

**Tagesangebot:
SCRUM & UX**

Koch dir dein agiles Genussmenü

Claudine Zillmann & Cindy Hürlimann







Cindy Hürlimann
UX-Designer



Claudine Zillmann
Scrum Master

UX Design Rezept

DEVELOP



DISCOVER

DEFINE

DESIGN

DOCUMENT

TEST

UX Design Rezept

DEVELOP



DISCOVER

DEFINE

DESIGN

DOCUMENT

TEST

UX Design Rezept

DEVELOP



DISCOVER

DEFINE

DESIGN

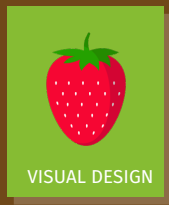
DOCUMENT



TEST

UX Design Rezept

DEVELOP



DISCOVER



DEFINE



DEVELOP



DESIGN

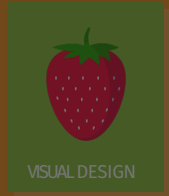


DOCUMENT

TEST

UX Design Rezept

DEVELOP



DISCOVER



DEFINE



TEST



DESIGN



DOCUMENT



UX Design Recipe

DEVELOP



DISCOVER

DEFINE

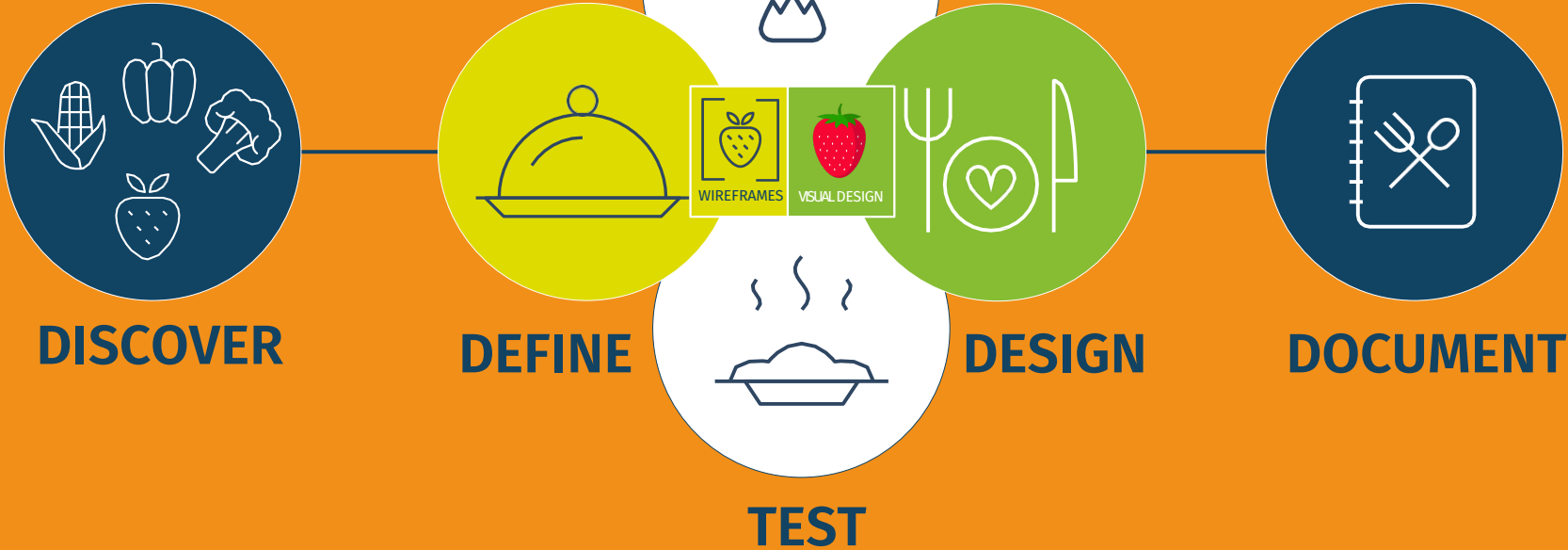
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DOCUMENT

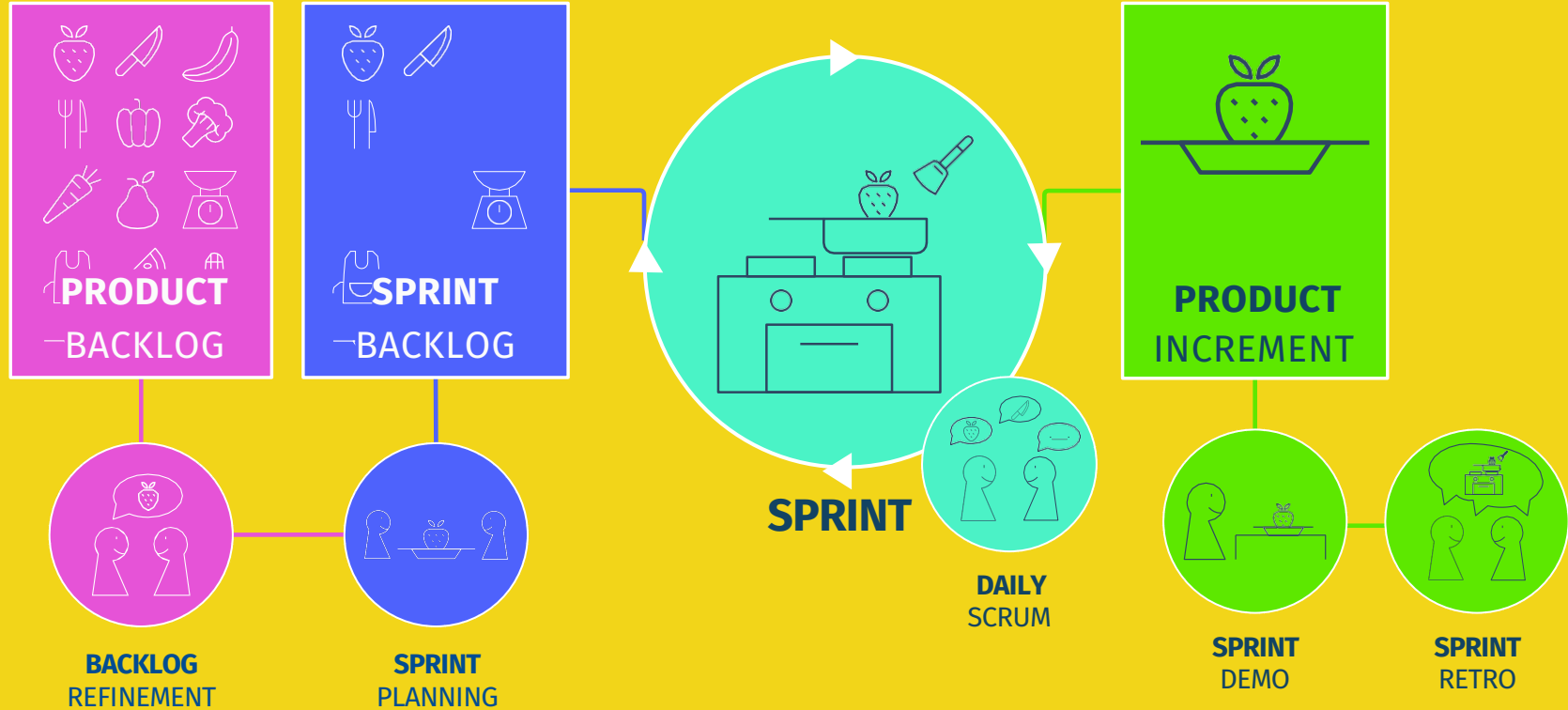
TEST

UX Design Rezept

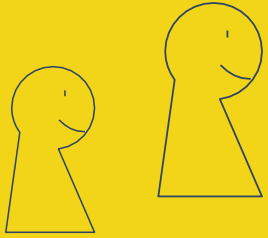
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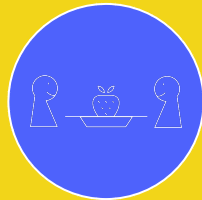
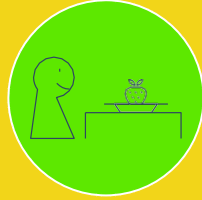
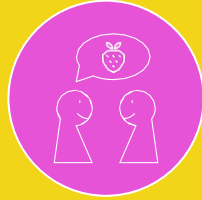
SCRUM Rezept



