The UX Life Cycle

Selected material from *The UX Book*, Hartson & Pyla
The Wheel

Iterative, evaluation-centered, UX lifecycle template to evolve UX design

- **Iteration**: All or part repeated for purpose of exploring, fixing, or refining design
- **Lifecycle**: structured framework consisting of a series of stages and corresponding activities
- **Template**: a skeleton of development activities instantiated within each project
Four Basic Abstract Activities

- **Design**
  - Create interaction design concepts
  - Iterate
  - Move back to previous development activity

- **Prototype**
  - Realize design alternatives
  - Iterate
  - Move back to previous development activity

- **Evaluate**
  - Verify and refine interaction design
  - Iterate
  - Move back to previous development activity

- **Analyze**
  - Understand user work and needs
  - Iterate
  - Move back to previous development activity
Process Activities

- **Analyze**
  - Contextual inquiry
  - Contextual analysis
  - Extracting requirements
  - Synthesizing design-informing models

- **Design**
  - Design thinking, ideation, and sketching
  - Mental models and conceptual design
  - Design production

- **Prototype** – building prototypes

- **Evaluate** – rapid and more rigorous techniques
Navigating the Wheel

- Activities can overlap, iterate
- Establish criteria for activity transitions
  - When to leave?
  - What to do next?
  - When to iterate?
- Goal is to move into production
  - Goals met?
  - How much risk?
  - Time and money?
  - Problem complexity?
What Process In Practice?

- Project risks
- Project goals
- Resources available
- Type of system being developed
- Development organizational culture
- Stage of development
- Mapping to process choice
- Development activities to do
- Level of rigor to use
- Methods and techniques to use
- Iteration: Whether needed, how much, for what purpose
Process = f(System Complexity)
Process Choice

Domain Environment

Simple

Complex

Emphasis on design

Rigorous

Emphasis on analysis activities

Interaction

Less rigorous, more emphasis on emotional impact

Emphasis on design

Rigorous

Emphasis on analysis activities

Simple
The Team

Subject matter expert

User Researcher

Technical writer

Usability analyst

Evaluate

Verify and refine interaction design

Design

Create interaction design concepts

Interaction designer

Prototype

Realize design alternatives

UX manager

Prototype

Realize design alternatives

UX manager

Prototype

Realize design alternatives

UX manager

Analyse

Understand user work and needs

User Researcher

Analyse

Understand user work and needs

User Researcher

Analyse

Understand user work and needs

User Researcher

Analyse

Understand user work and needs

User Researcher