deque

# When UX and Development collab

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AUDIT

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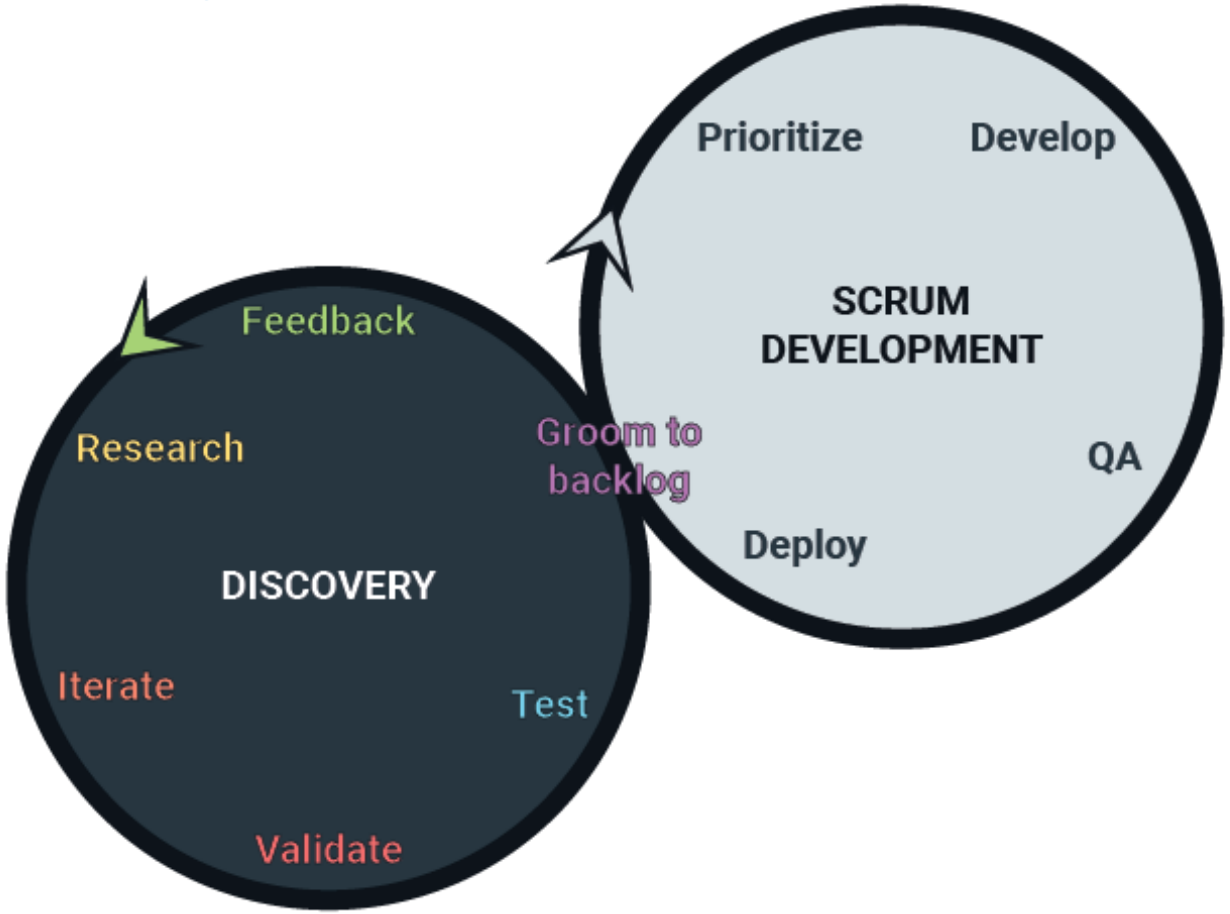
# Outline

- Quick introduction to our design & development process
- Walk an example design through (3) touch points in our process
  - Design review
  - Grooming
  - Weekly syncs/Live Design/Coding
- Wrap up
- Questions

# Deque Design & Development process

# Design & Development process

- Feedback informs research
- UCD research
- Final designs broken down
- Backlog prioritized
- Features developed
- Tested
- Deployed
- Feedback gathered



# Touch points

# Design Review

**What it is:** Design review is a weekly meeting which allows the design team to go over upcoming work with the greater team. Its purpose is to give the team an opportunity to raise any questions, critiques and/or make a11y/technical notes.

**What it’s not:** Design by committee. The lead designer ultimately makes the call on the design.

**Who participates:** The entire team.

(example time)

# Grooming

**What it is:** The team sorts through ungroomed tickets, created by Product Management, and fills them with the necessary design/business/implementation details so development can work on them effectively.

**What it's not:** A time to alter designs, redefine MVP or business requirements.

**Who participates:** Product Manager, Product Owner, Lead Developer, Lead Design

(example time)

# Weekly syncs/Live Design/Coding

**What it is:** Design and Development gets together via screenshare and go over a pre-production server (local/Dev) to compare their ongoing work with the design (typically a prototype) allowing them to make live corrections/adjustments, as needed.

**What it’s not:** Making large design changes or increasing the scope of work.

**Who participates:** Lead Design and whichever Developer is actively implementing the design.

(example time)

# Wrap up

# Questions?