SCRUM Elemente



ROLLEN

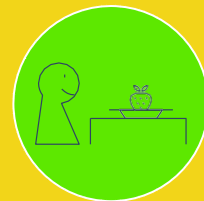
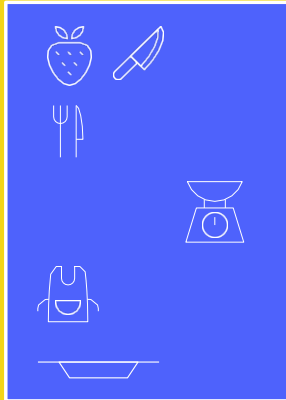
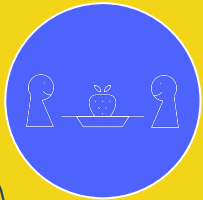
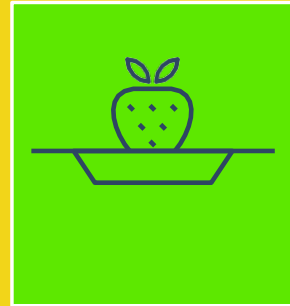
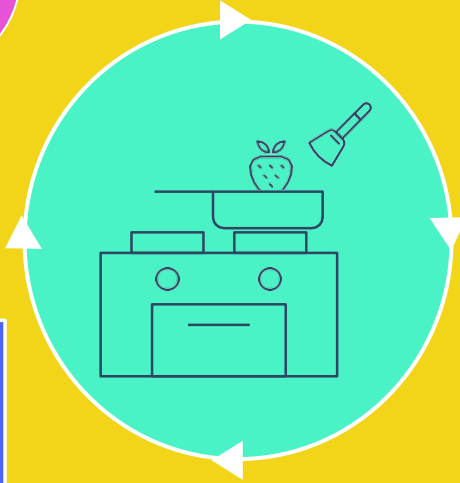
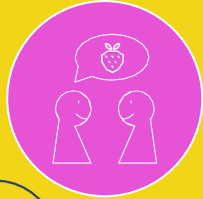


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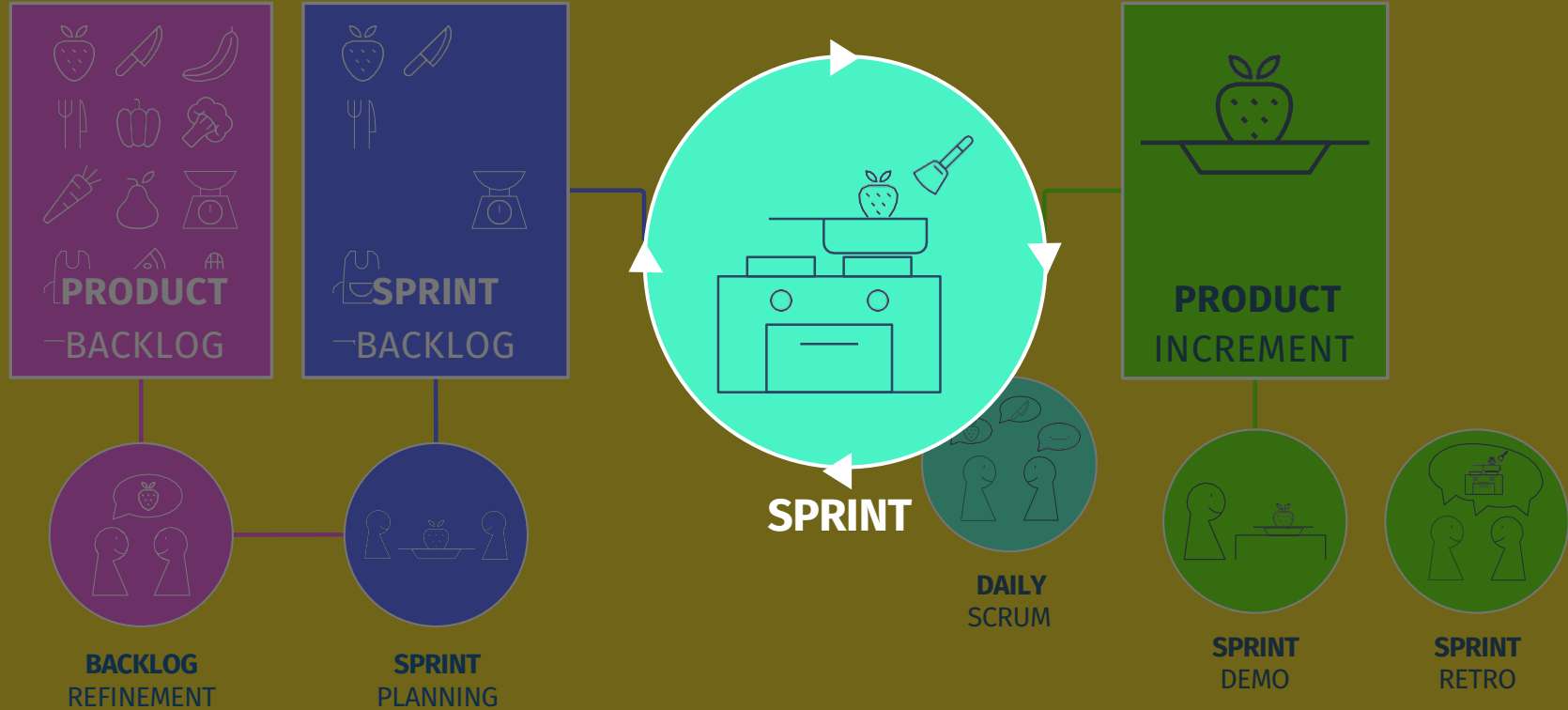


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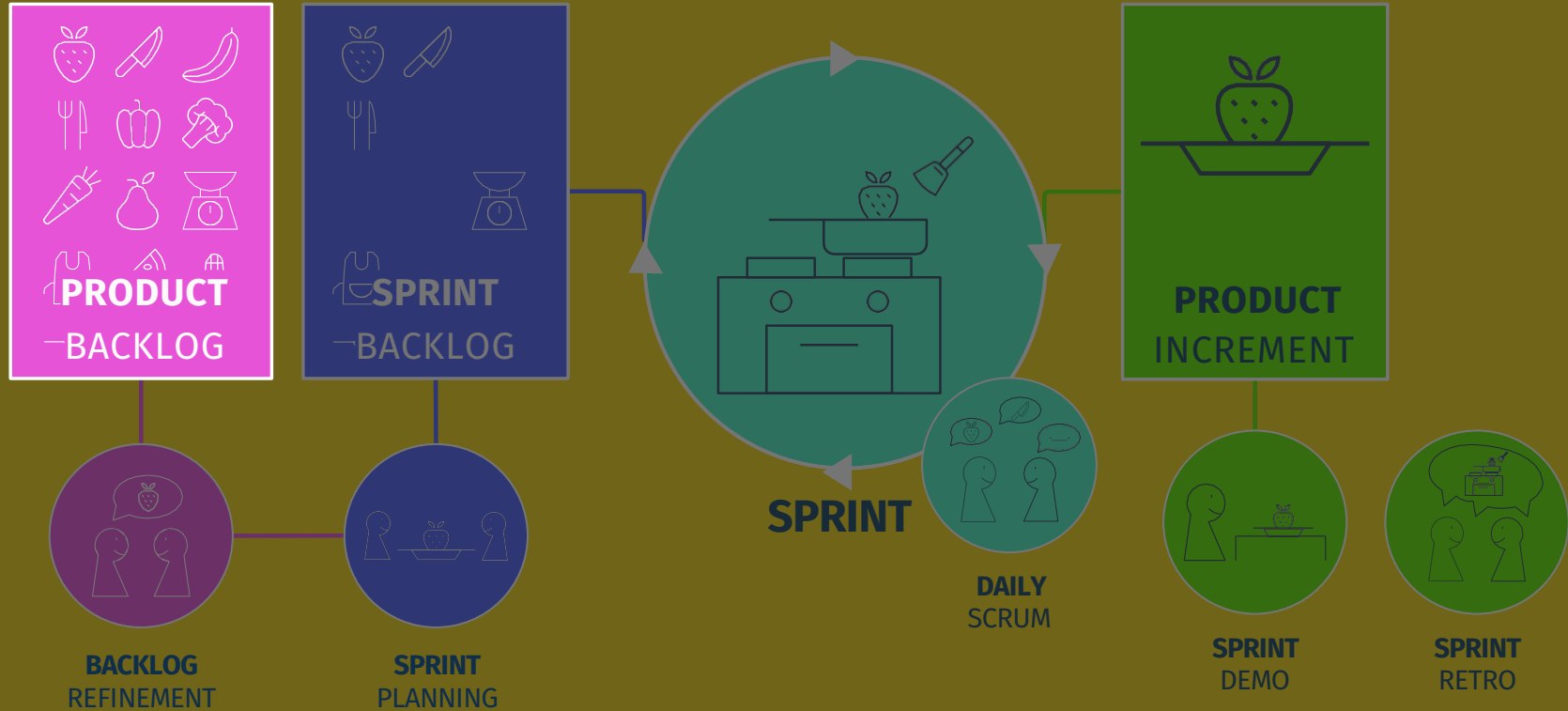
SCRUM Elemente und Iterationen



