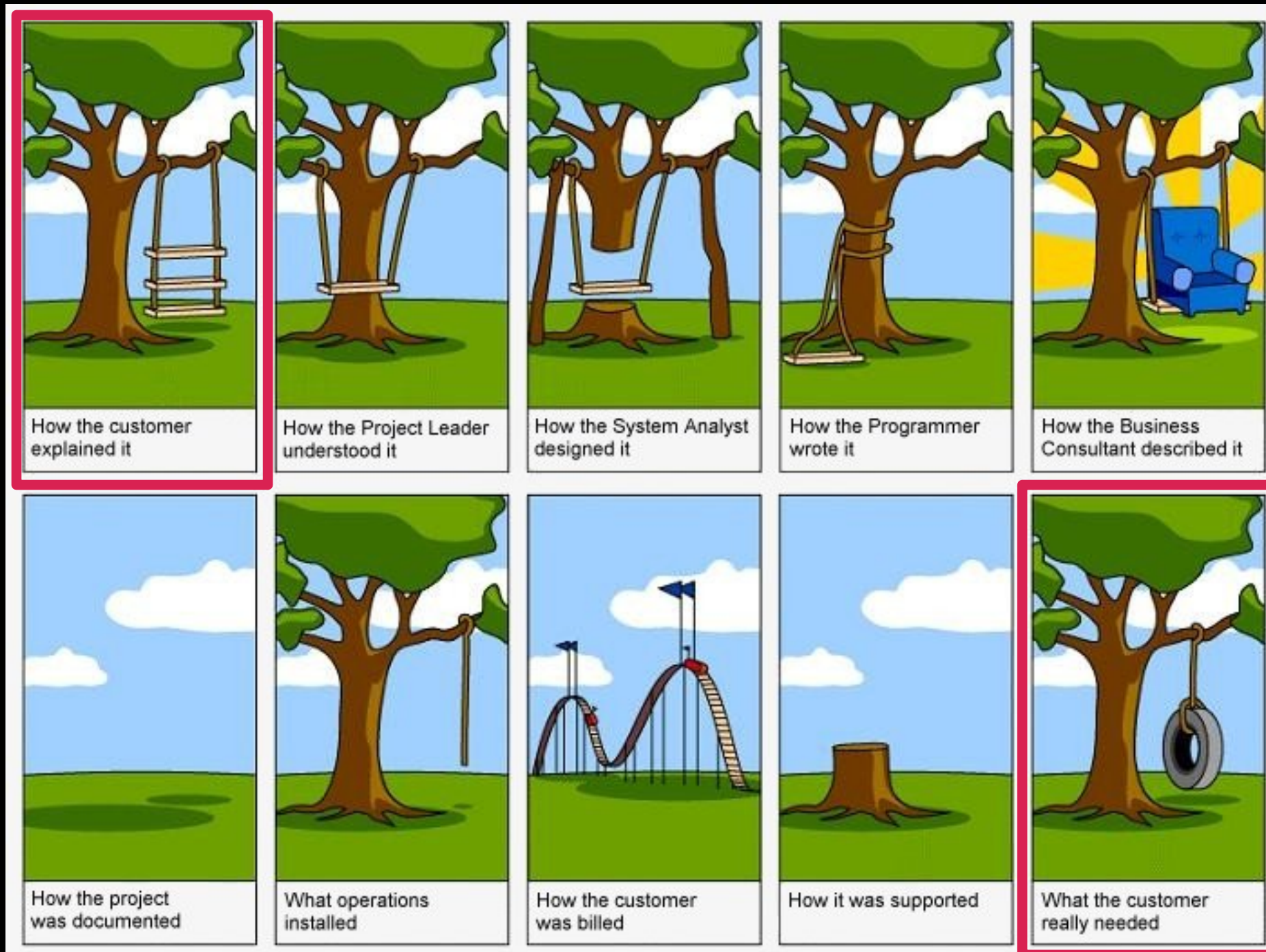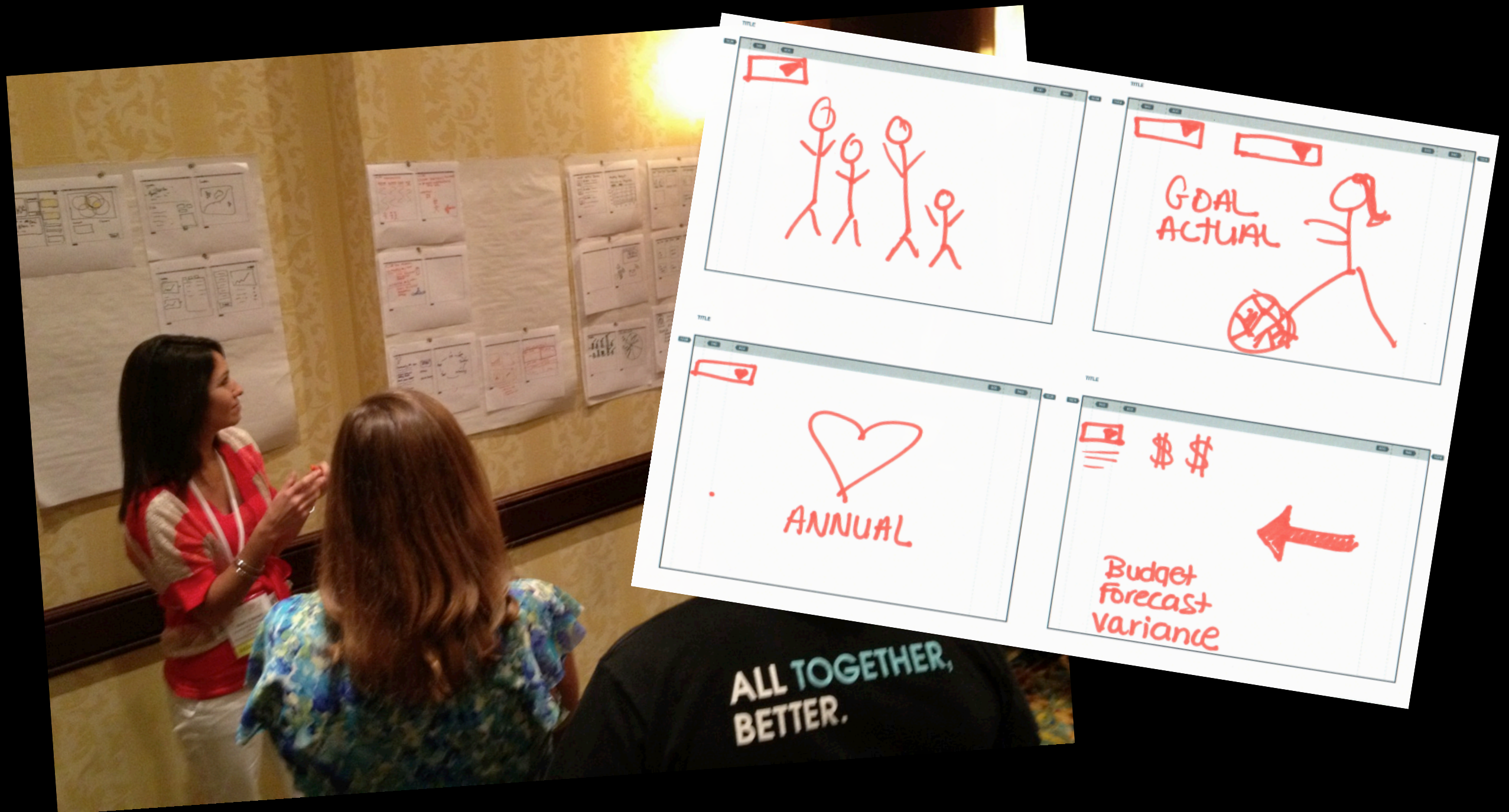# View customers as partners
