

Today's special:
SCRUM & UX

Cooking up your perfect Agile process

Claudine Zillmann & Cindy Hürlimann







Cindy Hürlimann
UX-Designer



Claudine Zillmann
Scrum Master

UX Design Recipe

DEVELOP



DISCOVER

DEFINE

DESIGN

DOCUMENT

TEST

UX Design Recipe

DEVELOP



DISCOVER

DEFINE

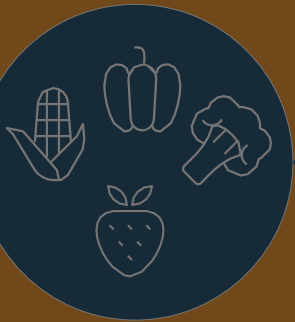
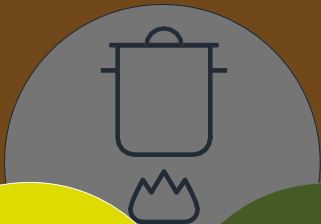
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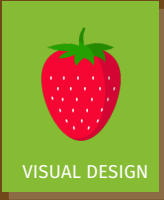
DOCUMENT



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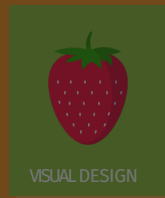
DOCUMENT

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DEFINE

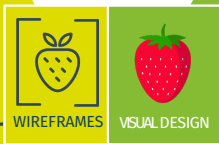
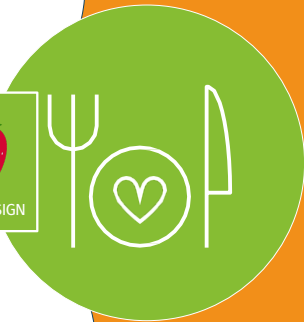
DESIGN

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DISCOVER

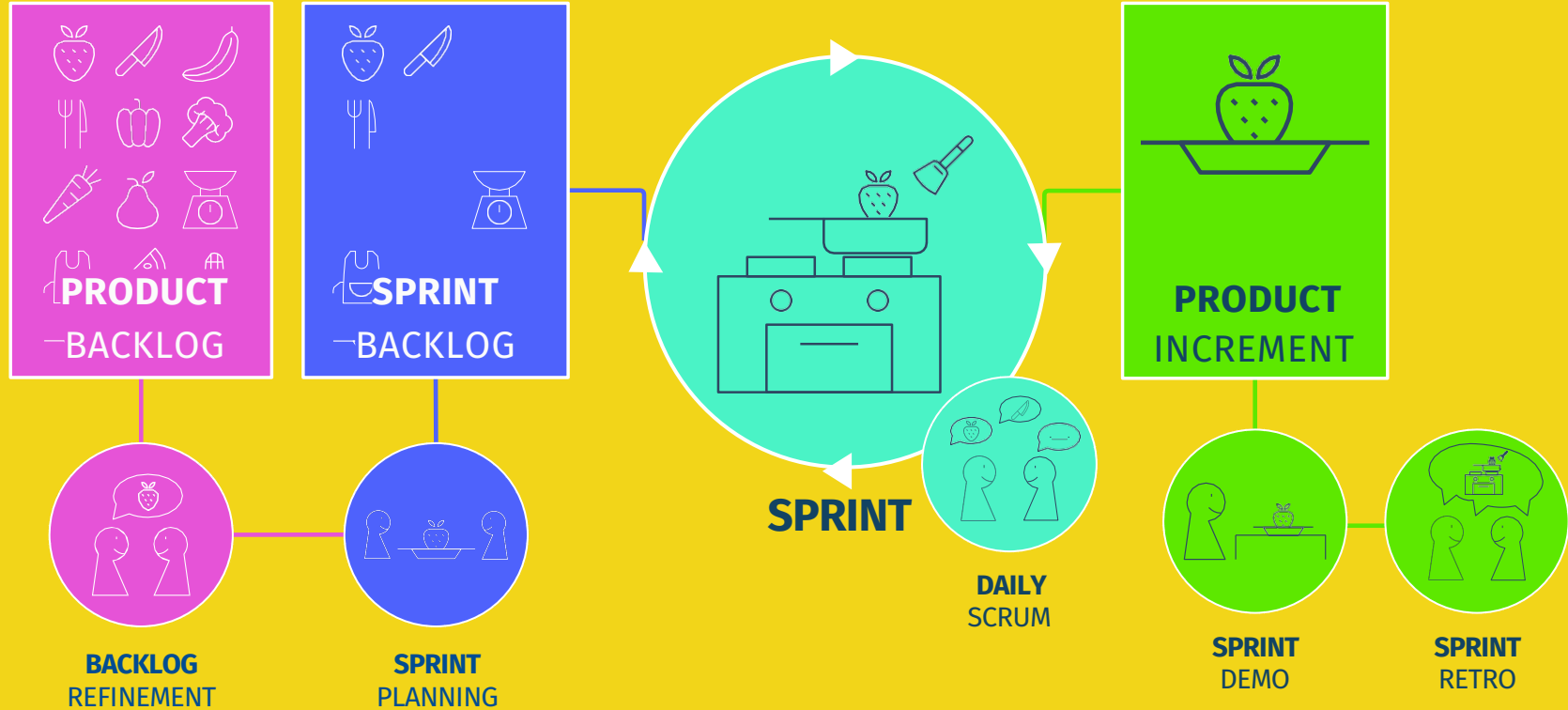
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DESIGN

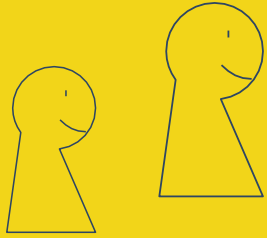
DOCUMENT

TEST

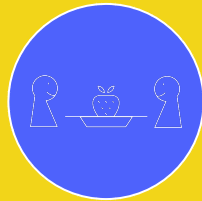
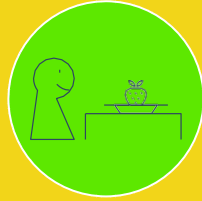
SCRUM Recipe



SCRUM Elements



ROLES

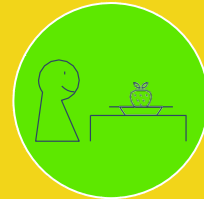
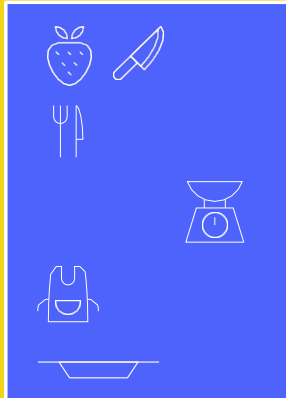
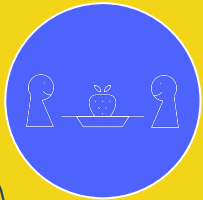
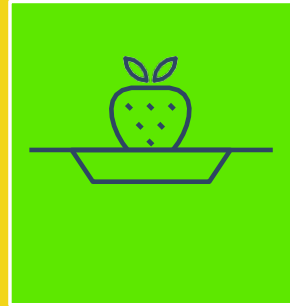
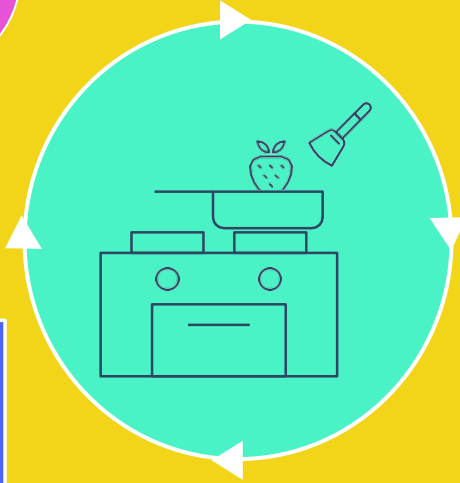
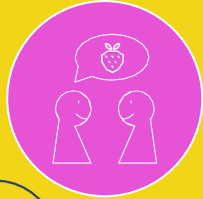