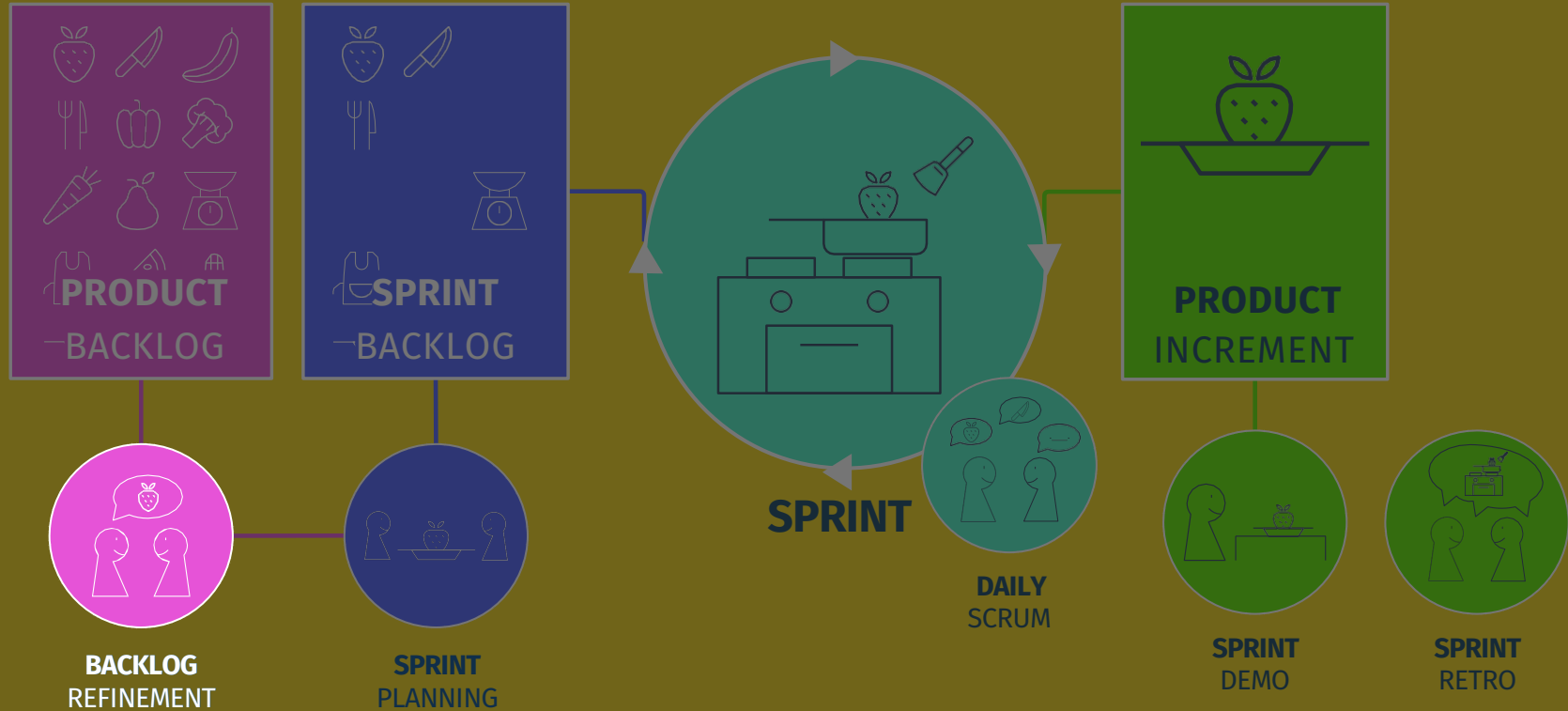
SCRUM Rezept



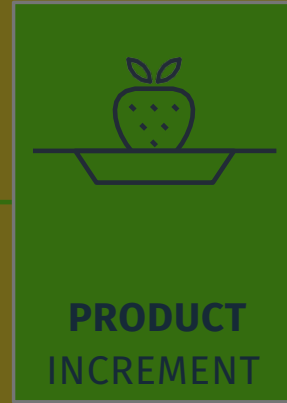
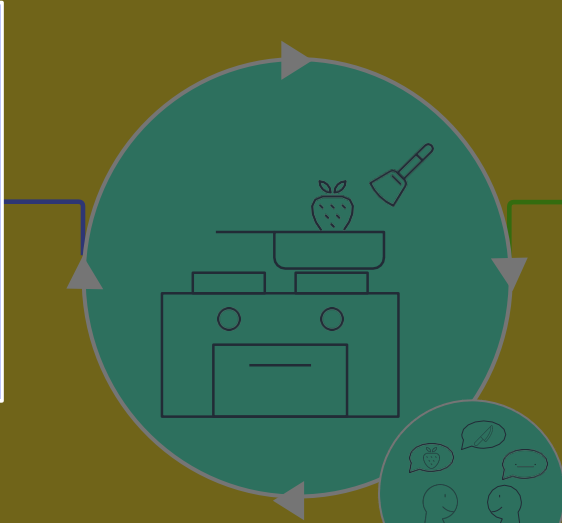
SCRUM Rezept



