

UX102

USER EXPERIENCE - UX

NEW COURSE

Agile UX: integrating the user-centred approach into your Agile projects

 New courseDURATION
2 DAYSREGULAR FEE
955 \$PREFERENTIAL
FEE
860 \$

Objectives

To provide the knowledge and skills required to foster project collaboration by including user needs, defining governance that meets the needs of a competitive digital context and giving teams the means to adapt their solutions at each stage of the process.

Targeted audience

Design managers, UX managers, program directors, senior project managers (RACI, methods, KPi...).

Prerequisite

Knowledge of Agile development and UX design (eligibility test).

Content

- Basics of Agile UX: context, principles, SCRUM, ISO standards, team games
- User experience (UX) in your organization: digital maturity, Lean and Growth Hacking, organic governance
- UX and Agile in your projects: project complexity and size, Values and Prioritization, SCRUM method
- Teamwork: Focus on PO (Product Owner) / UX (User Experience), SCRUM Master
- Structured and ritualized teamwork: pluridisciplinary team, Kanban, Agile tools, Minimum Viable Product
- Introduction to the Design Sprint concept and REX Manutan to take things further

General Note

40% Theory / 60% Practice

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<http://www.technologia.com/en/information-technology/user-experience-ux/agile-ux-integrating-the-user-centred-approach-into-your-agile-projects/>

Contact Us: formation@technologia.ca

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Select the training date*

Quebec City

November 4 to November 5 2020