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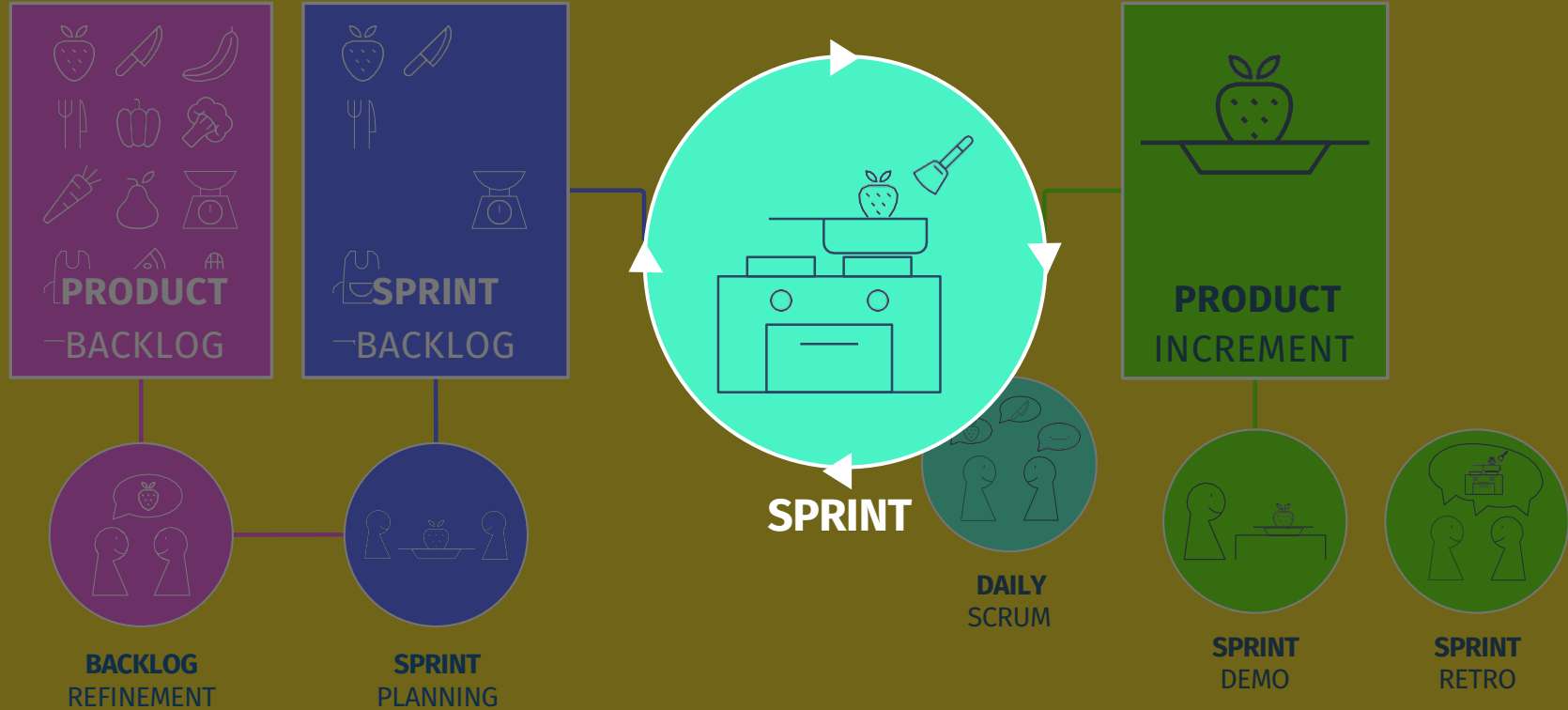


