

Windu Bumi

Agile UX Product Development Professional Factsheet

M.Sc in HCI since 2005

Project Collaborators

Business 15%	Creative 15%	Development 15%
Customer 10%	Legal 15%	
Marketing 15%	Content 15%	

% Total Process *

Planning Phase 25-40 hrs	10 %
Intake Brief	4 %
Business Objectives	4 %
User Requirements	4 %
Resource Planning	4 %
Project Management	4 %
Happy Hour	1 %

Discover Phase 48-80 hrs	15 %
Heuristic Evaluation 2-4 hrs	2 %
Contextual Inquiry 2-8 hrs	5 %
Cognitive Walkthrough 2-8 hrs	5 %
Storyboarding, Site Map 12-48%	8 %
Documentation 12-48 hrs	8 %
Presentation 2-4 hrs	2 %

100% Requirements Break-Down

Business Goals	25 %
User Needs	25 %
Stakeholder Interviews	25 %
MVP	25 %

User-Centered Design Checklist

Analysis Tools	25 %
Rhetorical Situation	25 %
Elements	25 %
Purpose	25 %

Scope Definition 50 hrs	15 %
Business Objectives	10 %
Content & Design Strategy	10 %
MVP	10 %
Key Performance Indicator	10 %

Design Phase 60-120 hrs	25 %
Design Jam Sessions	15 %
Workflows/ Diagramming	15 %
Lo Fidelity Wireframes	15 %
Iteration/ Revisions	15 %

100% CROSS FUNCTIONAL TEAMWORK

Business Analytics	25 %
In-Depth Interviews	25 %
Design Sprints	25 %
Standups	25 %

100% DESIGN PROCESS & DELIVERABLES

Content Matrix	25 %
Lean Design	25 %
A/B Testing	25 %
UI Specification	25 %

User Research 25-50 hrs	20 %
Usability Study Planning	5 %
Facilitation + Observation	5 %
Data Synthesis	5 %
Presentation	5 %

Front-End Development 12-48 hrs	5 %
Hi-Fidelity Wireframes	5 %
HTML, CSS Bundle	5 %
Interactive Prototype	5 %
User Interface Specifications	5 %

Delivery Ver. 1.0

Ver. 1.0 MVP + Ver. 1.0 Backlog = Version 2.0

Back-End Development 12-36 hrs	10 %
Sprint Planning Session	1 %
Grooming Session	2 %
Requirements Refinement Session	3 %
Demo Session	2 %
Retrospective Session	1 %
Business Sign Off	1 %

PRODUCT STAGE

Design Thinking

Planning/ Concept Development
Ideation
Scope Definition
Design
Development
Measure Success

Enhancement

Discover Phase
Focus Group, User Study, A/B Testing
Design
Development

New Initiative

Market Research/ Competitive Analysis
Discover Phase
Focus Group, User Study, A/B Testing
Design
Development

AGILE MILESTONE

Daily Sprint Stand Up

Business Analyst
Scrum Master
UX/ Design
Dev

Bi-Weekly Sprint Status

Product Owner
Business Analyst
Scrum Master
UX/ Design
Dev

Sprint Planning/ Grooming Session/ Demo/ Retro

Product Owner
Business Analyst
Scrum Master
UX/ Design
Dev

PROJECT MANAGEMENT

Planning

Goals
Milestones
Task Management
Deadlines

Communication

Leadership
Negotiation
Conflict Management
Sense of Humor

Problem Solving

Goals + Risks + Cost Analysis
Critical Thinking
User/ Web Analytics