a previous exploration of process, bound by sprint structure

https://edmentum.atlassian.net/wiki/spaces/XT/pages/5154406514/Design+Technology+Collaboration

Synchronized with AI · October 24, 2025

User experience design process steps

📝 **Scoping and Planning**
- Scoping document prepared for review with XD support.
- Establishing budget for XD engagement and gathering input from XD disciplines.
- Finalizing Scoping Document with buy-in from UCDM and XDOOO ENABLER.

🛠️ **Design and Development Process**
- Kickoff and establishing Smartsheet Timelines.
- Defining Enablers and stakeholders for significant consultation.
- Drafting engineering documentation and reviewing intended functionality with PO and devs.

🔬 **Research and Validation**
- Conducting usability baseline studies and defining success measures.
- Creating stimulus materials and recruiting for user research.
- Analyzing study data, updating designs, and sharing results with Enablers.

🚩 **Issue Resolution**
- Addressing edge cases and aligning questions.
- Updating Design Guiding Principles and publishing draft components.
- Escalating unresolved issues to management if needed.

🔄 **Iteration and Approval**
- Determining need for iteration and iterating if necessary.
- Art Sign Off process for XD approval on developed work.
- Assessing significance of changes for further research rounds.

Close | Link

Question templates unique to different roles for XD lead to use with each Enabler (including all XD roles) that clarifies what kind of **feedback** is being requested and, critically, what the lead designer shouldn't be requesting to get from them.

Project lead would use their own template to pull the collected **inputs** together and identify if they had enough definition to start iterations.

Maybe a lot of this can come from experts, but maybe they won't be able to get it and need to request it later?

David Straight

Project lead template may require them to fill in a brings card of inputs before
- distinguish user goal vs. business & customer goal
- determine user context (user type, environment, frequency, support, what happens before and after in their day, phase of experience, current behavior with/without product, workarounds, anything else)
- distinguish insights from assumptions & hypotheses; list assumptions (often assumptions are where disagreement occurs or where we have no source for what we consider an insight) to help determine if and what to research
- determine constraints reflect on principles: consider applicable principled tasks, patterns, guidance, components etc.
- success criteria

David Straight

Question templates for XD lead to use with each Enabler (including all XD roles) that clarifies what kind of **feedback** is being requested and, critically, what the lead designer shouldn't be requesting to get from them.

Project lead would use their own template to pull the collected & appropriate **feedback** together and identify if they need to iterate further or freeze the exploration.

David Straight

Designers need a clear list of what they can say no to or what kind of feedback (or from who) they can disregard and what they can't.

David Straight

Analytical + intuitive Biggest risks with complex decisions are failing to consider all aspects:
- Intuitive thinking overlooks issues due to biases, or simple omission due to lack of a methodological process
- Analytic thinking may disregard important benefits that cannot be measured or 'proven'.
- Solution Balance
- Use analytical questioning to uncover all criteria. Include opportunity costs of inaction. If logical choice does not 'feel' correct: revisit problem definition, criteria, weights

Grant Crawford

UX Decision Criteria Identify and list the qualities which will make the design succeed or fail
- Starting points: costs identified in problem definition, constraints, existing systems. Make sure to include both good and bad aspects
- Even when you are just ballpark estimating, breaking decisions down into component criteria forces you to engage analytical thinking, and you are less likely to overlook important factors.

Grant Crawford