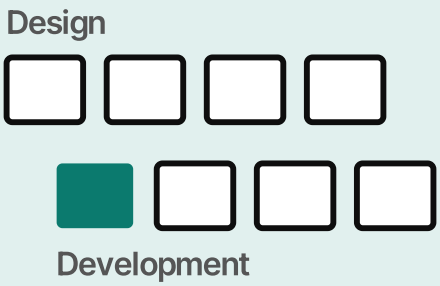
Approach

Agile UX

Ways of working that integrate research and experience design into agile development, in short iterations and in parallel with the people who code.

Origin

Agile Manifesto (Beck et al., 2001); in design, Miller (2005) and Sy (2007), among others



What it's for

So that research and design keep pace with development that ships every few weeks, instead of falling behind or being skipped.

Principles

One cycle ahead

You research and design what will be built in the next iteration.

Test what was built

What shipped in the previous cycle is evaluated with users.

Little and often

Small, frequent research.

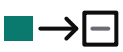
How it's done

1 

While one cycle is being built, design prepares the next one.

2 

What was built in the previous cycle is tested with users.

3 

What you learn goes into the design of the next cycle.

Applications in design

When to use it

When the product is developed in iterations of a few weeks.

Avoid

Reducing design to decorating what has already been coded.

Don't fall for it

Set aside time for in-depth research: not everything fits in one cycle.

Connections

Related to

- User-centered design
- User stories
- Lean UX
- User story mapping
- MoSCoW method
- Shape Up
- Design system
- Usability testing

Authors and works

2001	**Kent Beck et al.**	Published the Agile Manifesto: working software and responding to change over fixed plans.
2005	**Lynn Miller**	Described how the interface design team at Alias worked one cycle ahead of the developers.
2007	**Desirée Sy**	Described how a design team worked one cycle ahead of development and tested what had already been built.

Sources

Original sources

- Beck, K. et al. (2001). Manifesto for agile software development. View source (https://agilemanifesto.org/)
- Miller, L. (2005). Case study of customer input for a successful product. In Proceedings of the Agile Development Conference (ADC 2005). IEEE.
- Sy, D. (2007). Adapting usability investigations for agile user-centered design. Journal of Usability Studies, 2(3), 112–132. View source (https://uxpajournal.org/issue/volume-2-issue-3)

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