

Agile UI/UX Training

Description

Agile UX integrates user experience (UX) design with agile software development methods to deliver faster, more flexible, and user-centered solutions. In this intensive 5-hour workshop, participants will go beyond theory and engage in hands-on exercises based on real scenarios. The workshop is enriched with short sprints, prototyping, user testing, and team collaboration practices.

What You Will Learn

In this workshop, you will discover how the worlds of Agile and UX come together. You will start by learning the core principles of Agile, Lean, and UX, and see how agile approaches that bring speed and flexibility can be seamlessly integrated with user-centered design.

- Explore the Agile Manifesto and frameworks, and understand how values translate into practice through Scrum, Kanban, and XP. Learn where and how these methods can be applied in different projects.
- Gain insight into essential agile concepts such as Product Backlog Item, Acceptance Criteria, and Definition of Done, and experience how they can be integrated into design workflows.
- On the UX side, examine UX, Usability, and Usability Testing, and see how these practices can be embedded into sprint cycles. Discuss the question “Whose job is UX?”, highlighting the shared responsibility across Product Owners, Scrum Masters, Developers, and Designers.
- Finally, explore the relationship between Design Thinking and Agile to understand user needs, rapidly build prototypes, and deliver integrated solutions

through agile methods.

By the end of the training, you will be equipped with the knowledge and tools to run faster, more flexible, and user-centered projects.

Audience

Designers, product managers, developers, and project teams who want to learn how to create user-centered products using agile methods.

Outline

Agile, Lean and UX

- Agile Manifesto and Agile frameworks
- Scrum, Kanban, XP approaches
- Concepts of *Product Backlog Item*, *Acceptance Criteria*, and *Definition of Done*
- UX, Usability, Usability Testing and their integration into projects
- Who owns UX? (Product Owner, Scrum Master, Developers...)
- Relationship between Design Thinking and Agile

UX Design Process

- **Strategy Layer (Empathy, Define, Ideate)**
 - Defining product goals
 - Identifying user needs
 - User profiling / Persona creation
 - Defining mental models
 - Developing user scenarios
- **Scope Layer**
 - Defining functional requirements / Use Cases
 - Defining content requirements

- **Structure Layer**
 - Interaction design / Navigation design
 - Information architecture / Card Sorting
- **Skeleton Layer**
 - Interface design
 - International design principles and standards
 - Prototyping (Low Fidelity & High Fidelity)
 - Interaction styles and widgets (Windows, Message Boxes, Tabs, Menus, Tool Bars, Command Buttons, Option Buttons, Check Boxes, List Boxes, Text Boxes)
- **Visual Design**
 - Psychological and cognitive principles
 - Principles of visual design
 - Visual design styles and trends

UX Testing Process

- What is usability testing?
- When to conduct usability testing
- Usability criteria
- Usability testing approaches:
 - Expert Review (Heuristic Inspection)
 - User Observation

Prerequisites

There are no prerequisites.