ARTIFACTS

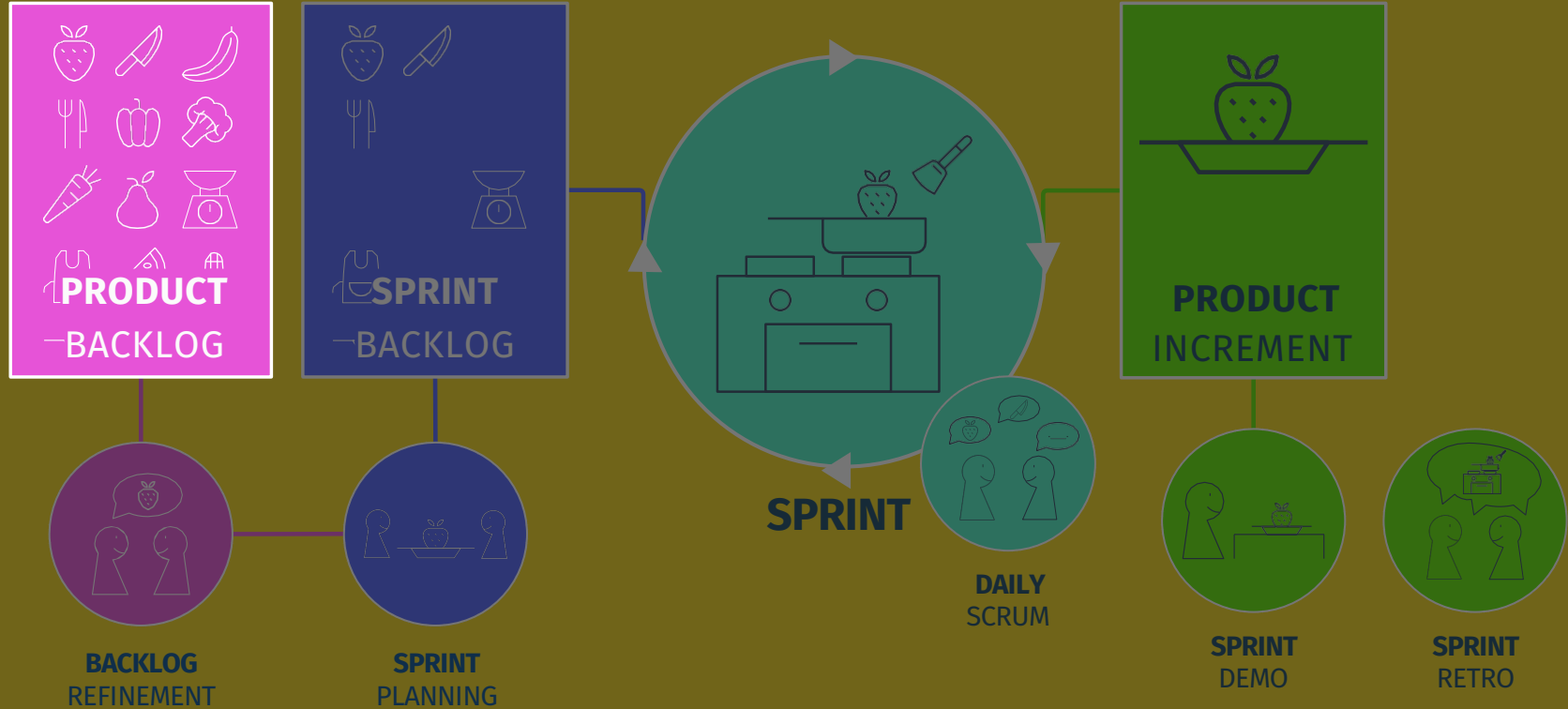
SCRUM Elements and Iteration



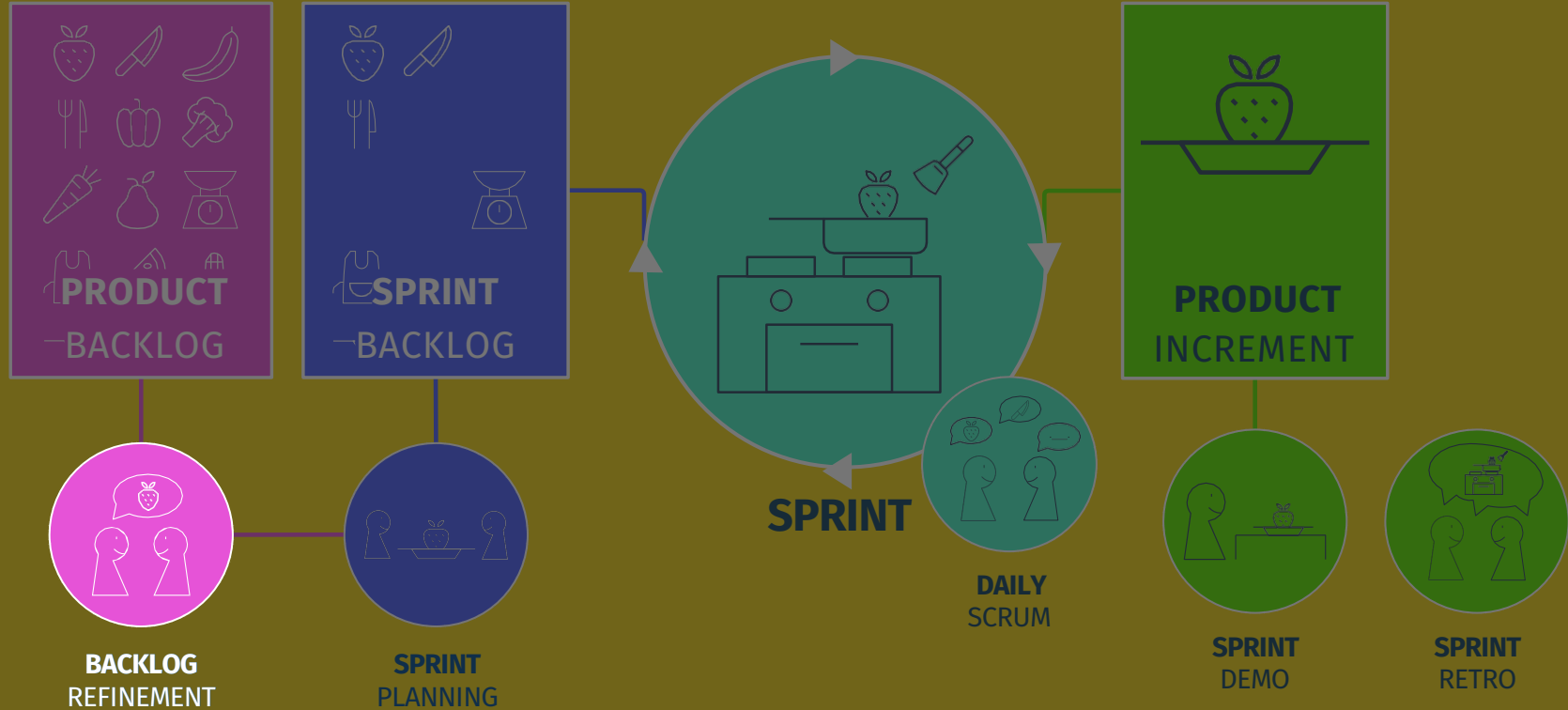
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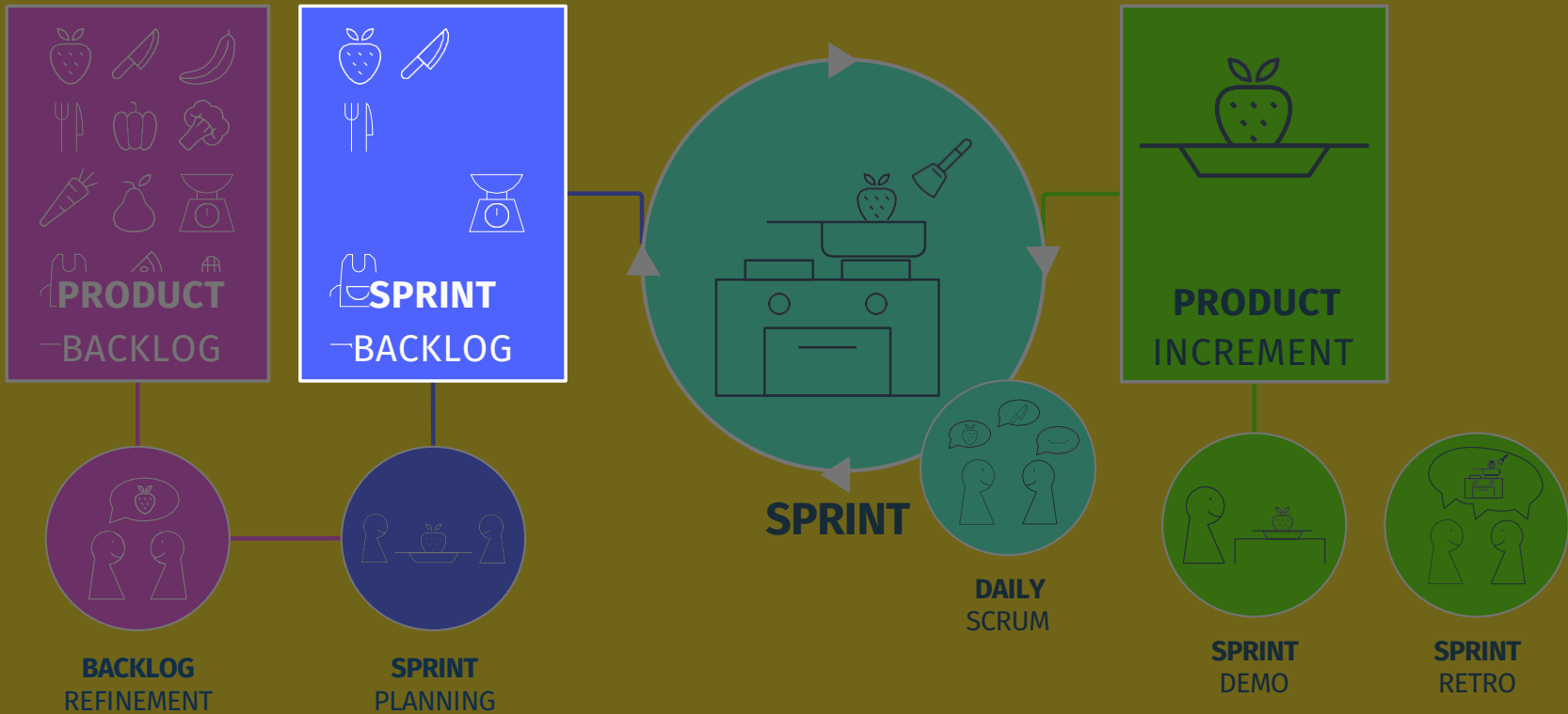
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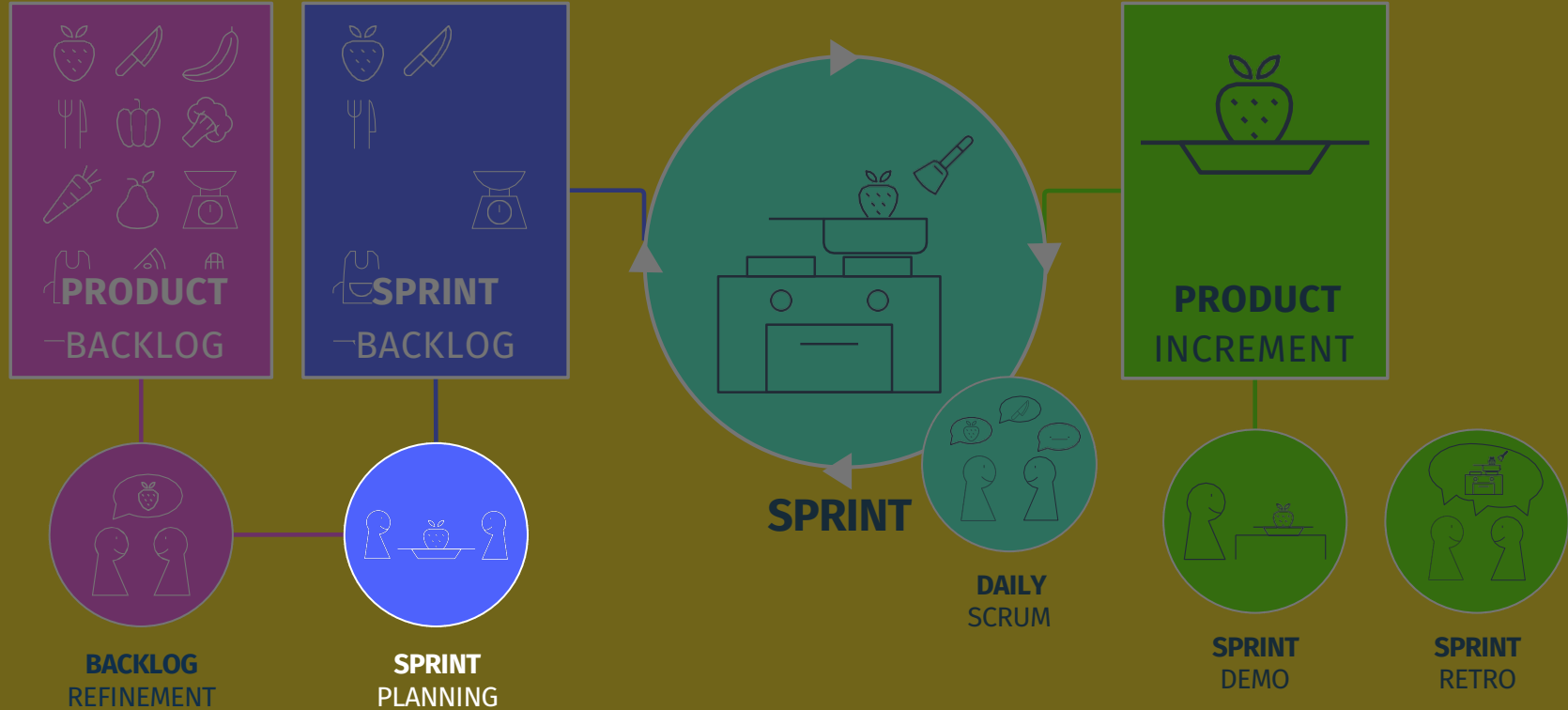
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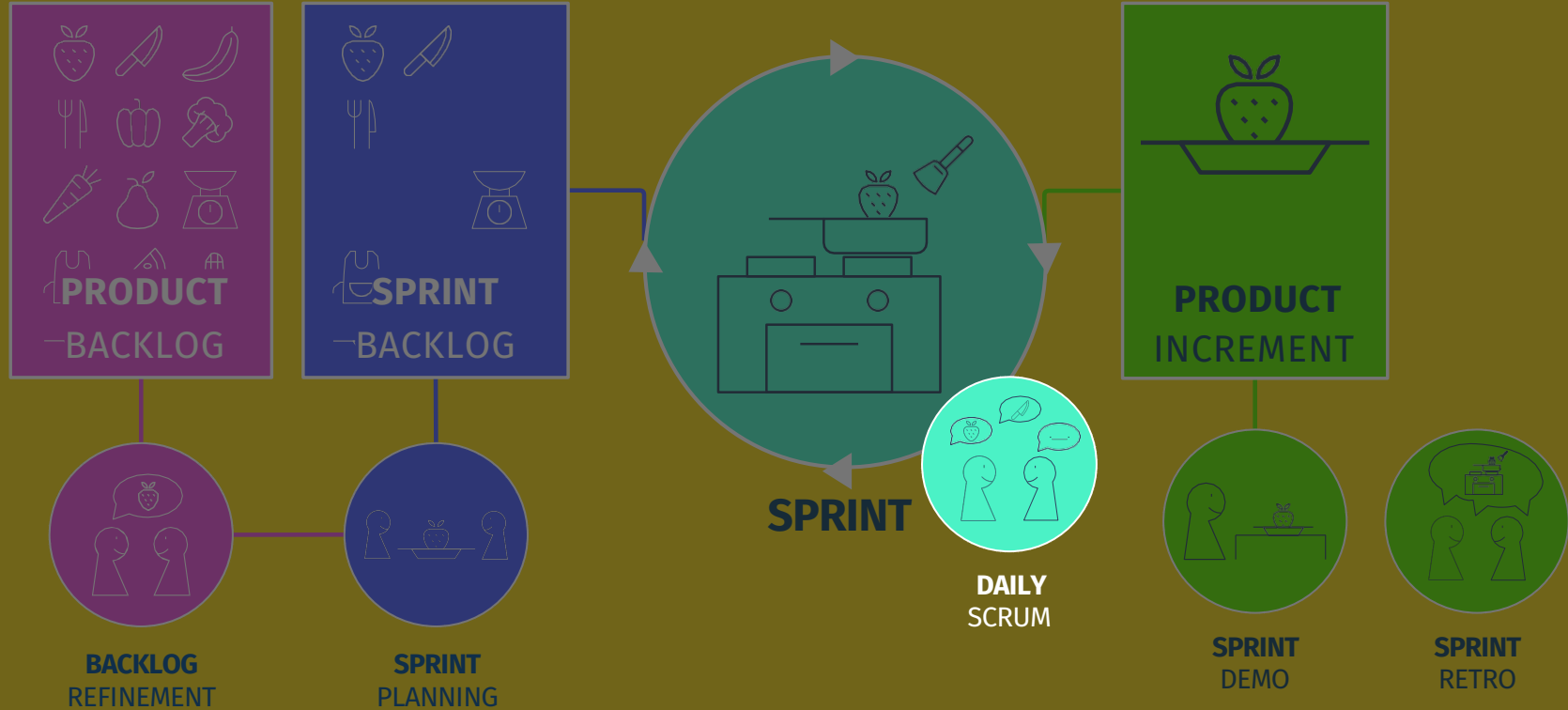
