MY PROCESS

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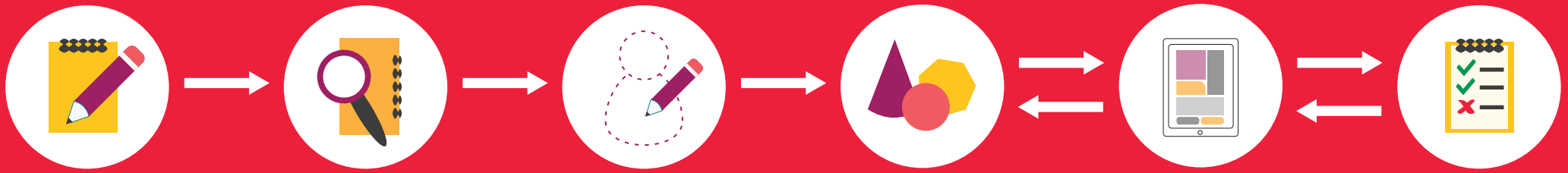
In years of my experience in developing software products, I have been also developing my own style and process of work. Below I am demonstrating stages of my design and development involvement, along with the methods and skills I use in each stage.



Product definition

First stage of any product development is defining it and its requirements~

- Initial collaboration
- Analysing requirements
- Consulting feasibility of of the requirements
- Assessing timeframes of my work
- Assessing resources required for my work

Research

Researching the product, context, market, target users and existing competition

- Online research
- Network research
- Use case research
- Independent academic research

Analysis and Persona building

Understanding and analysing the users' personas and their needs that would be using the product

- Collaboration
- Data analysis
- JustMind
- Empathy mapping
- User stories
- Storyboarding

Ideation and collaboration

Brainstorming product workflows, initial low fidelity wireframes

- Collaboration
- Sketch
- Balsamiq Mockups
- Pen and Pencil
- Paper 53
- JustMind
- Marvel

Prototyping and collaboration

High fidelity designs and demo environment if so requested

- Collaboration
- Adobe CC
- Sketch
- InVision
- PowerPoint
- Apple Keynote

User Testing

Testing my designs and prototypes on a niche user groups

- Collaboration
- A/B testing
- Surveys
- Interviews
- Usability testing
- Analysing problem areas