UX Research for Lean Teams: Resources

Contact the Presenters

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Sources to Help You Decide on Your Methods

"When To Use Which UX Research Methods," Christian Rohrer, Nielsen Norman Group

"The User Experience Team of One," Leah Buley

"Lean UX," Jeff Gothelf with Josh Seiden

Sources of New Methods and Universal User Research

Google Design Sprint

Change Sciences

Nielsen Norman Group

Online Remote UX/Usablity Tools

Optimal Workshop suite

Woopra

Digsite

"30 Useful User Experience Tools," Bartosz Mozyrko, Usability Geek

Planning Your UX Resources

You can't do it all! Knowing what must be kept strictly within your UX team and where you can find other resources and help, before you even begin your project, will help you keep your sanity. Remember - make the most of your resources. Spend a little time explaining how to think about user experience to your designers, developers, and stakeholders and they can help with some of these tasks.

This list isn't exhaustive, but it will help you assign pieces of your project to your team. The key is to collaborate regularly to ensure that your research findings are being addressed throughout the process.

For the **research**, who is going to:
- ❑ Decide on the method(s)   _____
- ❑ Design the research activity   _____
- ❑ Develop the screener   _____
- ❑ Recruit and communicate with participants   _____
- ❑ Moderate the research and engage participants   _____
- ❑ Deliver incentives to the participants   _____
- ❑ Analyze and summarize the results   _____

For **design**, who will:
- ❑ Read the research and prioritize needs
  and desired tasks   _____
- ❑ Create rough wireframes and update iteratively   _____
- ❑ Decide on interface elements and style   _____
- ❑ Determine interaction styles   _____
- ❑ Refine and fully develop wireframes   _____
- ❑ Work with developers to execute the design   _____

For **usability testing**, who will:
- ❑ Identify top tasks, click paths, etc.   _____
- ❑ Design the tests   _____
- ❑ Implement the tests   _____
- ❑ Recruit and communicate with participants   _____
- ❑ Moderate the tests   _____
- ❑ Analyze and summarize the results   _____

For **development**, who will:
- ❑ Develop high-fidelity, interactive prototypes   _____
- ❑ Make iterative changes to design and code   _____

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