

[T6] Best Practices in integrating User-Centered Design and Agile Software Development

Instructor

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Objectives

This is an introductory tutorial aiming to provide a high level view of the topic

- The objectives are to provide:

- An introduction to Agile methods to HCI practitioners
- An overview of the most common practices for integrating UX and Agile
- Some challenges faced by the instructors regarding this integration

- Topics:

- Introduction to Agile methods
 - Introduction to some Agile methods (Scrum, XP, Lean, Kanban)
- Presentation of the best practices for integrating UX and Agile
- Presentation of a framework for UX and Agile integration
- Presentation of Pros and Cons of the practical application of this framework
- Practical activity
- Experience reports by the participants
- Discussion

- Audience:

- People interested in the integration of UX and Agile
- HCI students, researchers and/or practitioners beginning with Agile methods

Duration

4 hours

Presentation language

- Portuguese or English (depending on the audience)

Material that participants must bring

- Material for taking notes
- Material for the practical activities is going to be provided by the instructor