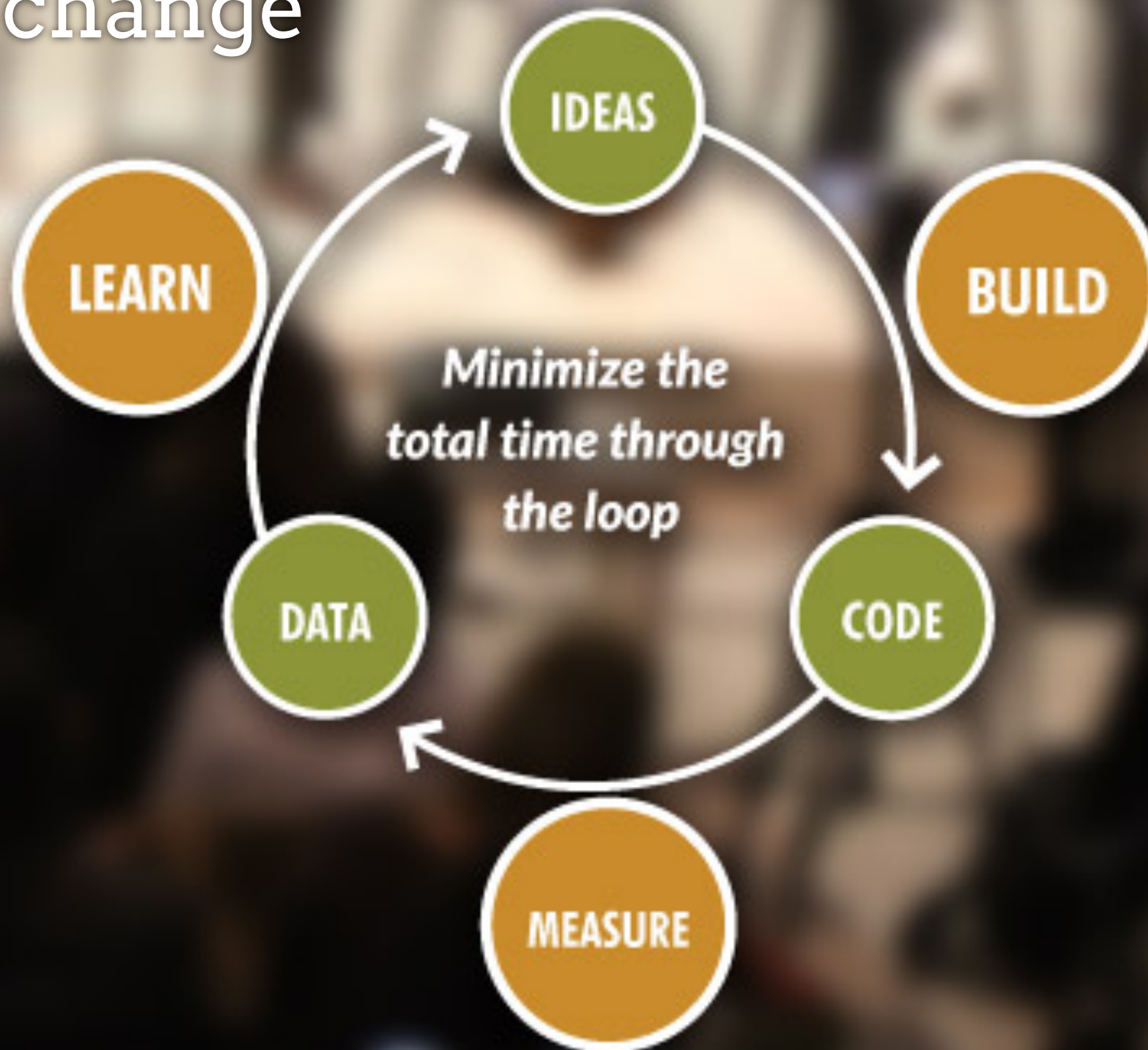
Invite customers into your process

Individuals and interactions
over processes and tools