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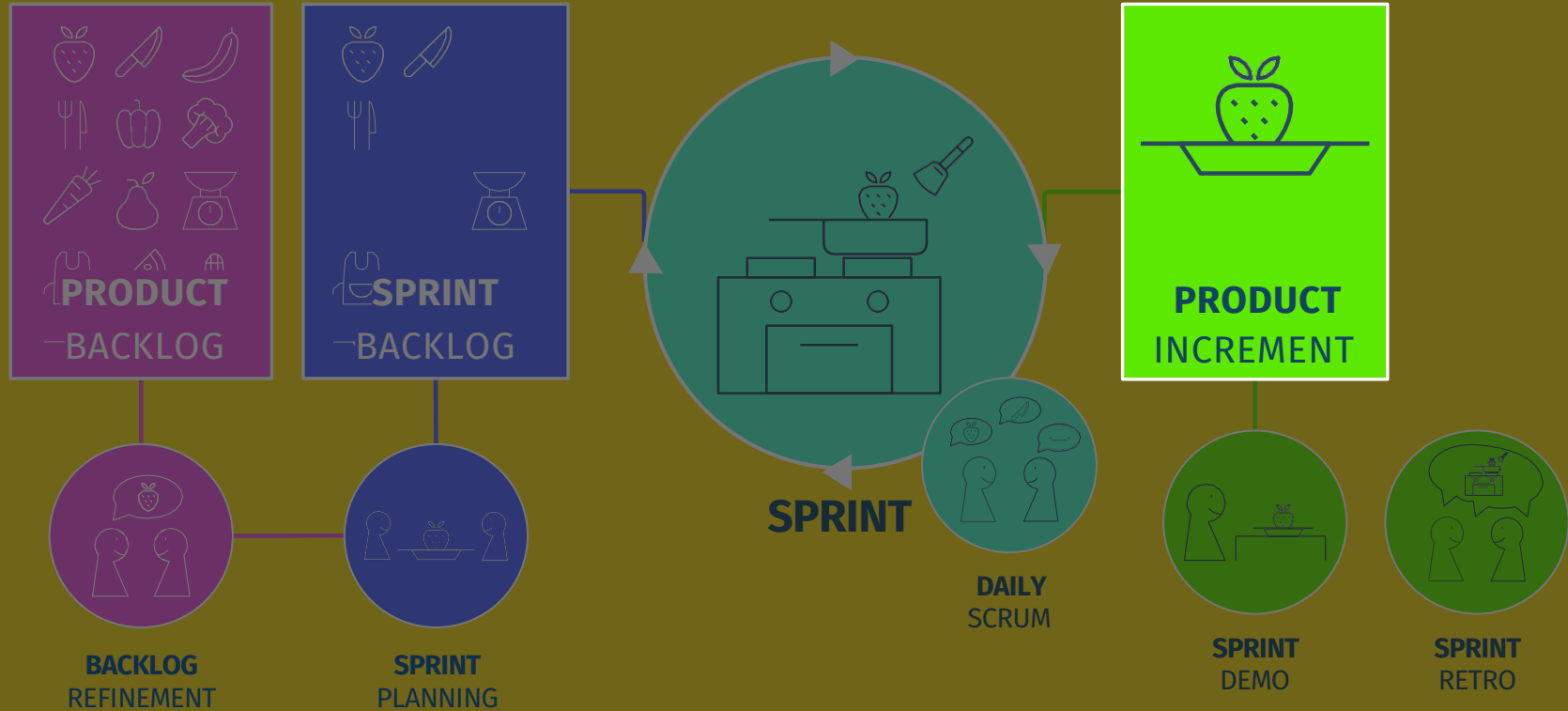
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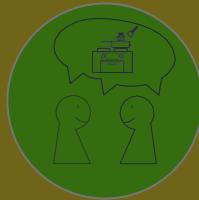
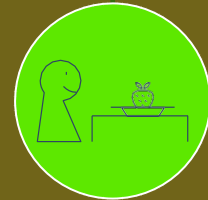
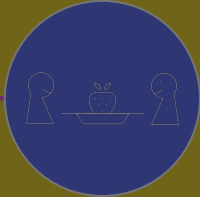
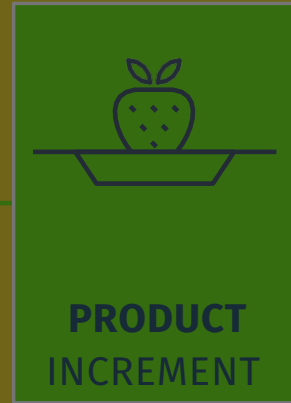
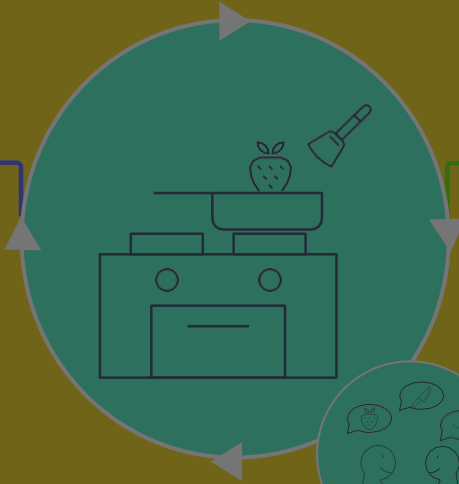
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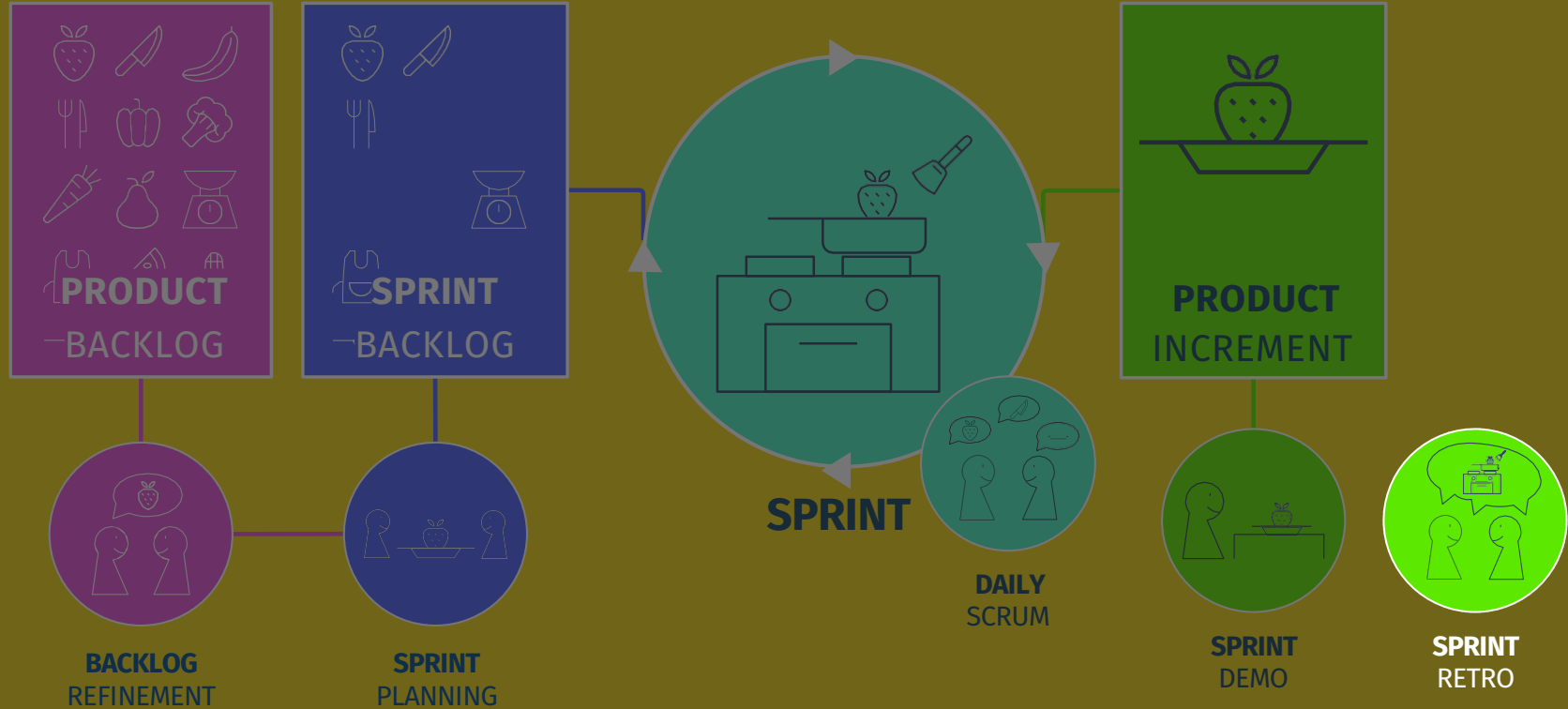
SCRUM Recipe



