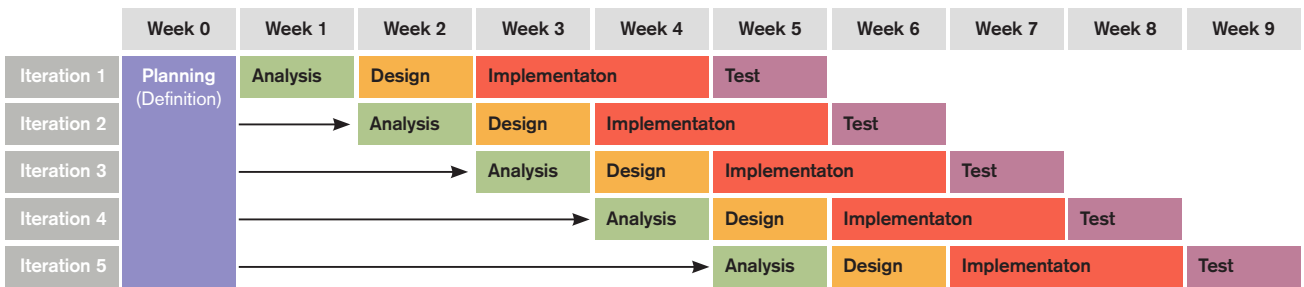


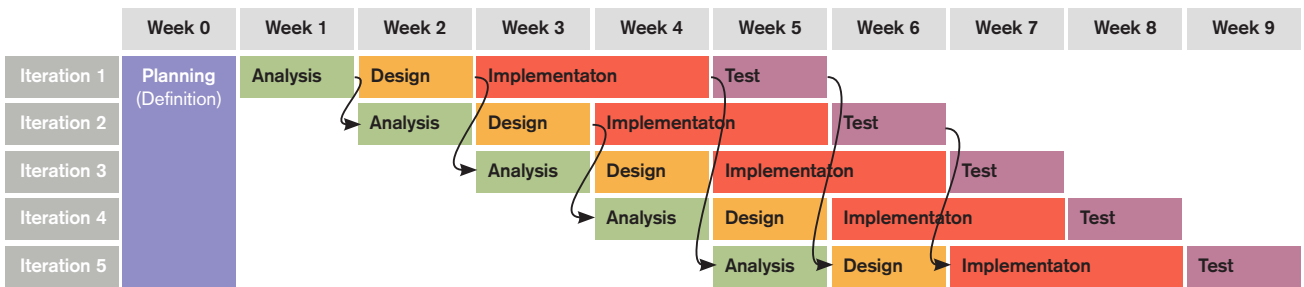
4ourth mobile agile development processes

Agile process insists that it is the most flexible way to design and build software. But design is actually rather left behind. The best that can usually be hoped for is something like this:



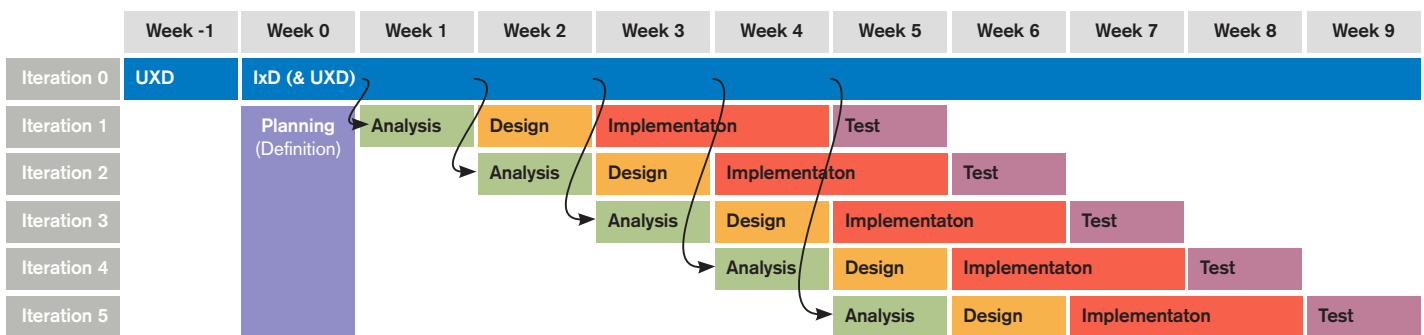
But these design phases are oriented around software design, and are far too late and constrained for user experience teams to influence the course of the work.

A common retort is to have UX help in the planning phases, and be deeply involved in the iterative design phases, but spend at least half their design time each week working on the *next* iteration (if iterations are longer than a week, just replace the word "week" as needed).



This is... okay. I've done it, but it's not satisfactory, and leaves a lot open to change, with the UX designer making tactical, emergency changes, and immediately not working holistically.

But two things are pretty solid, from the original planning: the timeline, and the original plan itself. The list of features is completed in week zero, during that planning phase. Many software design documents are completed here, and are almost completely stuck to throughout the process. So, what's wrong with just adding UX deliverables to this?



As it turns out, a few things. Even there, IT can get ahead of design and business needs. UX design needs to make their basic plan during the phase before this when business requirements are being developed (and even help make them). Then, additional details of interaction design, fixes, and guidance can be offered throughout the rest of the process.

Note that I've make UXD (and IxD) a whole new bar in the chart. That's because the holistic view and the work on multiple tracks mean they work more at the PM or business owner level, and work with – but not within – several individual phases, all at the same time.