



nity diagram and/ nstorming notes cess measurement

project plan boards frames

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oility report al design with re -ready assets -interface string: ntory

nctional spec B test analysis oduction e analysis if team report insu

practitioners will solicit critique f	rom UX colleagues at every stage of the p	process; <b>Bold arrow and p</b>	process boxes define whi	ich discipline is respo	UX design UX research PM Dev Test Audience planning Site Management Operations Loc	S   J   E   E     i   i   A   C     c   C   C   C     i   i   i   C     i   i   c   C     i   i   c   C     i   i   c   C     c   C   C   C     c   C   C   C     c   C   C   C     hase of the project.   V   V	N N N   i c A   A c c   c A c   c C c   c C c   c C c   i i i   i C C   i C C   i C C   i C C   i C C   i C C   i C C	A A C   C C A   C C I   C C I   C C I   I C C   I I I   I I I   I C C   I I I   I C C   I C I   I I I   I C C   I C I	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	Image: Constraint of the second se		
M5: Storyboarding (if in project plan Reviews and provides feedback (required)	M6: Create Wireframes and Workflows (if in project plan)	M7: lo-fi Prototype (if in project plan) M8	3: evaluate prototype with end users	M9: Evaluation report	Gather input from project team, decide if iteration is	ecision M11: Visual design (if in project plan)		CSS/HTML M12: Specific KPIs defin	Plan delivered M13: Dev designed M13: Dev design	I spec. emainder of schedule to each needed to t goes well	Retract from experiment no determine if the experiment should become the new baseline experience based on KPIs defined	release
DESIGN: Create >=3 storyboards of each selected solution; publish to team. Gather feedback from team. Work with PM to triage change requests and iteration Exit criteria: feedback triaged with PM; storyboards adjusted and locked		Create prototype o demonstrate full scenario(s)	nduct study, aggregate results with recommendations for improvement	Create report, present to full team Include recommendations, schedule cost estimate and prioritizing for any recommended fixes Usability report		Last stage of wireframes now locked. Pass all strings through WEBEDREQ review Create final visual design Create redlines for implementation; this is a major deliverable for test Exit criteria: wireframes, strings, redlines, final visuals all posted to project library Final wireframe and workflow diagrams Visual design with redlines And web-ready assets W User interface strings Inventory	CSS/HTML is Web Dev responsibility	instrumentat Ki	specific tion points for Pls entation plan USE scenari cases. Us defined as gates if po	vilds to I testing; tics icates intation dev team efficient g from plication st at each stone to inario is he build ess vity report(s)		production site analysis if BI team report insufficient
Reviews and provides feedback (optional)	Reviews and provides feedback (optional)		Observe study (optional)	Attend usability report (all welcome)		Use redlines within test plans to ensure fidelity to design						
						Take strings returned from WEBEDREQ as initial loc drop			Final loc o includes all messag	lerror		