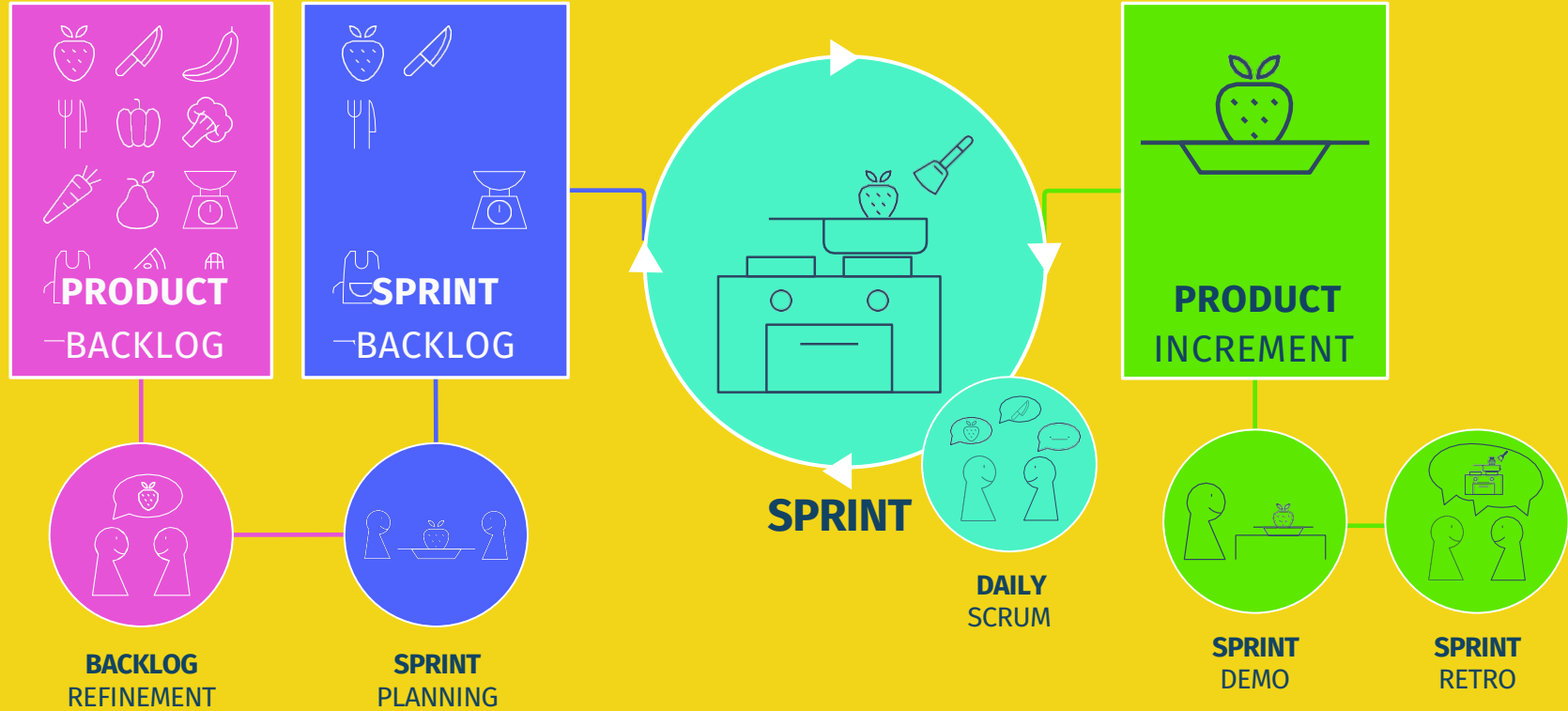
SCRUM Recipe



SCRUM Recipe



SCRUM Recipe



in common

iterative

agile

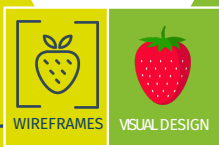
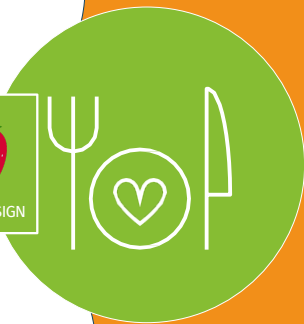
team effort

challenges

multiple projects
work pensusum
visibility & awareness
being part of the team
share progress

