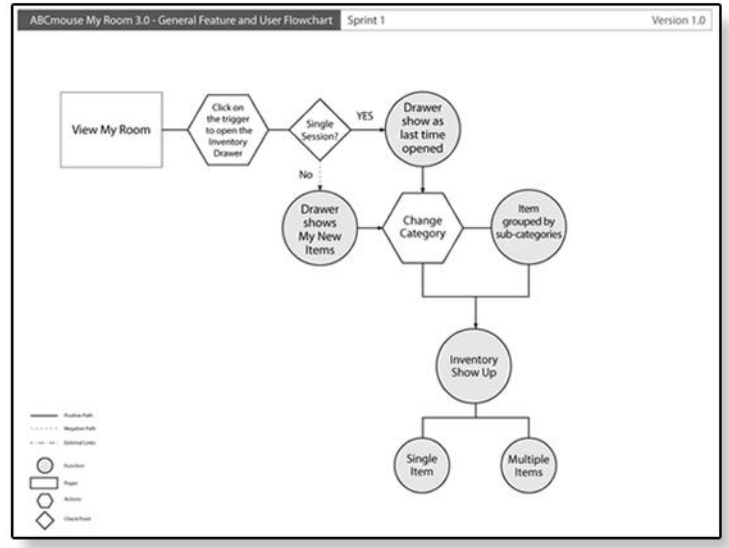
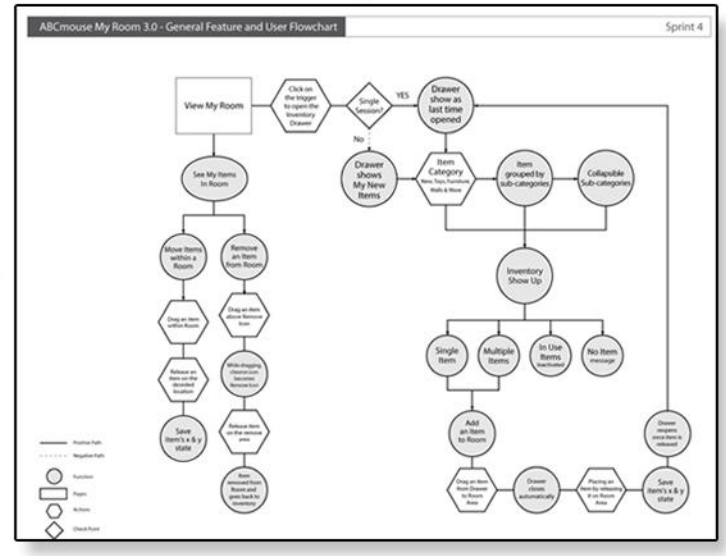
UX into SCRUM
Sharing UX in SCRUM Experience

1. A Huge & Long Project VS. Two Weeks Sprints

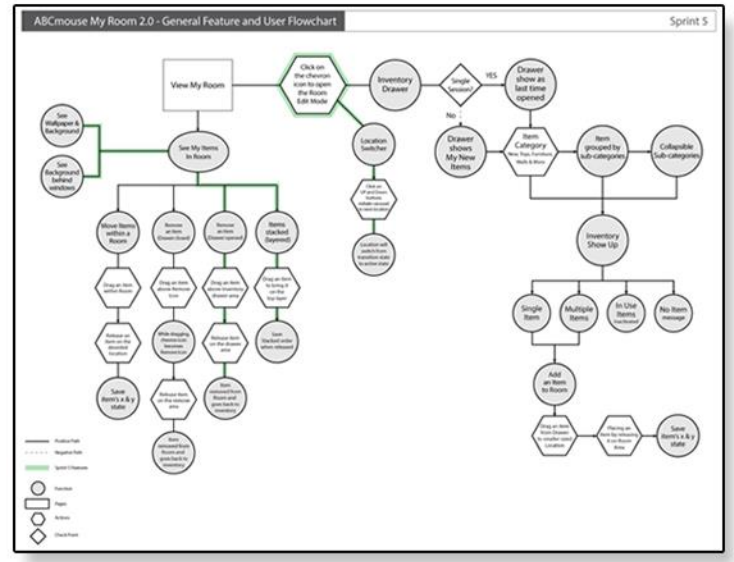
Sprint 1



Sprint 3



Sprint 4



2. Yes! Meeting! Meeting! Meeting!

- Daily Sprint Stand-up
- Project Kick-Off
- Scrum Planning Meeting
- User Story Grooming Meeting
- Sprint Planning Meeting
- Sprint Review Meeting
- Sprint Retrospective Meeting
- Review with Ken Rubin Meeting

