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What is agile and lean ux

UX designers are no stranger to agile UX & lean UX, but for the new to this field, it's not easy to distinguish between the two concepts. If you search for "agile ux vs. lean ux differences" in Google and read the articles listed in the result page one by one, you'll be disappointed to find many points in them are controversial to each other. In fact, this wouldn't be a trouble if we pay attention to its practical use when talking about any concept.As for agile ux & lean ux, the only things we need to know are their origins, core principles, pros and cons and our judgement of their applicability in product development. That's enough. But there is one thing for sure: these two design methods are complement with each other and always in mixed use in real product design & development.Origins & Definitions of Agile UX & Lean UXLean UX & agile UX are in fact put forward based on Lean Software Development & Agile Software Development. To better understand the former, let's see the meaning of the latter two first.Agile software development describes a set of principles for software development under which requirements and solutions evolve through the collaborative effort of self-organizing cross-functional teams. It advocates adaptive planning, evolutionary development, early delivery, and continuous improvement, and it encourages rapid and flexible response to change. These principles support the definition and continuing evolution of many software development methods.The term lean software development originated in a book by the same name, written by Mary Poppendieck and Tom Poppendieck. The book restates traditional lean principles, as well as a set of 22 tools and compares the tools to corresponding agile practices. The Poppendiecks' involvement in the Agile software development community, including talks at several Agile conferences has resulted in such concepts being more widely accepted within the Agile community. — WikipediaFrom the above we can deduce that agile UX and lean UX are two methods of User Experience design which have different focuses. Agile UX pay more attention on the high efficiency of the communication between all those involved, software delivery and development. Lean UX, which makes "user experience" as its core, focuses more on the matching degree of product and market. Both of them have their pros and cons but they are equally important in product design.Cores and Principles of the Two Designing MethodsIndividuals and interactions over processes and toolsWorking software over comprehensive documentationCustomer collaboration over contract negotiationResponding to change over following a planEliminate wasteAmplify learningDecide as late as possibleDeliver as fast as possibleEmpower the teamBuild integrity inSee the wholeIn agile UX design, the product project is divided into multiple subprojects in early stage. Each subject was tested and is visible, can-be-integrated and workable. In other words, this is to separate a big project into several interconnected but independent small projects that can run on themselves. These subprojects are completed respectively, during which the product is always available. This method greatly improves the efficiency of designing a product and the responsive ability of the product.However, to make a good product will finally be a "user-related" problem. What is user? The complicated, non-binary living organism whose demands should be integrated to take into consideration in product design to provide the best user experience. This is the most obvious advantage of lean UX. Since this method stretch out the product design period, agile UX might be a better choice for those result-oriented designers.It might also be noted that:Aigle UX is not equal to low product quality, just like lean UX is not equal to low efficiency.The Role of Product Prototype In The Two Designing MethodsAs an embryonic model being built in the early stage of product design, prototype is used to test the usability of a product and its features. It is said that prototype design can reduce around 25% bug of a product. For both agile UX and lean UX, prototype is a very good way to stimulate designers walking out of comfortable offices, taking their "ideas" to clients and users and talking with them to dig the real demands of them. This guarantees that the "user-focused" core and "user experience-oriented" principles of the two deigning methods can be carried out.Here I recommend some good-to-use prototype design tools : Mockplus — Prototype Faster, Smarter & EasierAxure — prototypes, specifications and diagrams in one toolJustinmind — prototyping tool for web and mobile apps This study guide covers how to work through many of the challenges UX practitioners face when working in Agile. Perhaps you're struggling to understand how UX fits in Agile or to decide when to do research and design each sprint. Maybe you're finding it difficult to do any user research at all or feeling pulled in too many directions to do UX work effectively. Agile can be tricky for everyone, especially UX. We often have to adapt how we work and help others understand how we fit and contribute. The goal of this study guide is to provide tangible tools and tips to make the adaptation process clear and easy. Waterfall vs. Agile vs. Lean Before transitioning to Agile, many organizations worked in the old Waterfall model of product development. Lean and Agile are quite different and it's important to understand each process's unique focus as it impacts how to approach UX work: Waterfall: Phases of work flowing in sequence toward project completion Agile: Collaboration and embracing change are more important than following a plan Lean: Maximizing user value through continuous experimentation and removing waste Common Agile Frameworks Agile frameworks aim to structure and organize the process. Common Agile frameworks include: Scrum: A lightweight framework that helps people, teams, and organizations generate value through adaptive solutions to complex problems SAFe: A set of organizational and workflow patterns for implementing Agile practices at an enterprise-level scale Kanban: A visual system for managing work as it moves through a process at the individual, team, or organization level Jobs-to-be-done: A framework based on broadly understanding the user's goal, or "job," and the needs leading the user to "hire" a product to complete the job This study guide is agnostic to framework and applies to the many different flavors of Agile today. For that reason, it will most likely apply equally well to the next hot thing that will surely come out next month. Review the full guide or skip to the sections most relevant to you: Discovery and User Research in Agile One of the biggest challenges of working in Agile is finding time to conduct user research. Whether in sprint 0 or during discovery, practitioners often face tension when advocating for the time to understand users' problems, needs, and opportunities, before ideating solutions. The articles and videos in this section help with research advocacy and execution in Agile. Lean Methods for Ideating and Defining Solutions After conducting research, Agile teams can move much faster with a clearer understanding of ideas and solutions that will meet users' needs and business goals. Rather than relying on heavy requirements to define and outline solutions, use the leaner alternatives in this section to save time and narrow your team's focus.   UX Work in the Product Backlog As solutions are defined and refined, include design and additional research in the product backlog, right alongside engineering work. If UX work isn't included, the following issues can arise: More-detailed design or research is skipped over. UX is overloaded with work. The team is unable to manage time. UX people feel siloed and less like a part of the team. There is no visibility for UX work, dependencies, and what's next. Use the resources in this section to find a suitable model for incorporating UX work in the product backlog. Sprinting Through Iterative Design and Delivery Lean and Agile are all about collaborative design and the team's full involvement in the process, including in Scrum events. This process keeps communication open and avoids waste and technical or UX debt. When sprinting through iterative design and delivery, choose approaches that are best suited to the time available and the tasks at hand. Use the resources in this section to focus on the outcome, not on a perfect output. Retrospectives for Reflection and Improvement Teams can't continually improve without reflecting back on what went well during the last sprint, what didn't go well, and what to do next time to get better. Retrospectives offer a dedicated time for Agile teams to decide what to improve, abandon, or do differently. Use the resources in this section to keep retrospectives recurring and productive. Making Agile More Manageable Despite the challenges that come with Lean UX & Agile, there are ways to succeed and thrive on an Agile team. Use this section to navigate issues and establish yourself as a critical partner. For more in-depth understanding on how UX fits into Lean and Agile ways of working and tangible practices for navigating challenges, take our full-day course, Lean UX & Agile at the UX Conference. Or, explore our research report, Effective Agile UX Product Development.

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