UX Design Recipe

DEVELOP



DISCOVER

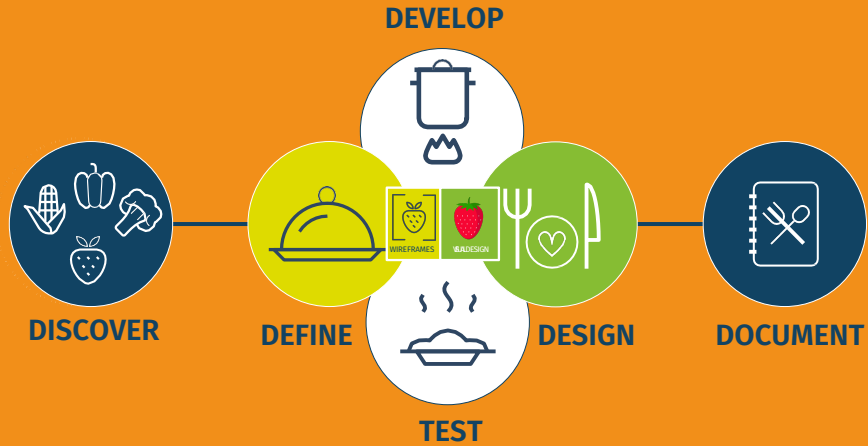
DEFINE

DESIGN

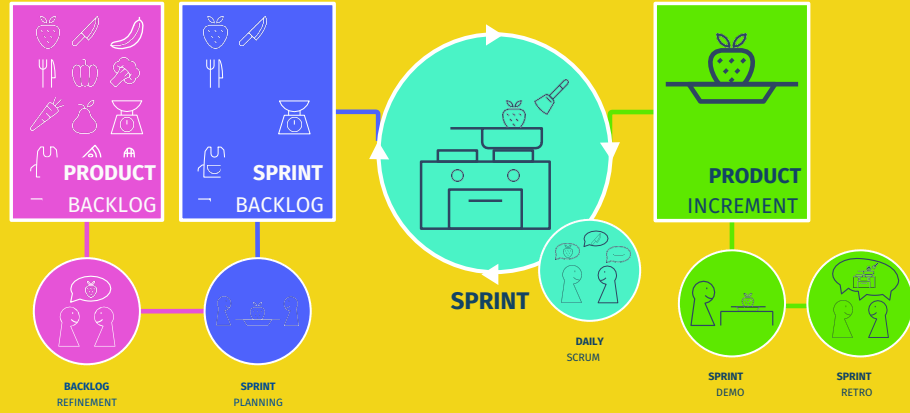
DOCUMENT

TEST

UX Design Recipe



SCRUM Recipe

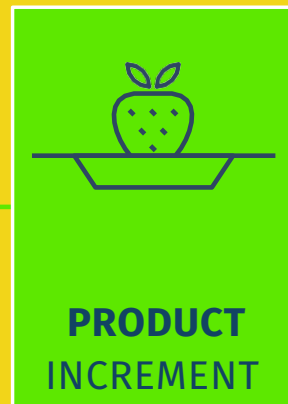
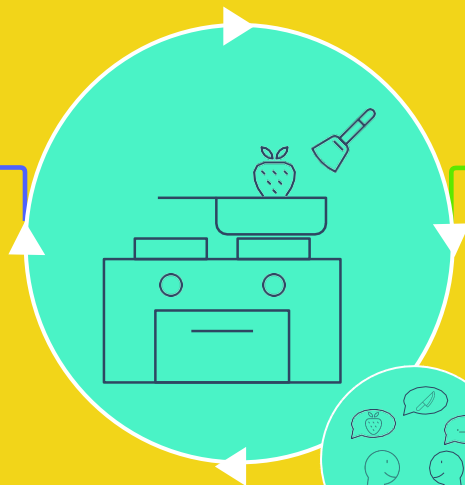




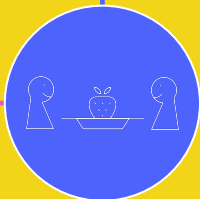
DEFINE



DESIGN



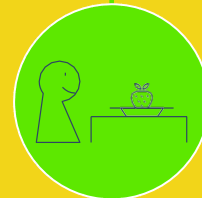
**BACKLOG
REFINEMENT**



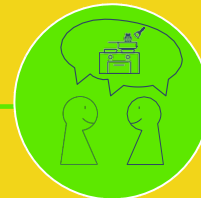
**SPRINT
PLANNING**



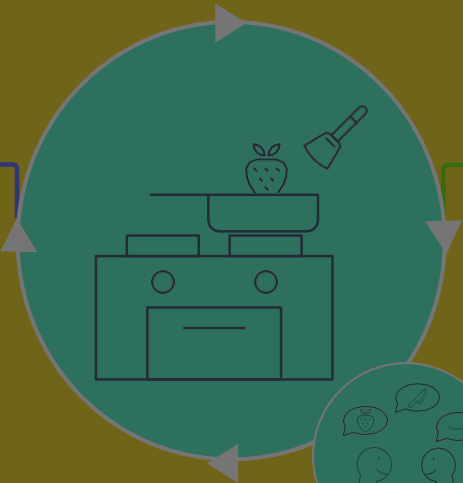
**DAILY
SCRUM**



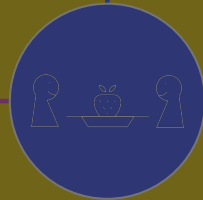
**SPRINT
DEMO**



**SPRINT
RETRO**



**BACKLOG
REFINEMENT**



**SPRINT
PLANNING**



**DAILY
SCRUM**



**SPRINT
DEMO**



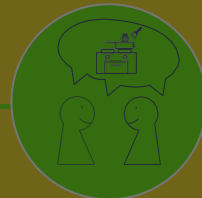
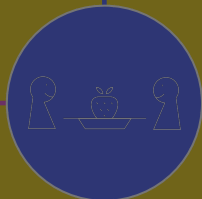
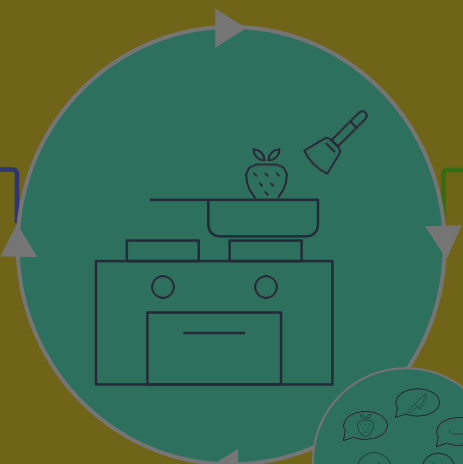
**SPRINT
RETRO**



DEFINE



DESIGN

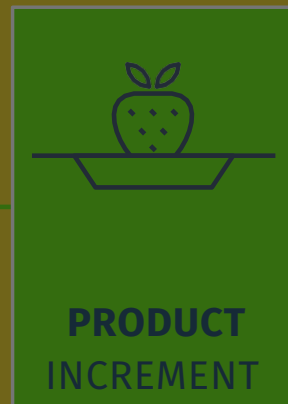
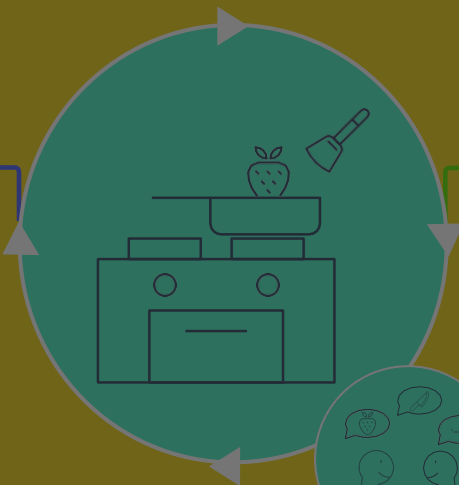




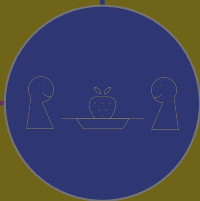
DEFINE



DESIGN



**BACKLOG
REFINEMENT**



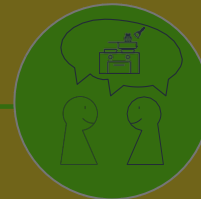
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PLANNING**



**DAILY
SCRUM**



**SPRINT
DEMO**



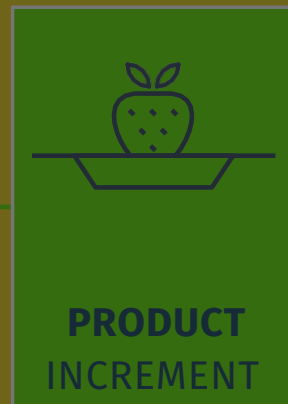
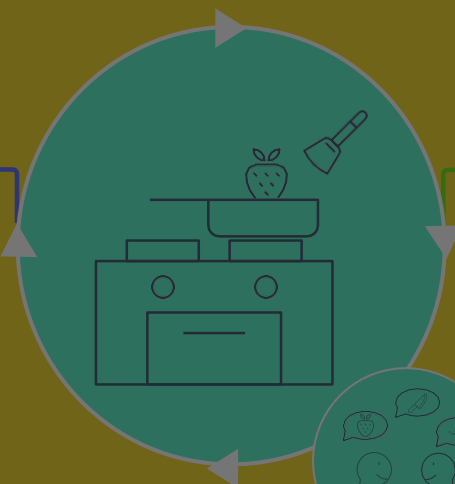
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RETRO**