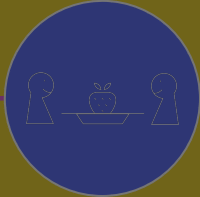
SCRUM Rezept



SCRUM Rezept



**BACKLOG
REFINEMENT**



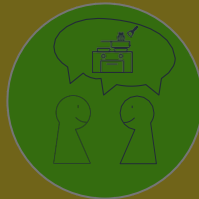
**SPRINT
PLANNING**



**DAILY
SCRUM**

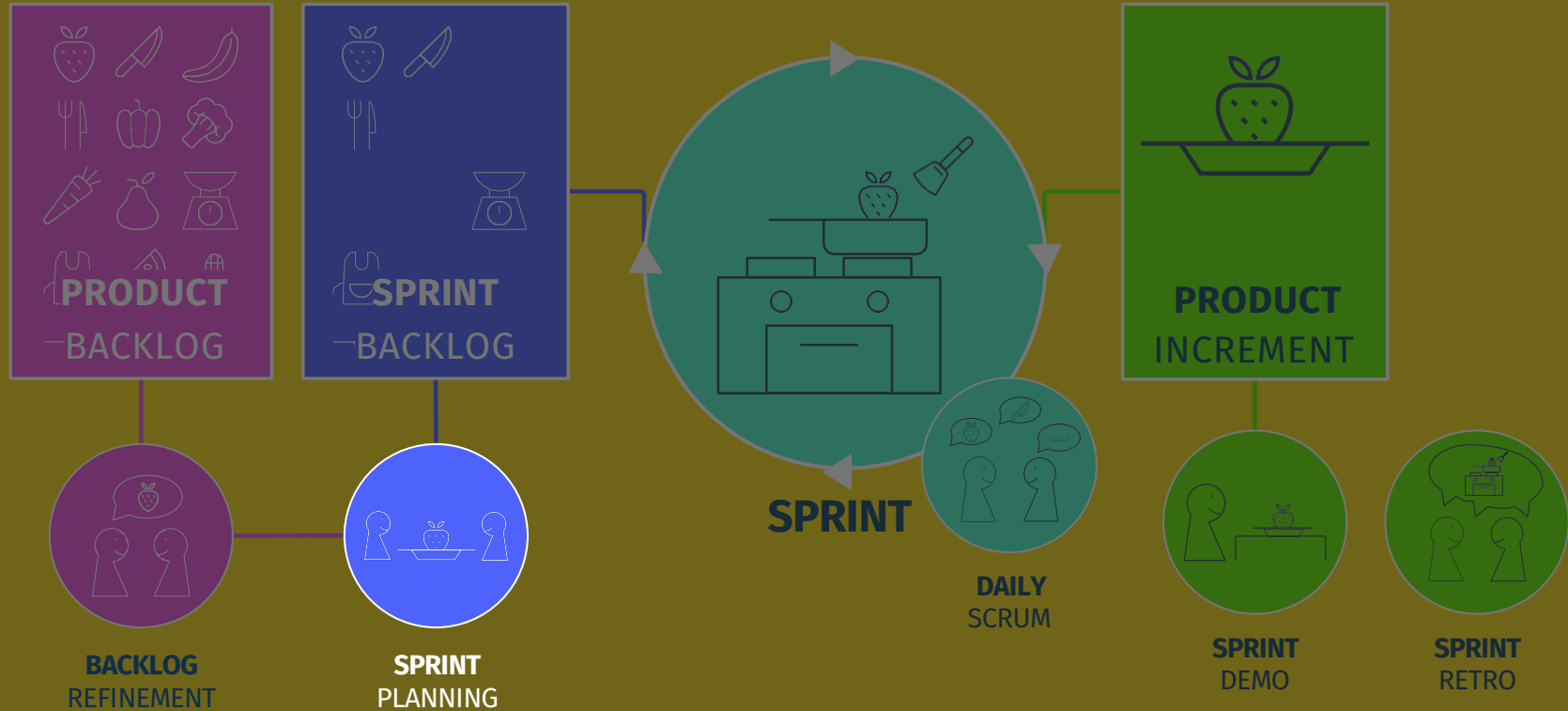


**SPRINT
DEMO**

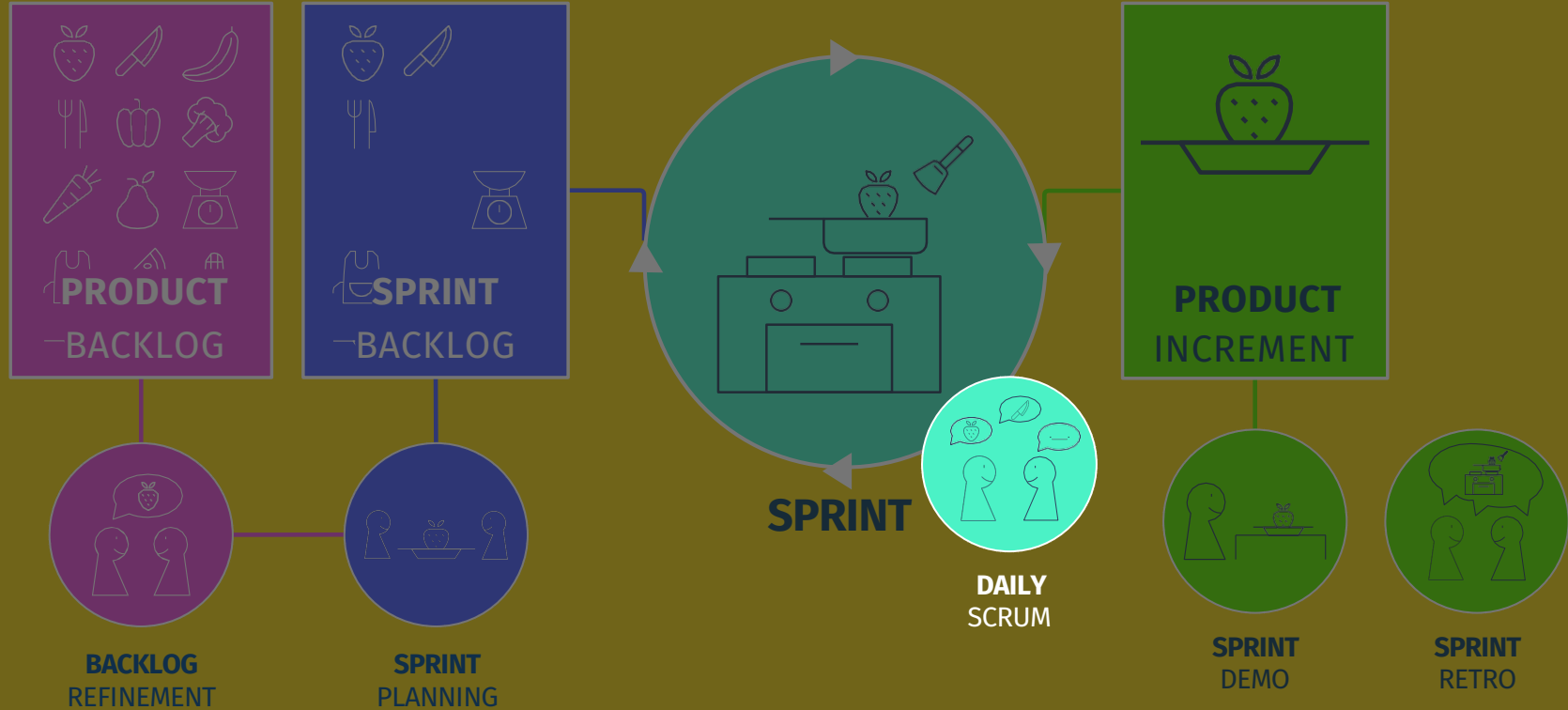


**SPRINT
RETRO**

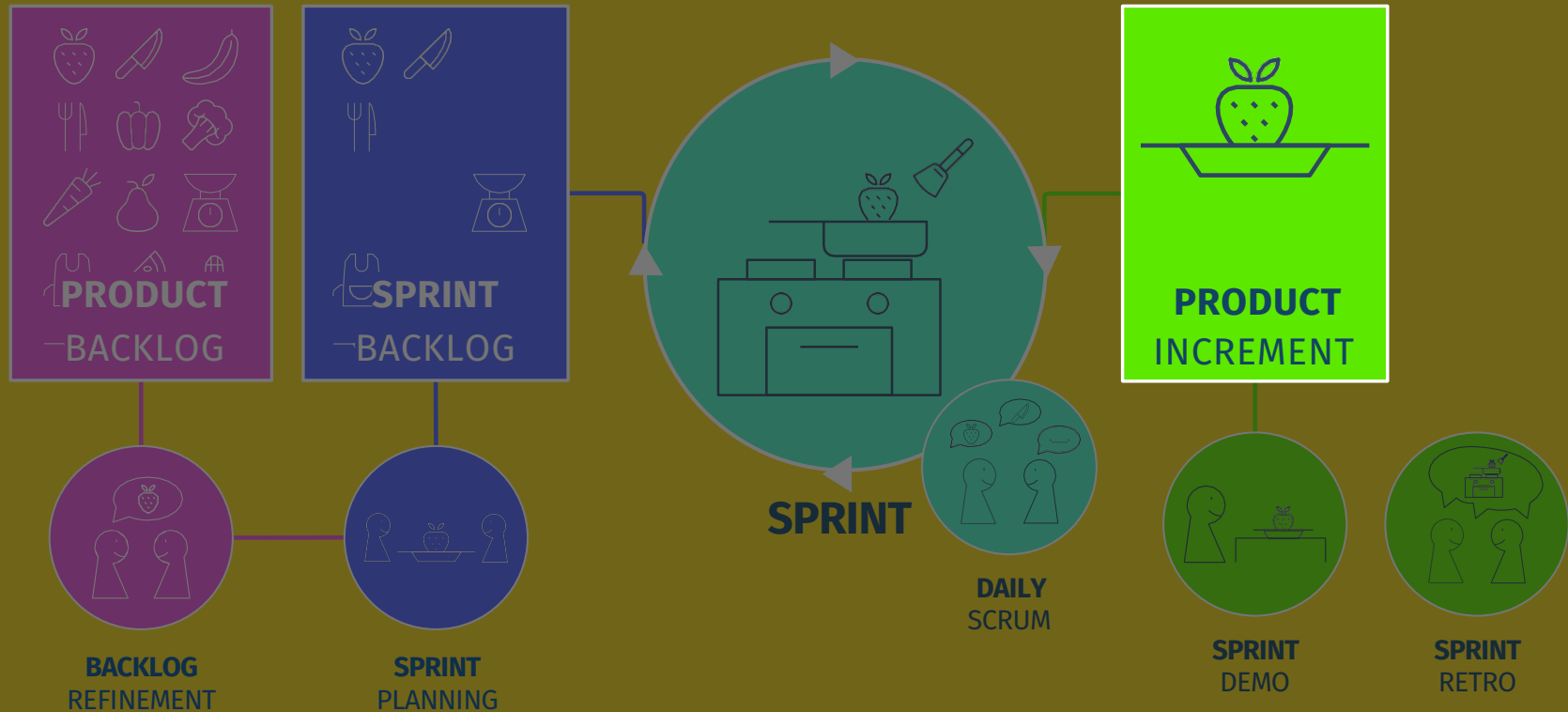
SCRUM Rezept



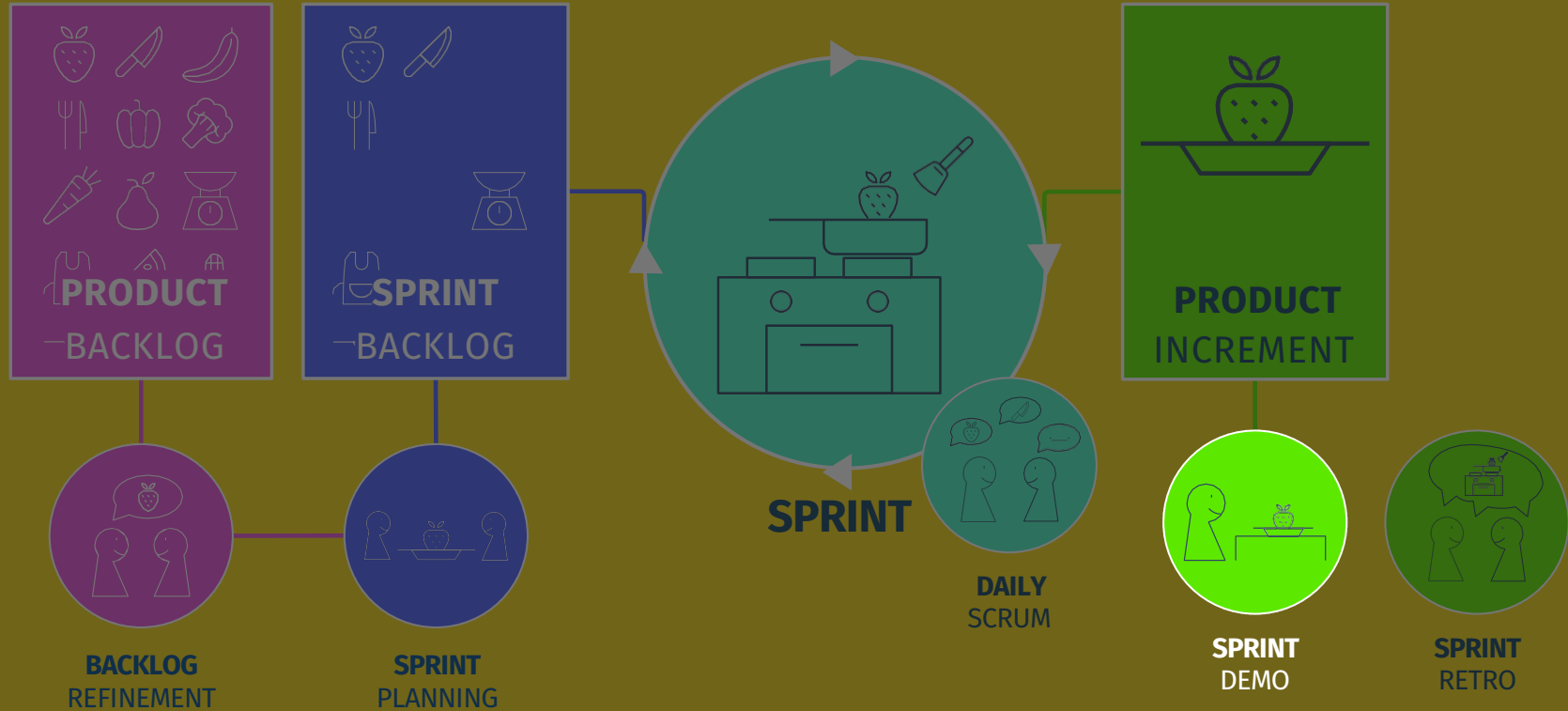
SCRUM Rezept



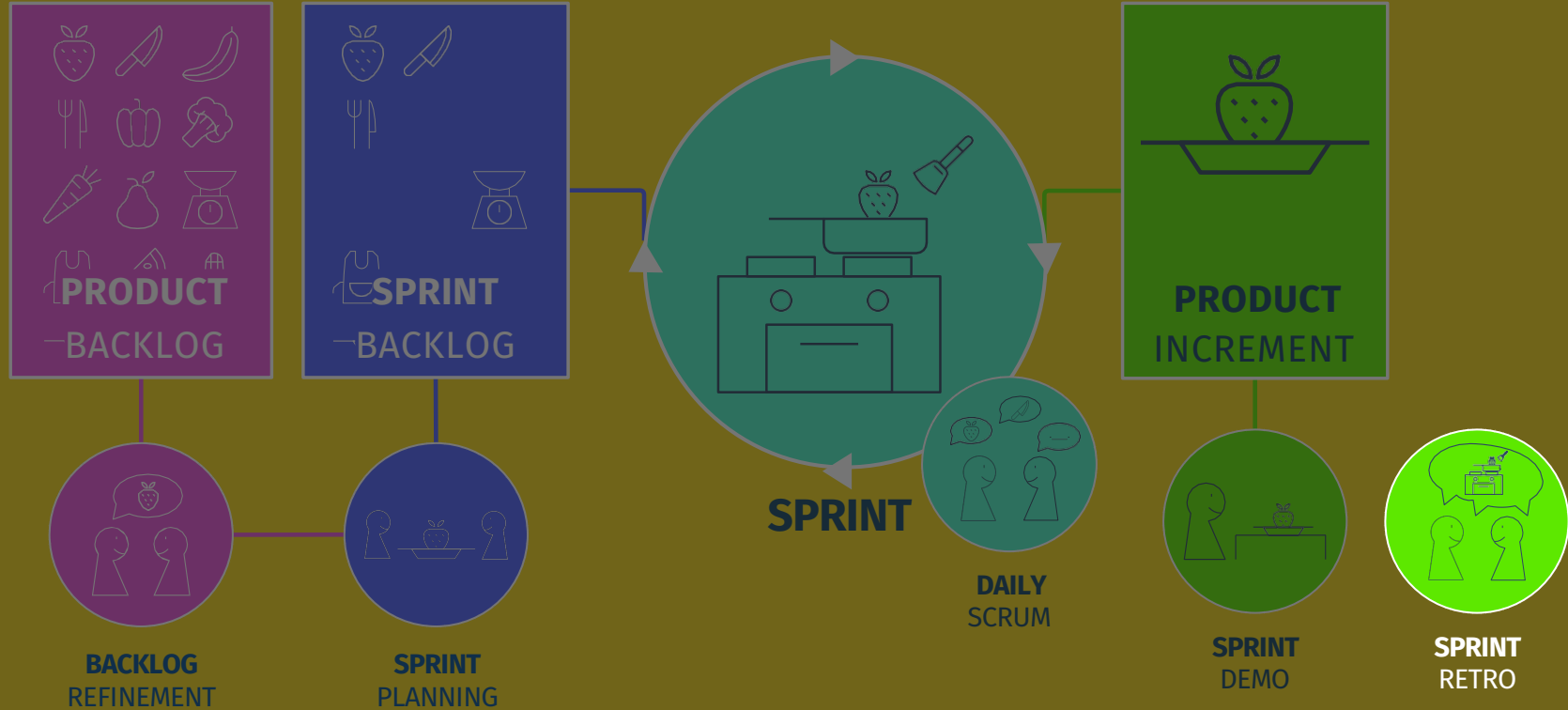
SCRUM Rezept



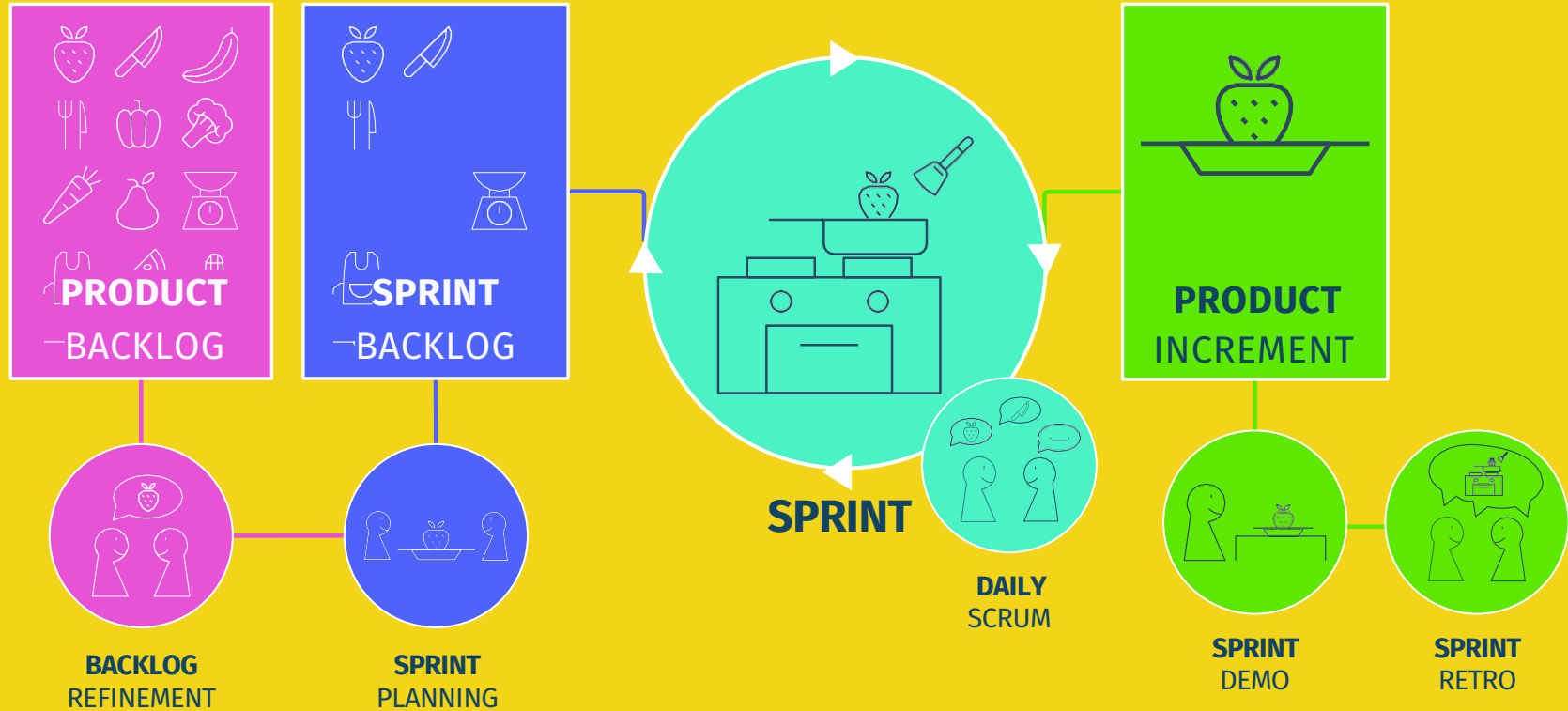
SCRUM Rezept



SCRUM Rezept