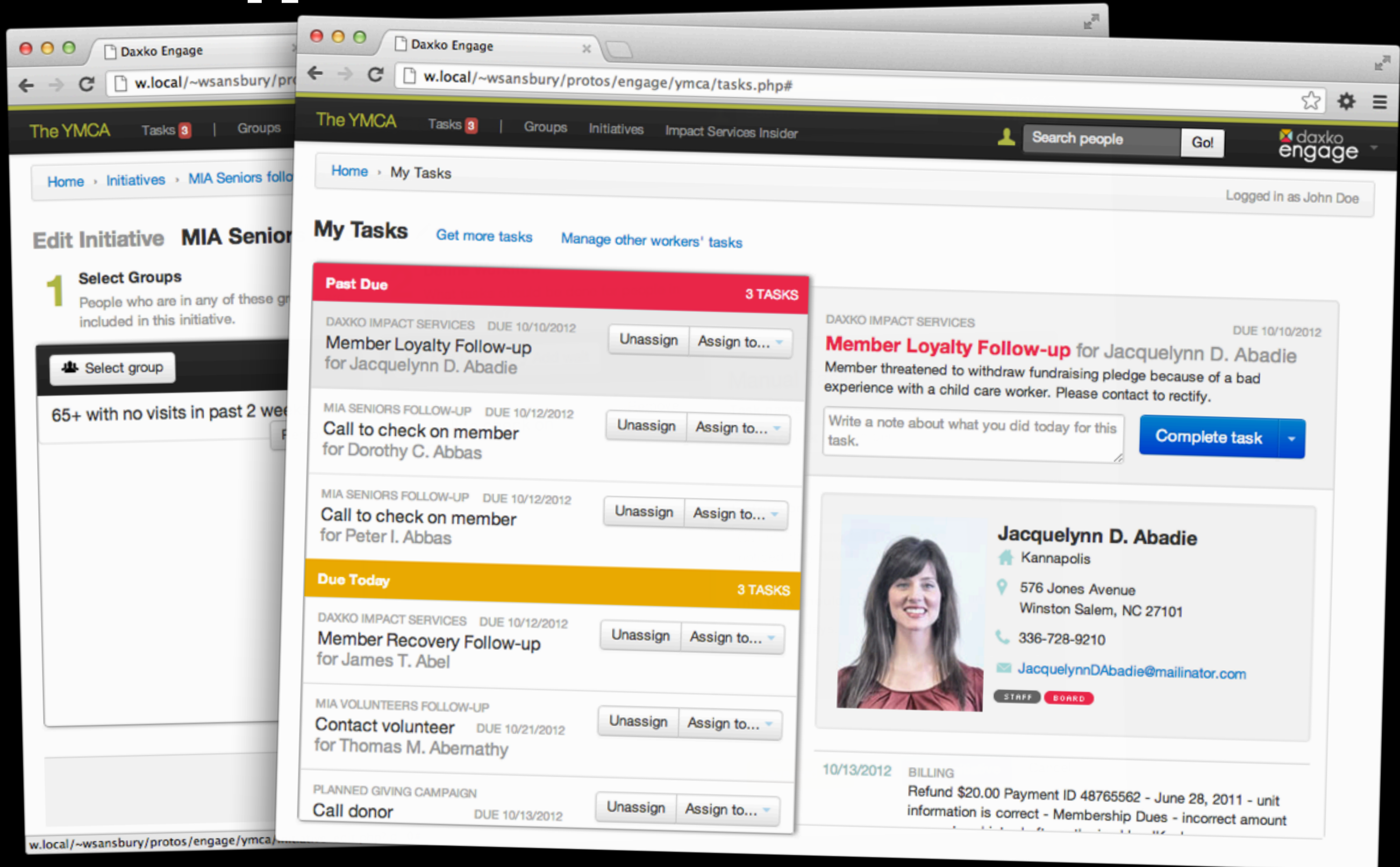
Working software
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Court change

Prototype and iterate

Test early and often

That's what's working for us. Now, let's chat.