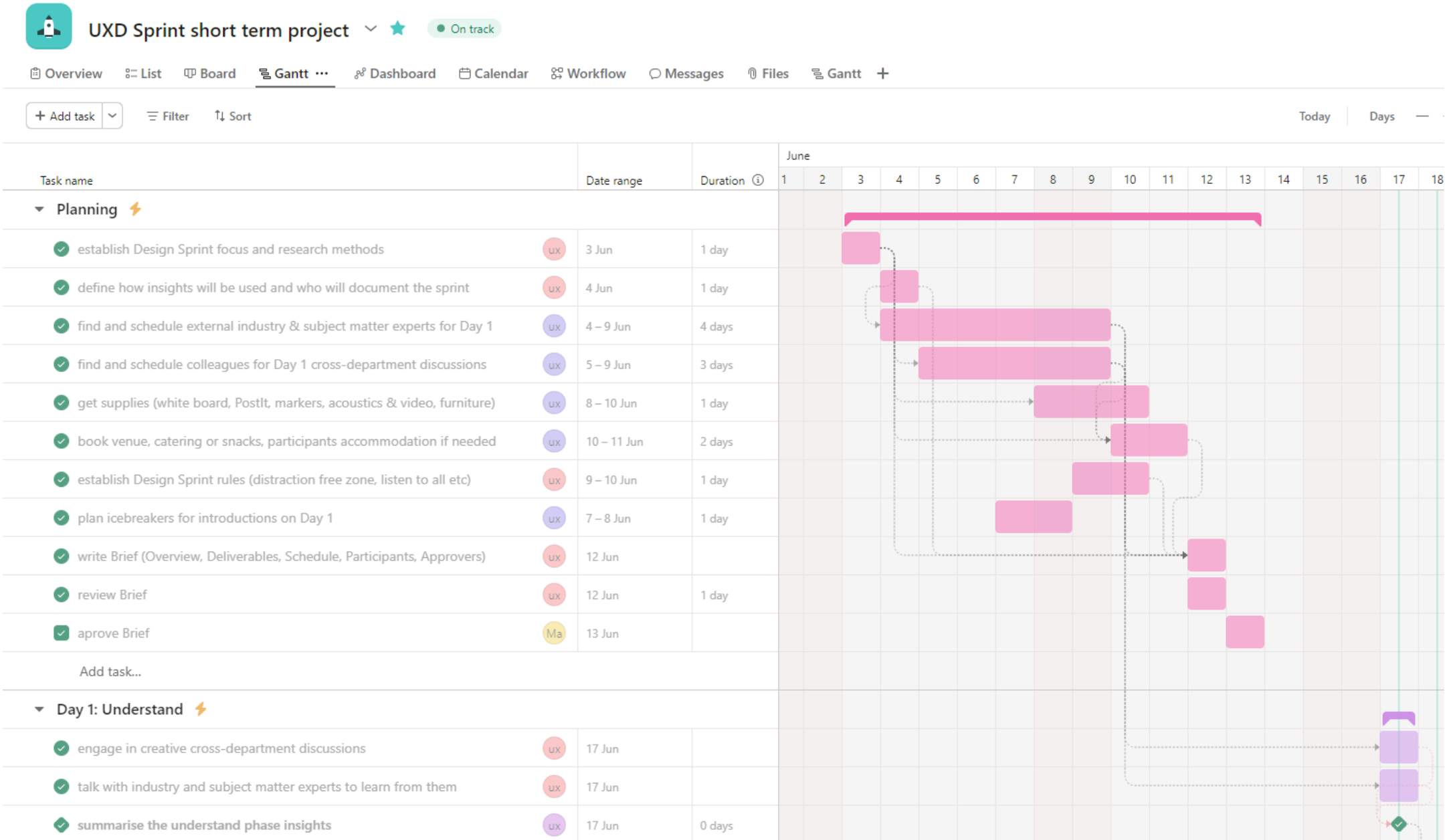