SCRUM Rezept



gemeinsam

iterativ

agil

team-basiert

Parallele Projekte

Pensum

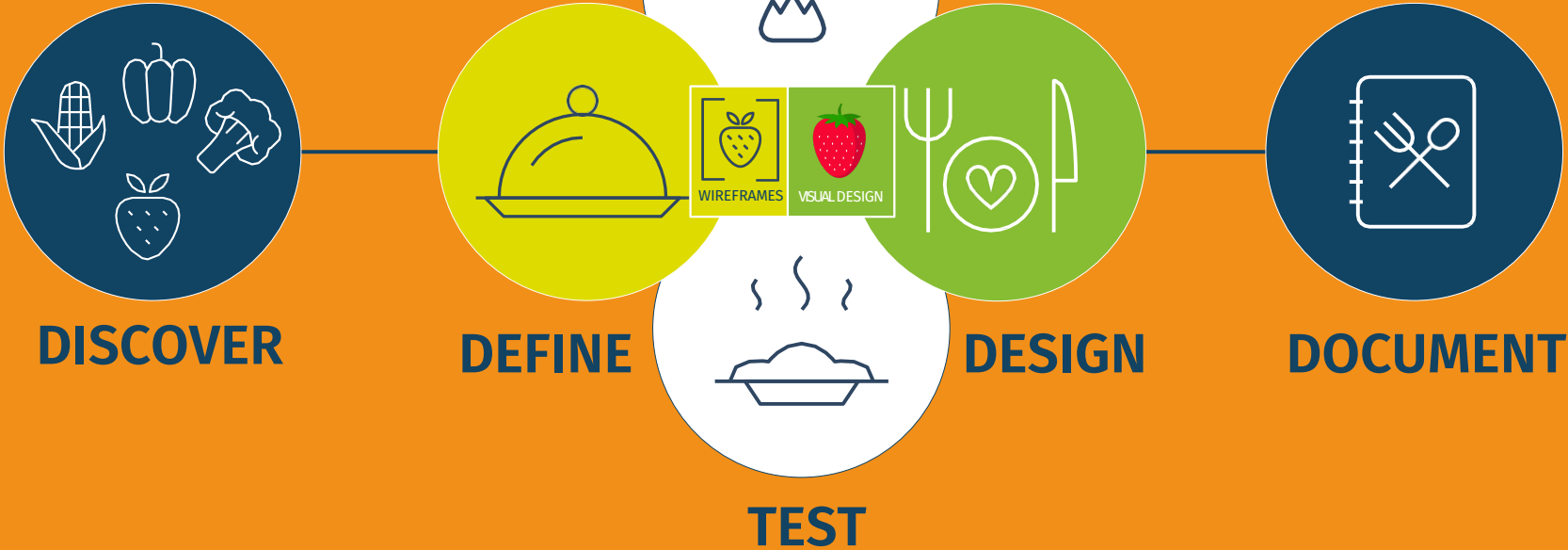
Sichtbar sein

Teamgefühl

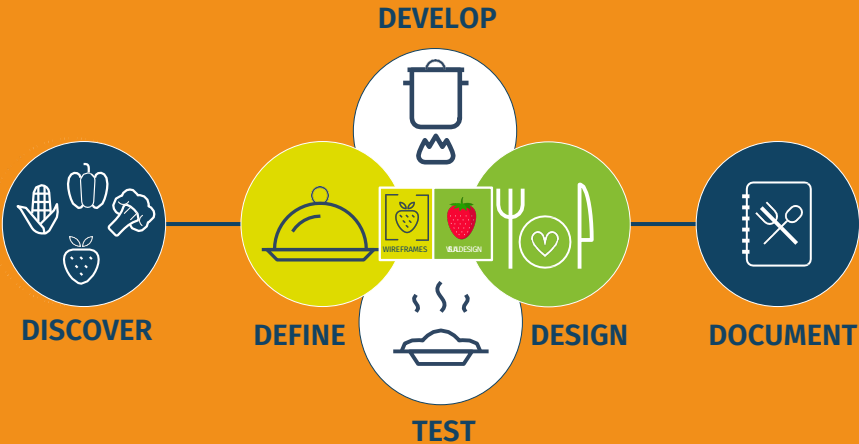
Fortschritt teilen

UX Design Rezept

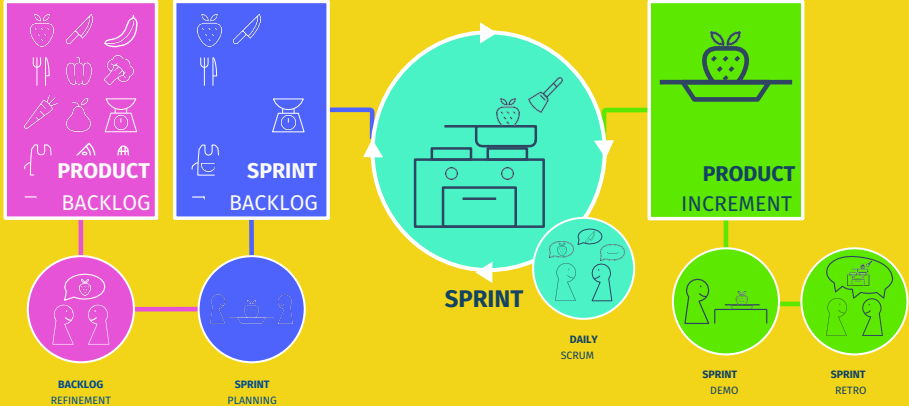
DEVELOP



UX Design Rezept



SCRUM Rezept

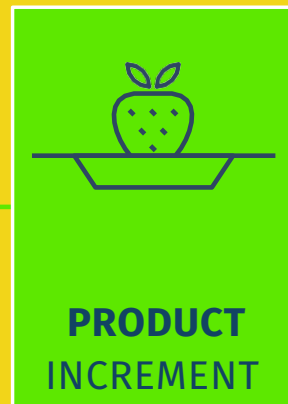
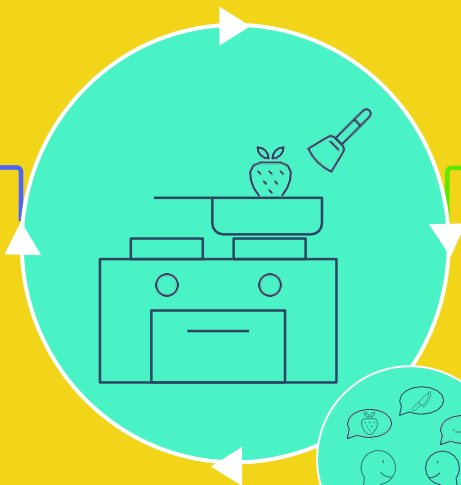




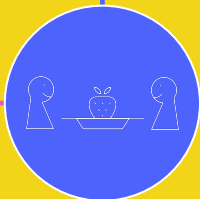
DEFINE



DESIGN



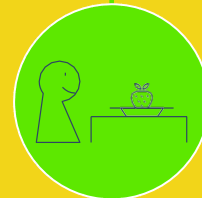
**BACKLOG
REFINEMENT**