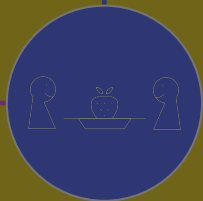
DEFINE



DESIGN



BACKLOG REFINEMENT



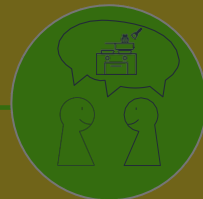
SPRINT PLANNING



DAILY SCRUM



SPRINT DEMO



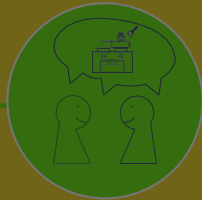
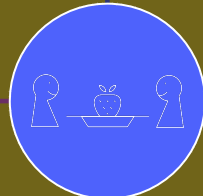
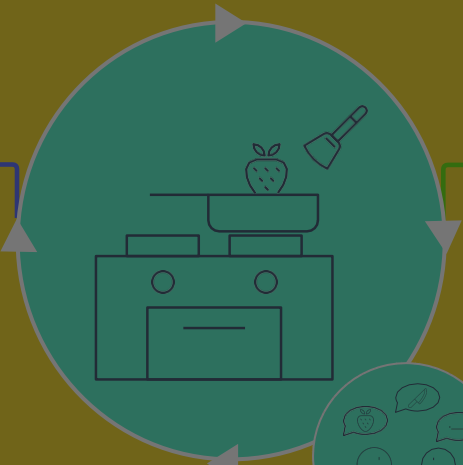
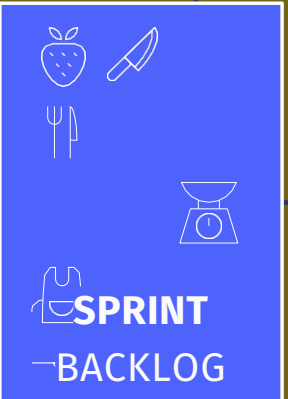
SPRINT RETRO



DEFINE



DESIGN

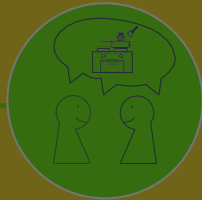
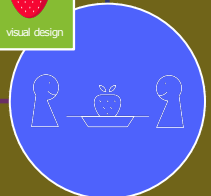
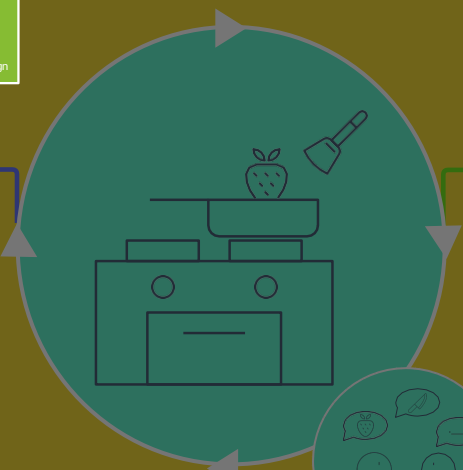
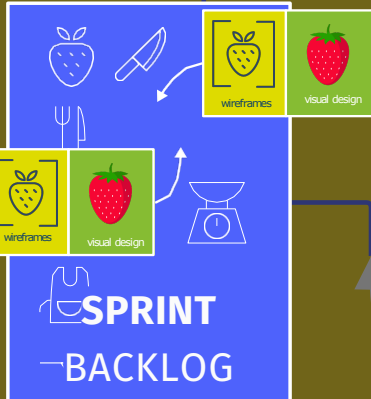




DEFINE



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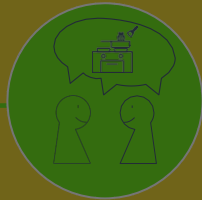
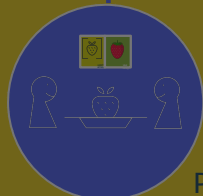
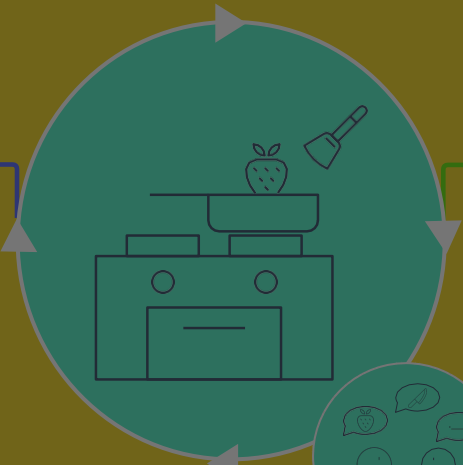




DEFINE



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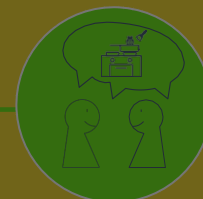
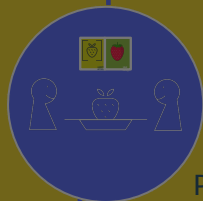
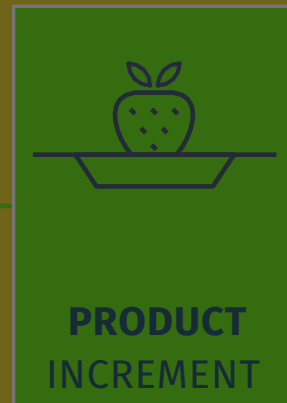
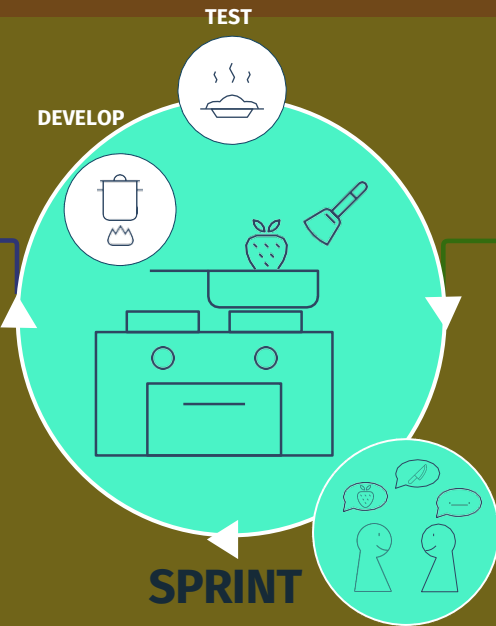




DEFINE



DESIGN





DEFINE

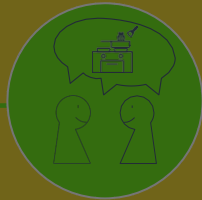
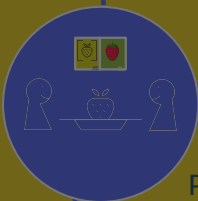
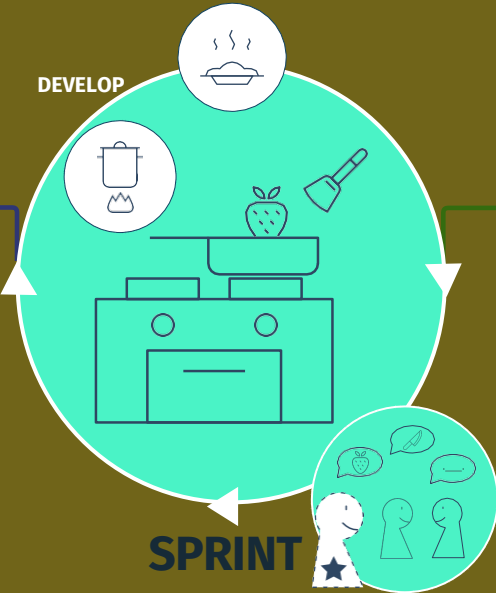