November 7 - November 11, 2016

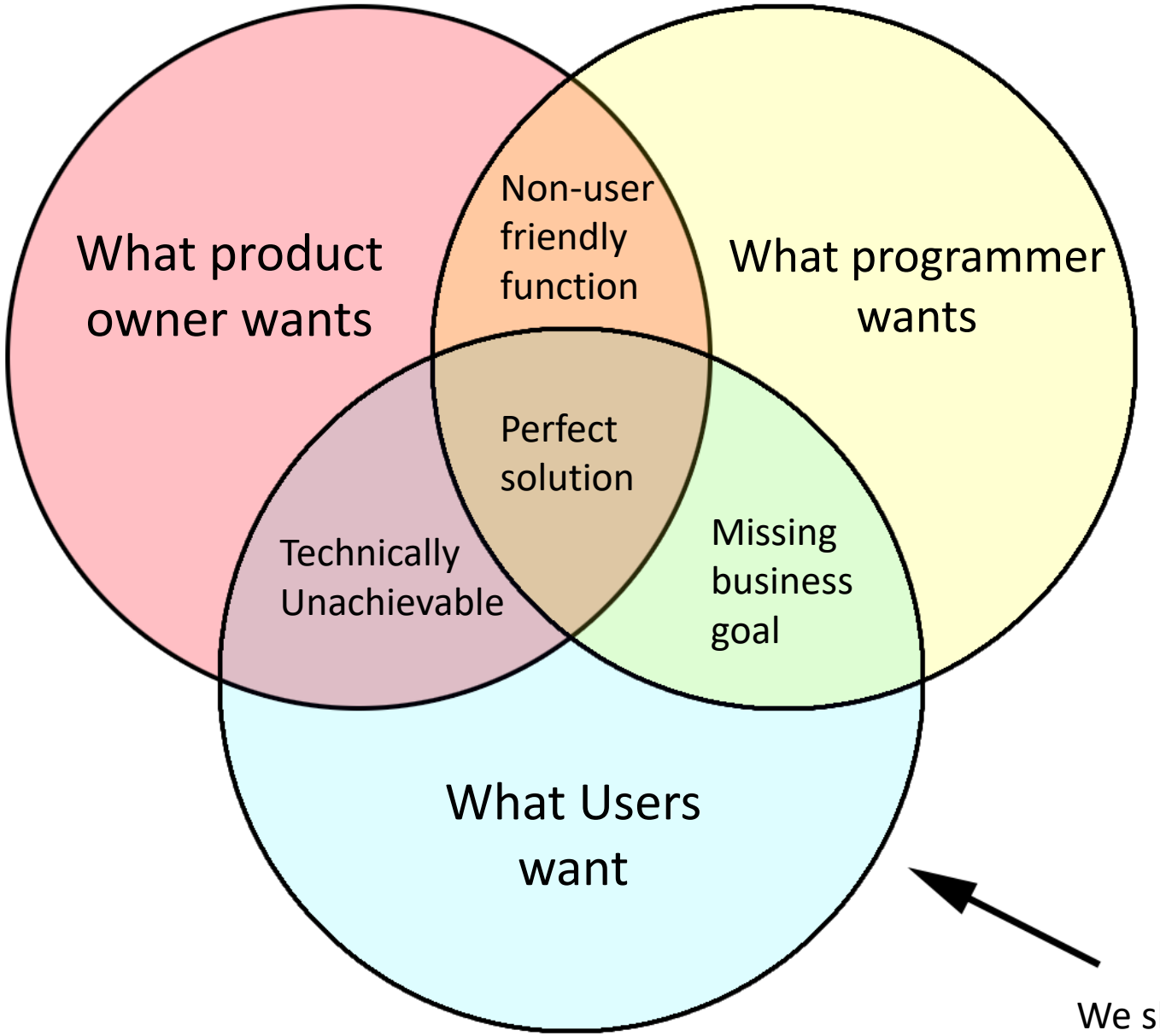
Torrance, CA | Today 76°F/58°F | Tomorrow 70°F/56°F | Thursday 72°F/54°F

	7 Monday	8 Tuesday	9 Wednesday	10 Thursday	11 Friday
10 AM	Pilot Daily Standup ABC-42 HQ;	Pilot Daily Standup 7-Southeast;	Pilot Daily Standup ABC-42 HQ;	Sprint 5 Planning 7-Northeast noah.moss@aofl	Pilot Daily Standup ABC-42 HQ;
11 AM		Grooming 7-Southwest noah.moss@aofl.com			Company Thanksgiving Dinner Meeting in front of building courtney.yu@aofl.com
12 PM				Meet the moderators 7SW tianyu.hu@aofl.c	
1 PM	Working time		Working time		
2 PM		Working time		Re: Adobe Max 7-	Working time
3 PM			UR in the Scrum & UX as UR 9-Northwest takeshi.hor	User Testing	Friday Think Tank 7-Southwest courtney.yu@aofl.com
3:54 PM	Adobe Max Topics for this Friday 7.2-Midwest;		Sprint 4 Review 7-Southeast noah.moss@aofl		Working time
5 PM			Sprint 4 Retrospective 7-Southeast noah.moss@aofl.com		Scrum Review with Ken Rubin 7-Southeast jen.abell-champion@aofl.com
6 PM		1:1 Noah/Yao Nearby Space;		UT Debrief 7SW;	

3. Research Ahead

Once the user story is groomed and starts a sprint,
No one can change the required features during the sprint.

4. You are the only voice of the users



We should represent this voice

5. User testing is your best friend

Do you have UX concerns during the grooming?
Arrange a user test to find out the answer that matters.

6. Get approval from your product owner, not the scrum master

7. Be self-organized

- Study/research and preview the user stories (before grooming)
- Help to define the UX during grooming meetings
- Provide user flows and wireframes for specific sprint
- Plan and arrange user tests if needed (also analyze the result and share it with your team)

8. UX also needs to QA the built

While the UI designer is
checking on the graphics part
QA analyst is checking on technical issues
API and programmer are debugging

We (UX) also need to ensure that
all user experience is
smooth and accurate
as they should be.

Sprint
User Flows
/Wireframes

Multiple
Grooming
Meetings

Prepare/
arrange
user testing

Attend
user testing

Post
user testing
Analyze

Week 1

Week 2

Preview/
research
on user-stories

Sprint Planning
Meeting

QA on UX

Sprint
Review
Meeting

Sprint
Retrospective
Meeting

Thank you!