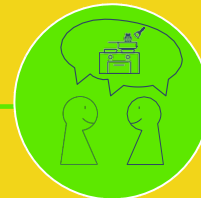
**SPRINT
PLANNING**



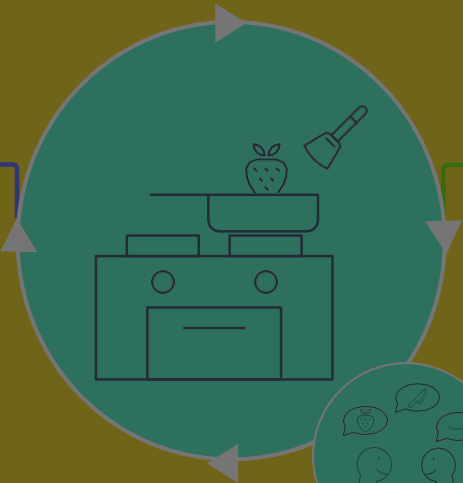
**DAILY
SCRUM**



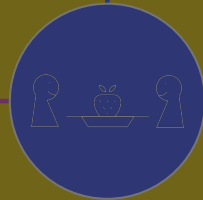
**SPRINT
DEMO**



**SPRINT
RETRO**



**BACKLOG
REFINEMENT**



**SPRINT
PLANNING**



**DAILY
SCRUM**



**SPRINT
DEMO**



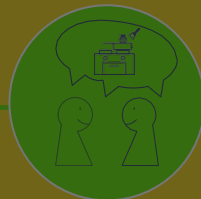
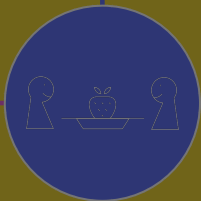
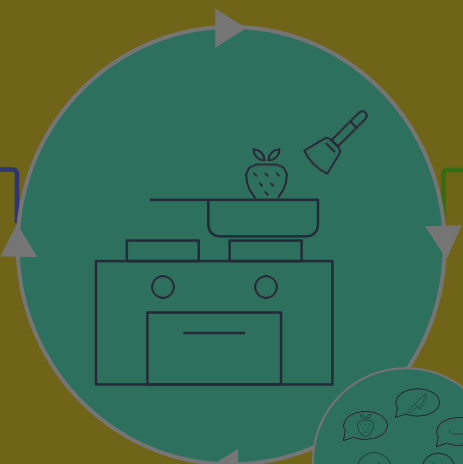
**SPRINT
RETRO**



DEFINE



DESIGN

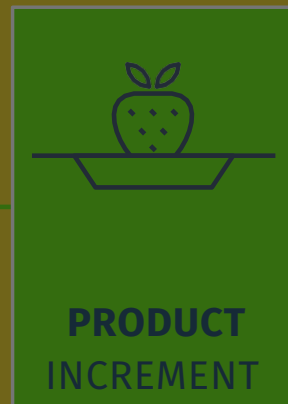
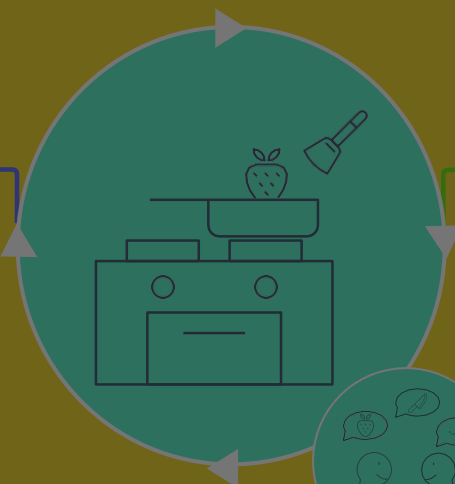