DESIGN



DEVELOP

TEST

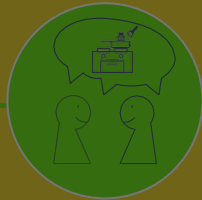
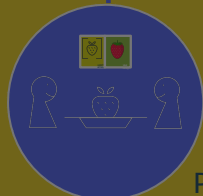
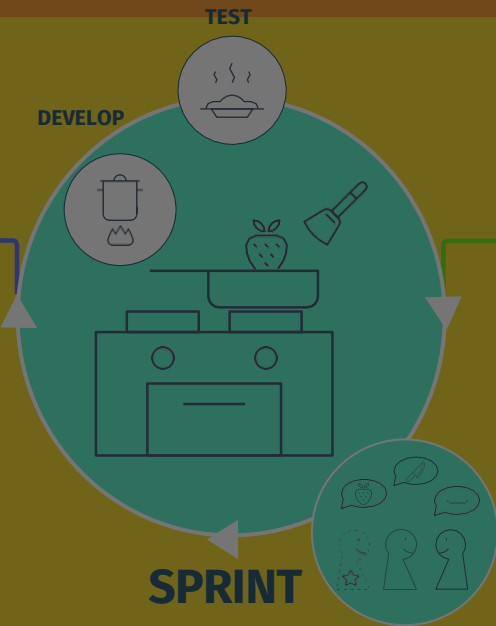




DEFINE



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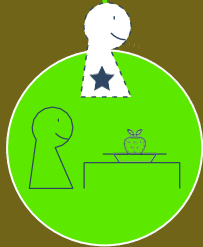
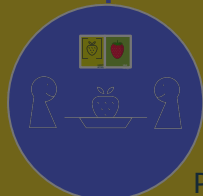
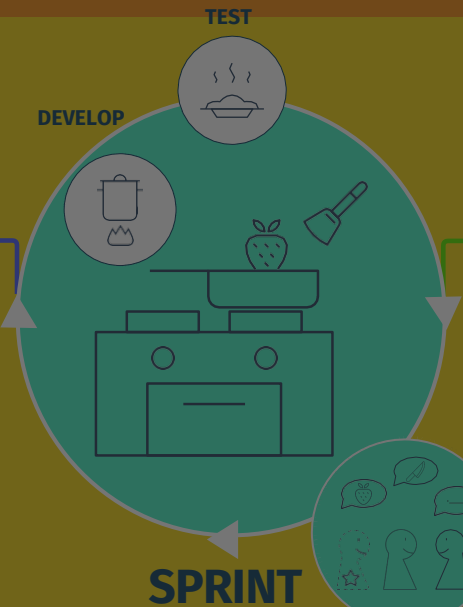




DEFINE



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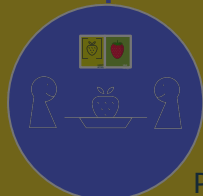
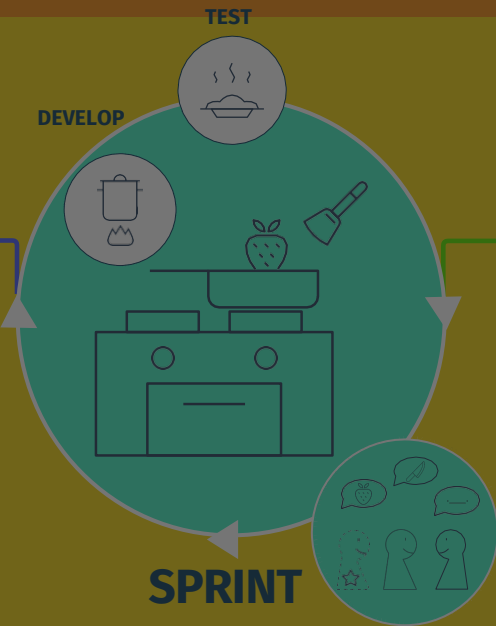




DEFINE



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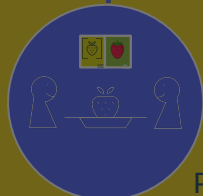
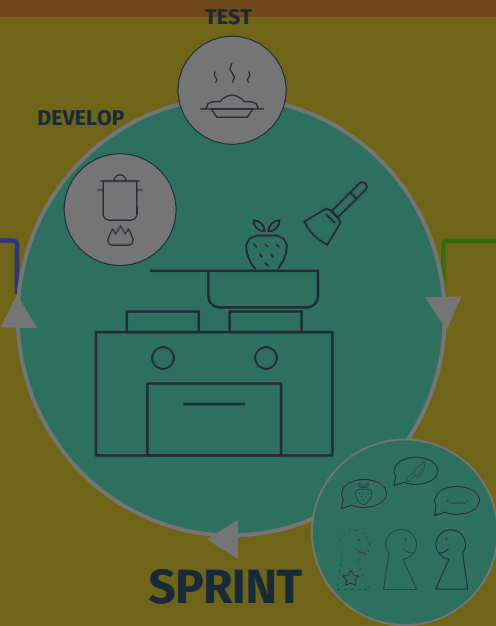




DEFINE



DESIGN



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DESIGN

TEST

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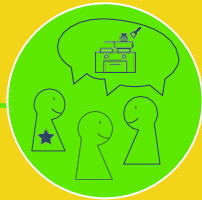
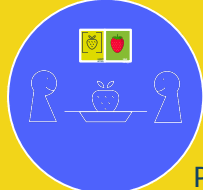
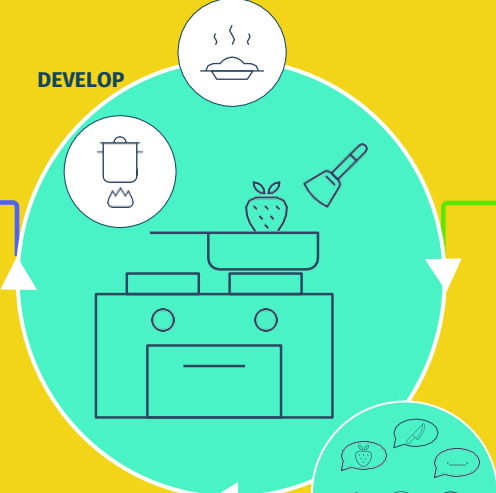
SPRINT

SPRINT PLANNING

DAILY SCRUM

SPRINT DEMO

SPRINT RETRO



BACKLOG REFINEMENT

UX \leftrightarrow DEV EXCHANGE

tickets

Story UX Overview Page for Website

Status Ready for Development

Labels UX

EPIC Link 400 Design

Links blocks SU-123 Implementing Design

Description On the overview page the user sees...

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

Workshop 28.3.22: Design accepted by customer

**Why we don't
estimate design
stories..**

**On dedicated
Epics..**

**tickets
& decisions**

cheat sheet

- ✓ **Availability, Meetings, Events**
- ✓ **Tooling and configuration**
- ✓ **process definition & communication**

SCRUM & UX

This cheat sheet is not intended to be final and a one-fits-all solution. But with common agreements of the whole team, the process can be refined for your individual needs. An important focus is set on the technical solution in Jira/Confluence, since this is crucial for daily work and the acceptance of any approach. The general idea is to track the design process with backlog items.

Expected benefits:

- Design work can be prioritized and tracked
- Design and implementation can be coordinated
- Parallel work can be identified
- Design can be discussed within the Sprint and its events

1

Availability

Availability of UX (team)

- full-time, full assignment
- _____
e.g. 60% wed - thu - fri

UX Design planned for

e.g. first X sprints, June - September, ...

Participation of UX in Scrum events

- Daily Standup
- Backlog Refinement
- Sprint Planning
- Sprint Demo
- Retrospective
- Other: _____
e.g. Weekly alignment on Fridays

Additional meetings

- Design Presentation to development
- Design implementation review
- Other: _____

Meetings Events

2

Tooling Configuration

Agreement on Configuration of backlog items (e.g. Jira)

- Dedicated Epic: _____
- Ticket Prefix: _____
- Label: _____
- Link to Implementation Ticket mandatory ?

Single Source of Truth for Final Design

- UX Ticket attachment or links
- Documentation: _____
- Other: _____

Estimation & Tracking of UX tickets

- UX tickets will be estimated
- jira: using filters, views, reports with Epics and labels or prefixes
- Confluence: same mechanism as in Jira, in addition manual overviews / tables
- Other: _____

3

Communication Process definition

Review of UX Design with Business

- Sprint Demo
- Individual Meeting: _____
e.g. on demand

Discuss UX Design with development

- Backlog Refinement
- Sprint Demo
- Individual Meeting: _____
e.g. on demand

Example Design Flow

1. Create Design ticket
2. Work on Design
3. Review by Business (can go in parallel with Step 2)
4. Check if implementation ticket exists
 - YES: link tickets (e.g. with blocked-by relation)
 - NO: create implementation ticket (e.g. with PO / developer) & link
5. Talk about finished Design with the team
6. Check implementation of Design when finished







Download slides &
cheat sheet

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



Thank you!