

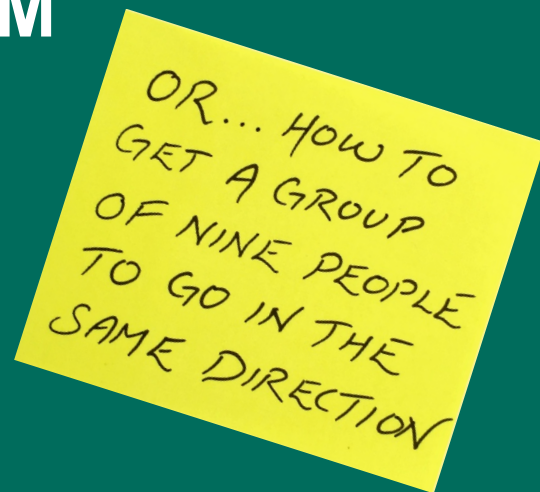
CHALMERS

UNIVERSITY OF TECHNOLOGY

NEW WAYS TO IMPROVE THE COMMON UNDERSTANDING OF USERS IN AN AGILE DEVELOPMENT TEAM

KARIN LJUNGKLINT

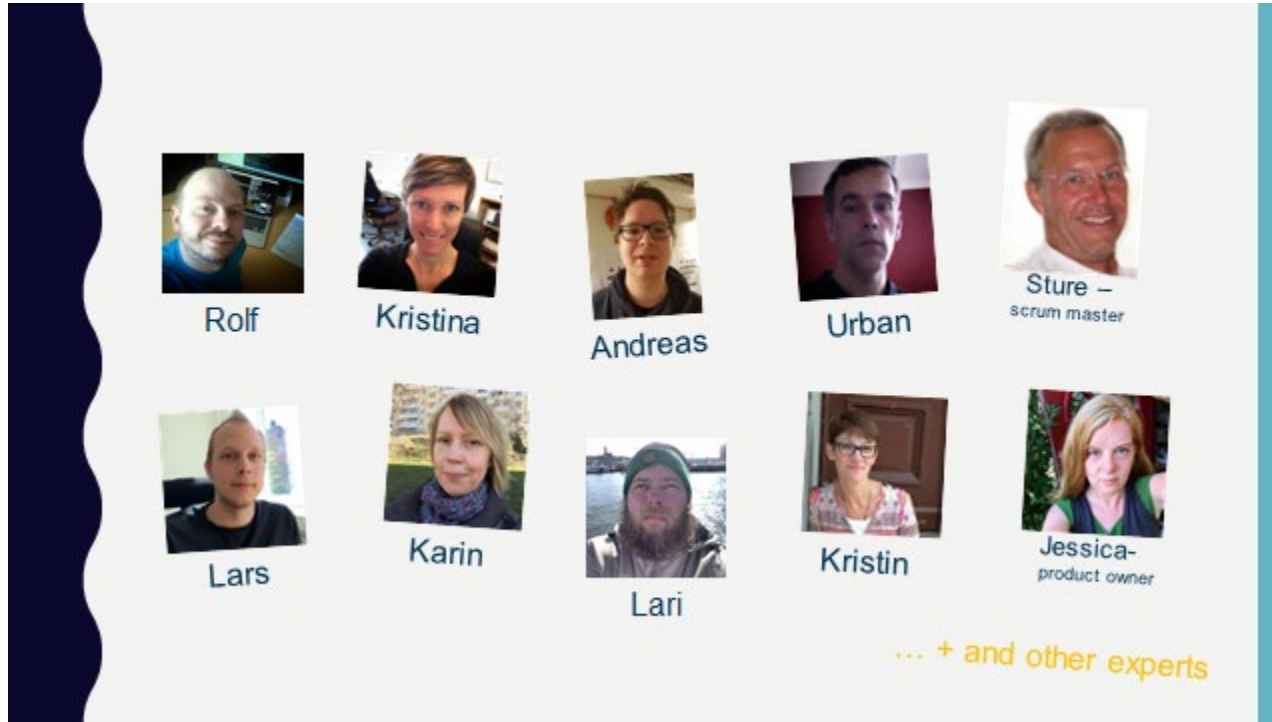
COMMUNICATION AND LEARNING IN SCIENCE





The mission:
create a
research
information
System!

THE TEAM



SOME OBSTACLES...



WHO ARE ACTUALLY OUR USERS?

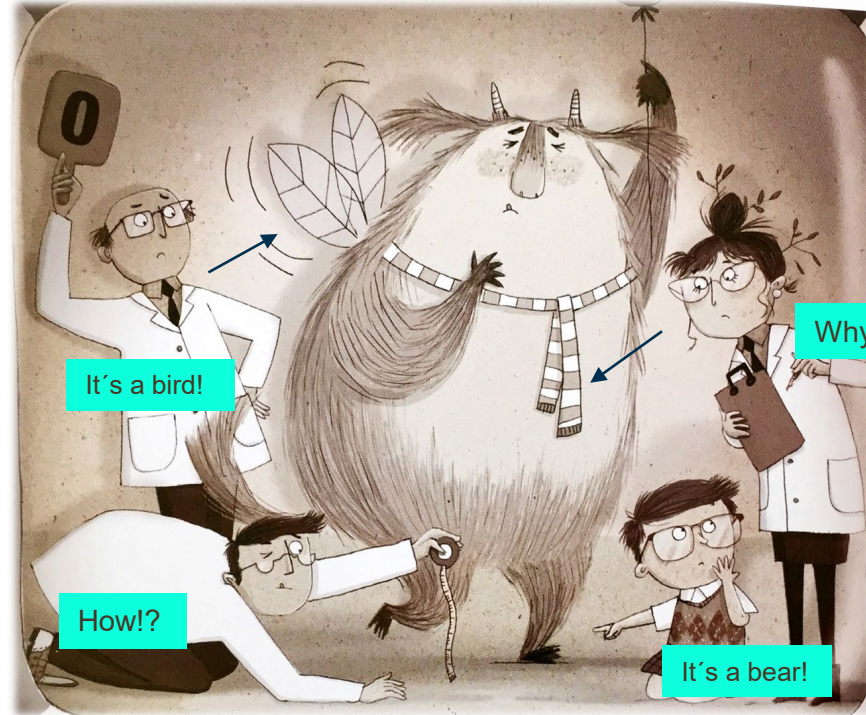


Illustration: Kate Hindley

USER COFFEE



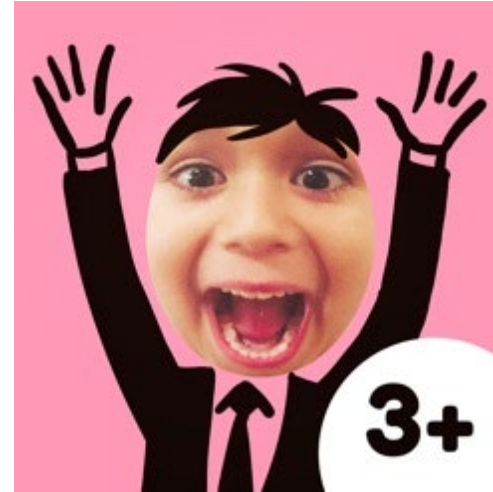
- Invite the users to the team room
- Let them describe their needs and wishes
- Ask and discuss
- Talk and drink coffee

USER POP-IN



iMovie

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CHOMP

REFLECTIONS

- Dare to test new methods
- It's easier than you think to get to know your users in a relaxed way
- Have fun!