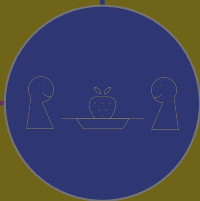
DEFINE



DESIGN



BACKLOG REFINEMENT



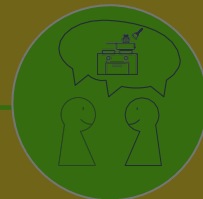
SPRINT PLANNING



DAILY SCRUM



SPRINT DEMO



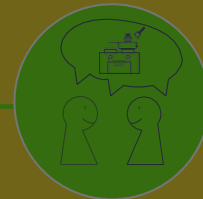
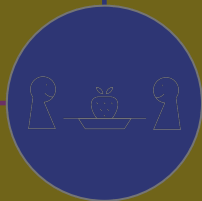
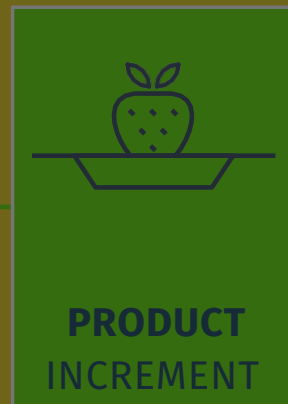
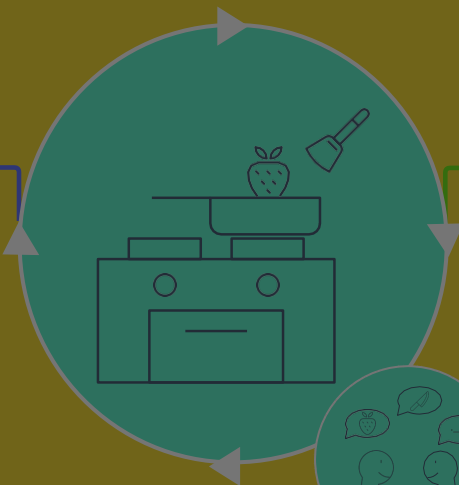
SPRINT RETRO



DEFINE



DESIGN

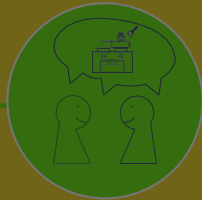
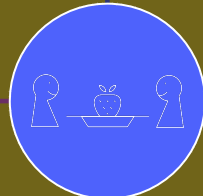
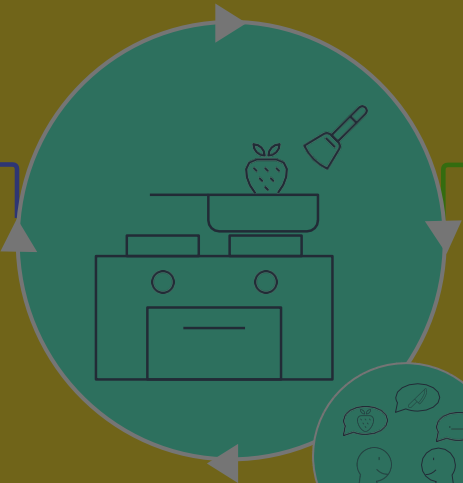
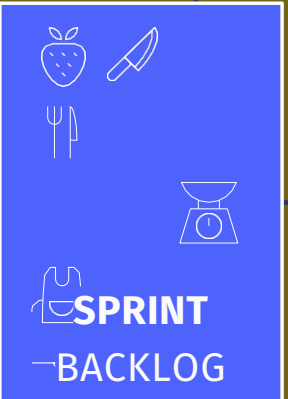




DEFINE



DESIGN

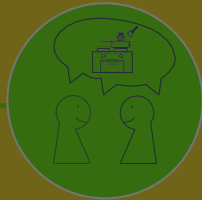
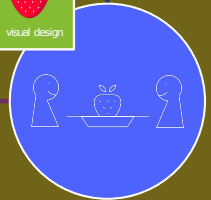
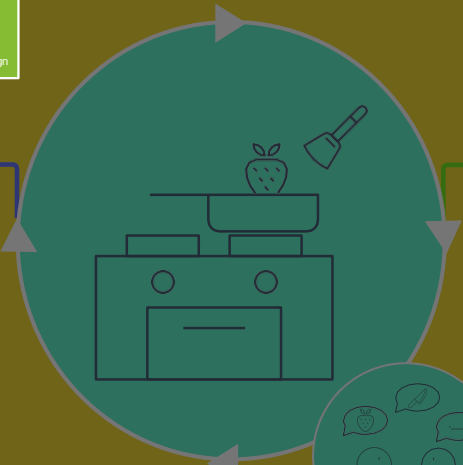
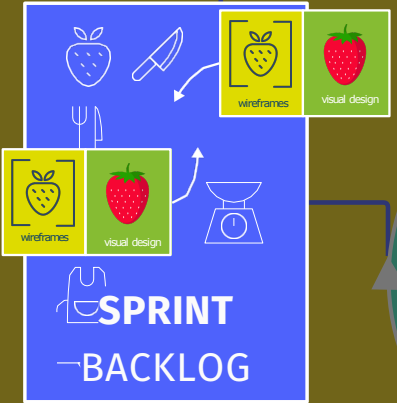




DEFINE



DESIGN

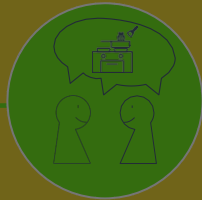
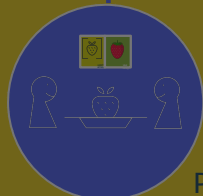
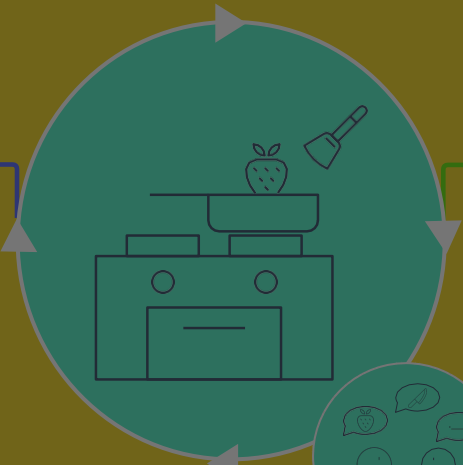




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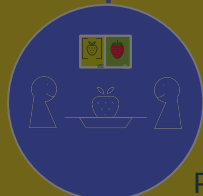
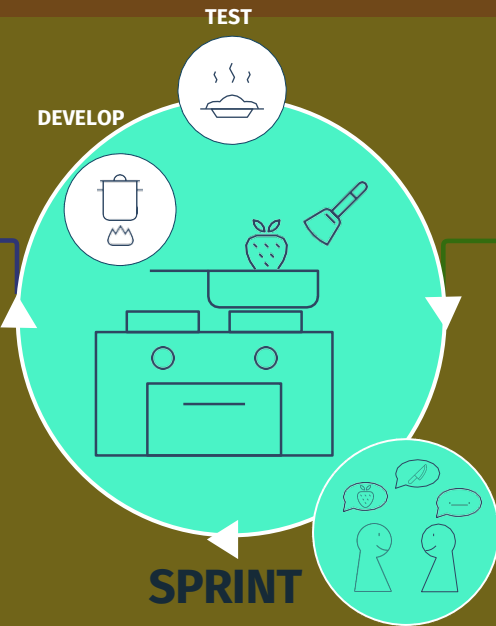
DESIGN





DEFINE

DESIGN

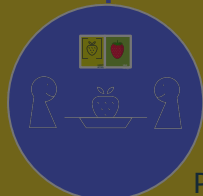
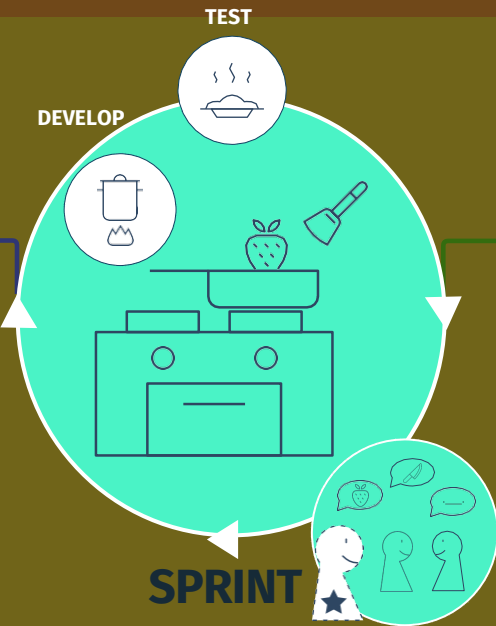




DEFINE



DESIGN

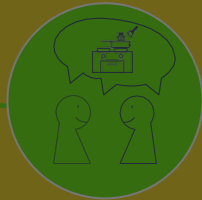
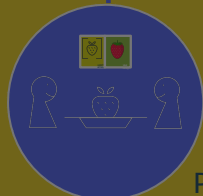
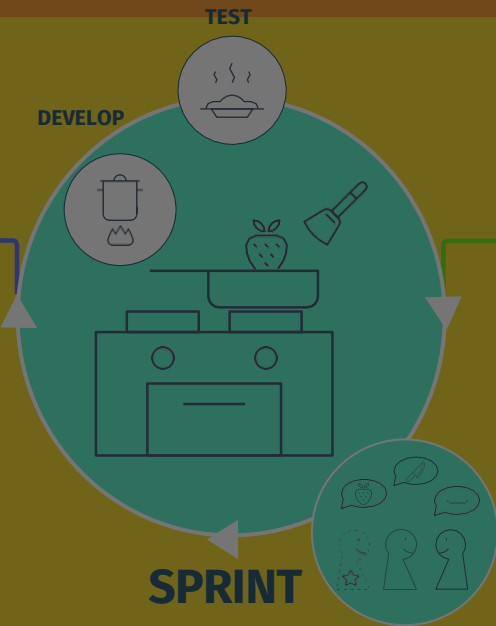




