Mendix Agile UX Integration

MENDIX PROJECT UX TEMPLATES

Contents
- Introduction
- Mendix Start Project - template
- Concepts and definitions
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.
**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 enduser’s point of view.

**SPRINT 1**

Kick off the project, using the teams startup time for detailing 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

**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

**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

**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

**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

**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