DEFINE



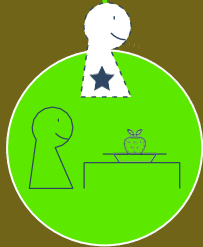
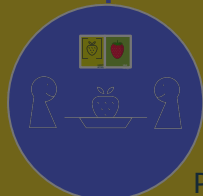
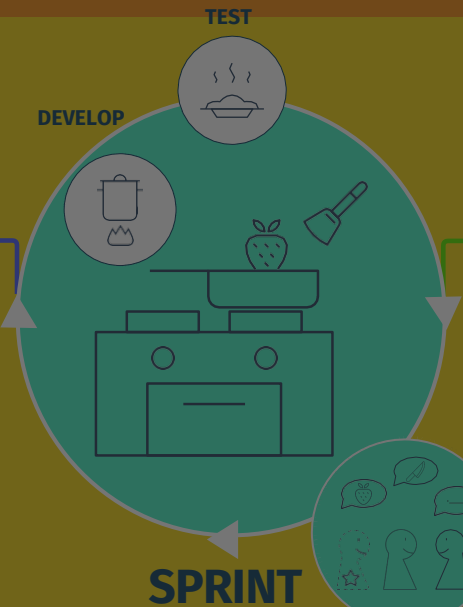
DESIGN





DEFINE

DESIGN

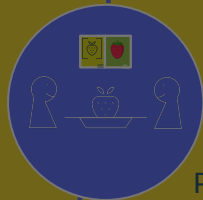
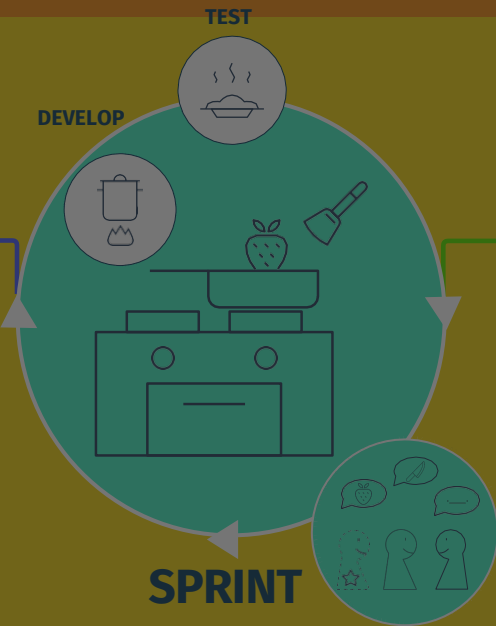




DEFINE



DESIGN

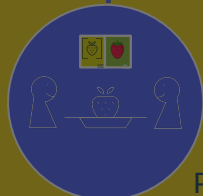
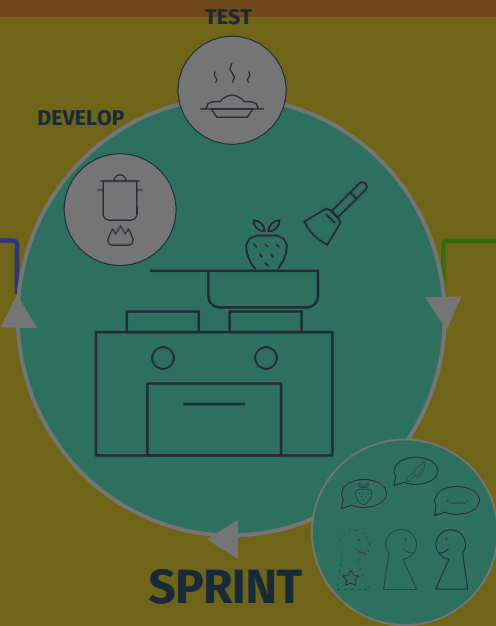




DEFINE



DESIGN



DEFINE

DESIGN

TEST

DEVELOP

SPRINT

SPRINT PLANNING

DAILY SCRUM

SPRINT DEMO

SPRINT RETRO

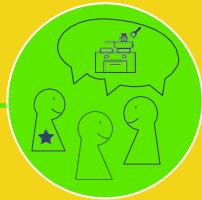
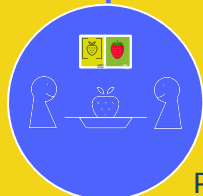
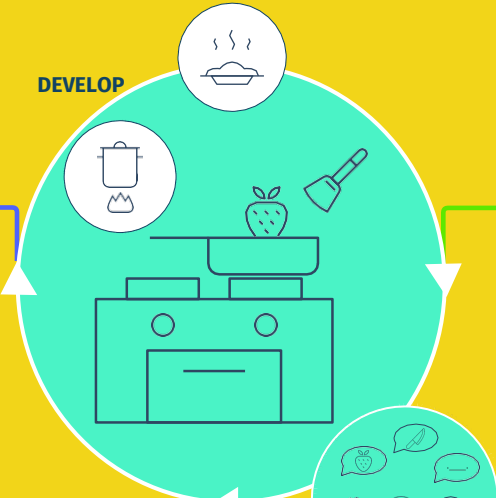
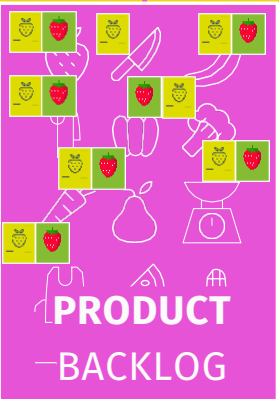
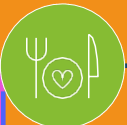
PRODUCT BACKLOG

SPRINT BACKLOG

PRODUCT INCREMENT

BACKLOG REFINEMENT

UX <=> DEV EXCHANGE



tickets

Story UX Übersichtsseite für Website

Status Ready for Development

Stichwörter UX

EPIC Link 400 Design

Verknüpfungen blockiert SU-123 Implementing Design

Beschreibung Auf der Übersichtsseite sieht der Nutzer...

<https://xd.adobe.com/view/8fdf985c>

Workshop 28.3.22: Design angenommen

**Spezifische
Design Epics?**

**Design Stories
ohne Schätzung ?**

Tickets & Entscheidungen

Spickzettel



**Verfügbarkeit, Meetings,
Events**



Werkzeuge und Konfiguration



**Prozesse definieren
& Kommunikation**

Spickzettel

SCRUM & UX

Dieser Spickzettel ist keine Universallösung und auch nicht der Weisheit letzter Schluss. Vielmehr soll er eine Diskussionsgrundlage sein, um mit dem gesamten Team zu einer individuellen Lösung zu kommen. Ein wichtiger Fokuspunkt für uns bildet Jira / Confluence, welche den technischen Rahmen für die tägliche Arbeit und die Akzeptanz im Team bilden. Die Idee: Der Designprozess in Softwareprojekten soll mit Hilfe von Backlog Items abgebildet und nachverfolgt werden können.

1

Meetings Events Verfügbarkeit

Verfügbarkeit Designer / UX team

- Vollzeit
- _____
zB. 60% Mi - Do - Fr

UX Design vorgesehen für

zB. die ersten X Sprints, Juni - September...

UX ist Teil folgender SCRUM Events

- Daily Standup
- Backlog Refinement
- Sprint Planning
- Sprint Demo
- Retrospektive
- Andere: _____
zB. wöchentliche Absprache am Freitag

Zusätzliche Meetings

- Präsentation des Designs für Entwickler
- Review des Entwicklungsstandes vom Design
- Andere: _____

2

Werkzeuge Konfiguration

Gemeinsames Verständnis zur Konfiguration des Backlog (zB. Jira)

- Dediziertes Epic: _____
- Ticket Präfix: _____
- Schlagwort: _____
- Link zum Entwicklungs-Ticket verpflichtend?

«Single Source of Truth» für das Finale Design

- UX Ticket Anhang oder Links
- Dokumentation: _____
- Andere: _____

Schätzen / Nachverfolgen von UX Tickets

- UX Tickets werden geschätzt
- Jira: Filter, Ansichten (View), Berichte für Epics und Schlagwörter oder Präfixe
- Confluence: wie Jira, zusätzlich noch manuelle Übersichten / Tabellen
- Andere: _____

3

Kommunikation Prozessdefinition

Review des UX Design mit dem Kunden

- Sprint Demo
- Individuelles Meeting: _____
zB. bei Bedarf

UX Design mit Entwicklung besprechen

- Backlog Refinement
- Sprint Demo
- Individuelles Meeting: _____
zB. bei Bedarf

Beispiel Design Ablauf

1. Design Ticket erstellen
2. Arbeit am Design
3. Review durch Kunde
(auch parallel mit Schritt 2 möglich)
4. Prüfen ob Entwicklungsticket bereits existiert
 - JA: Tickets verlinken
(zB. mit einer «blocked-by» Beziehung)
 - NEIN: Entwicklungsticket erstellen
(zB. mit PO / Entwickler) & verlinken
5. Fertiges Design mit dem Team besprechen
6. Fertig implementiertes Design überprüfen







Folien und Spickzettel
herunterladen

<https://karakun.com/scrum-ux-talk/>