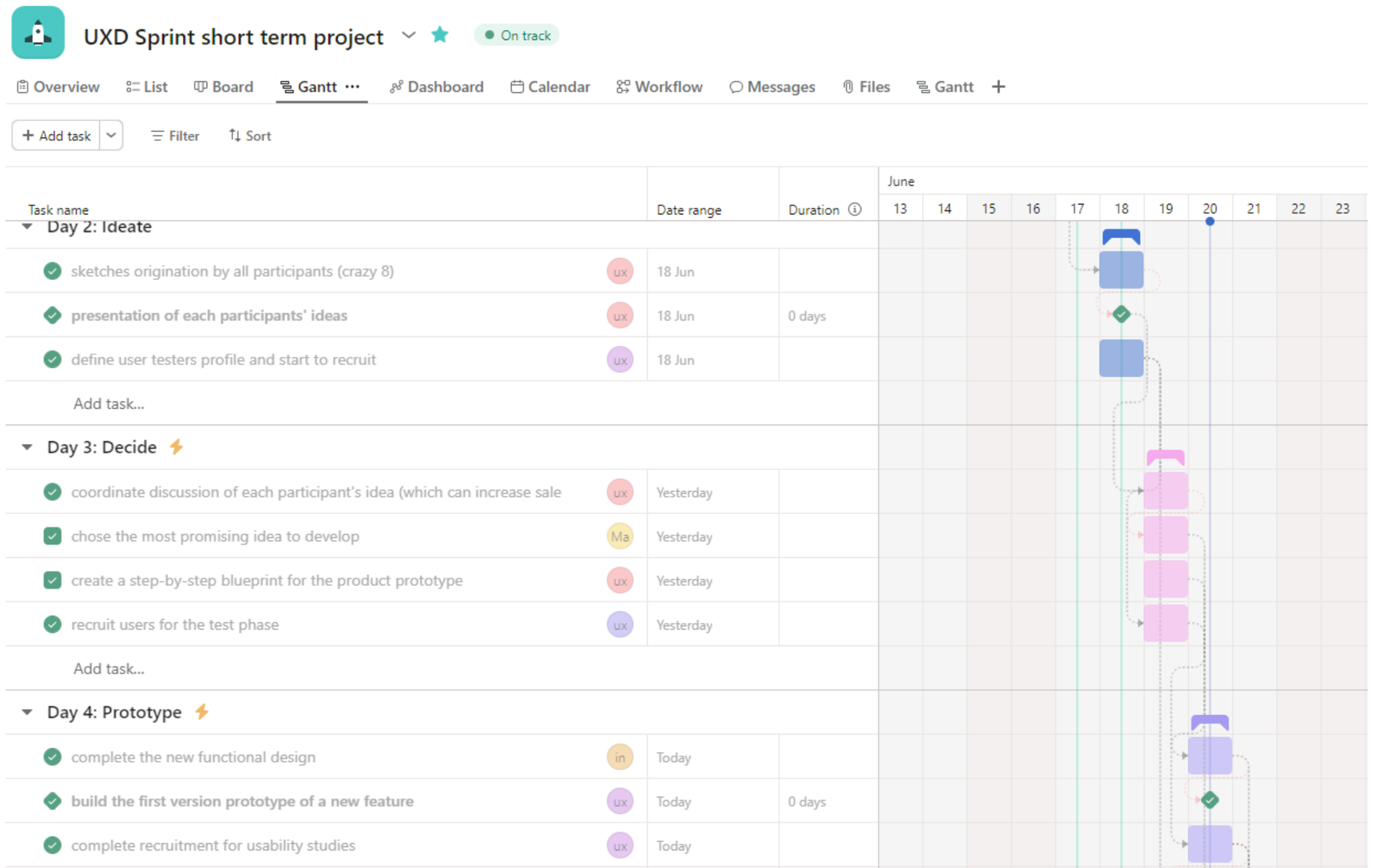
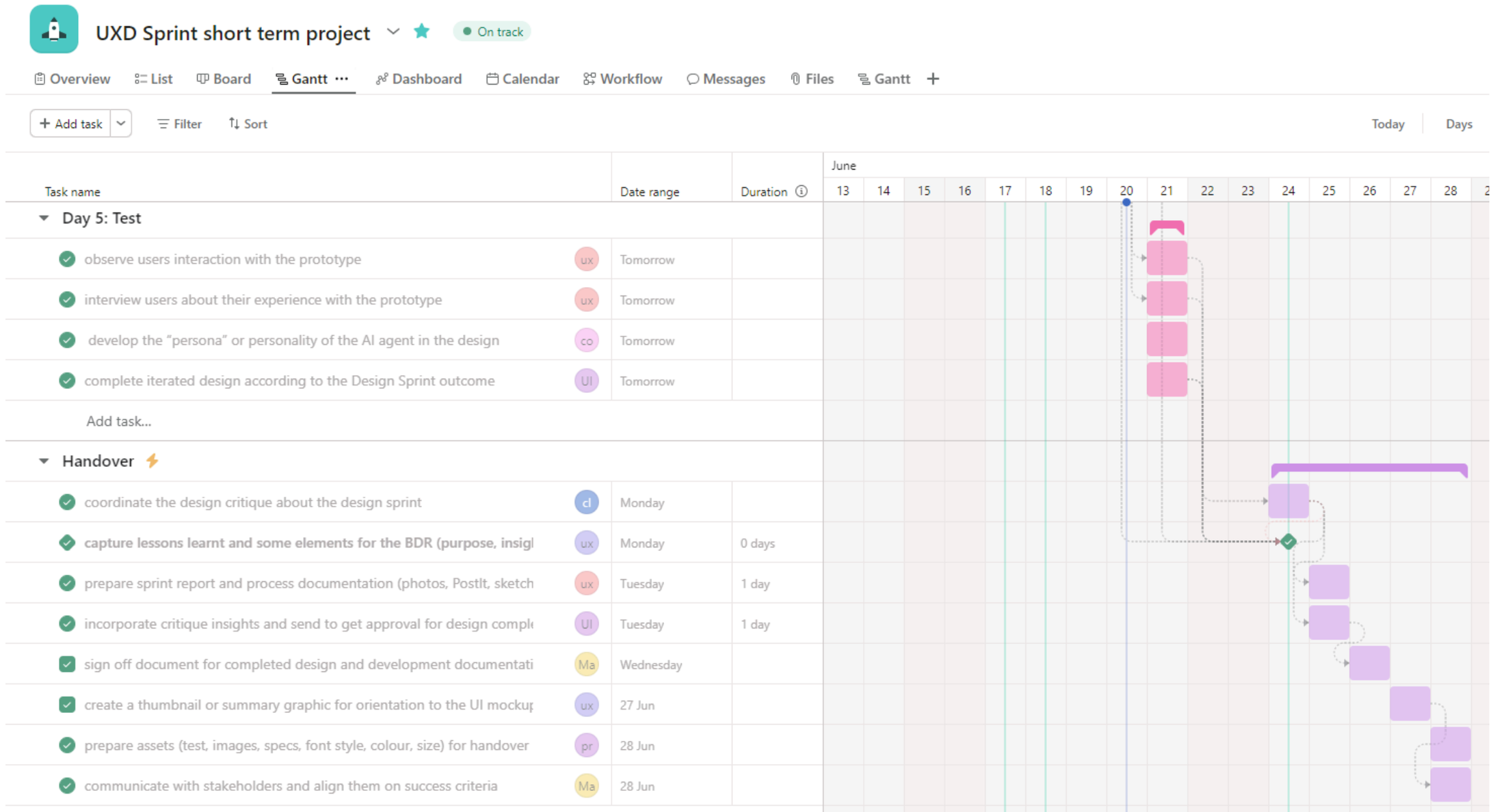
UX Design sprint (part 1 in Gantt view)



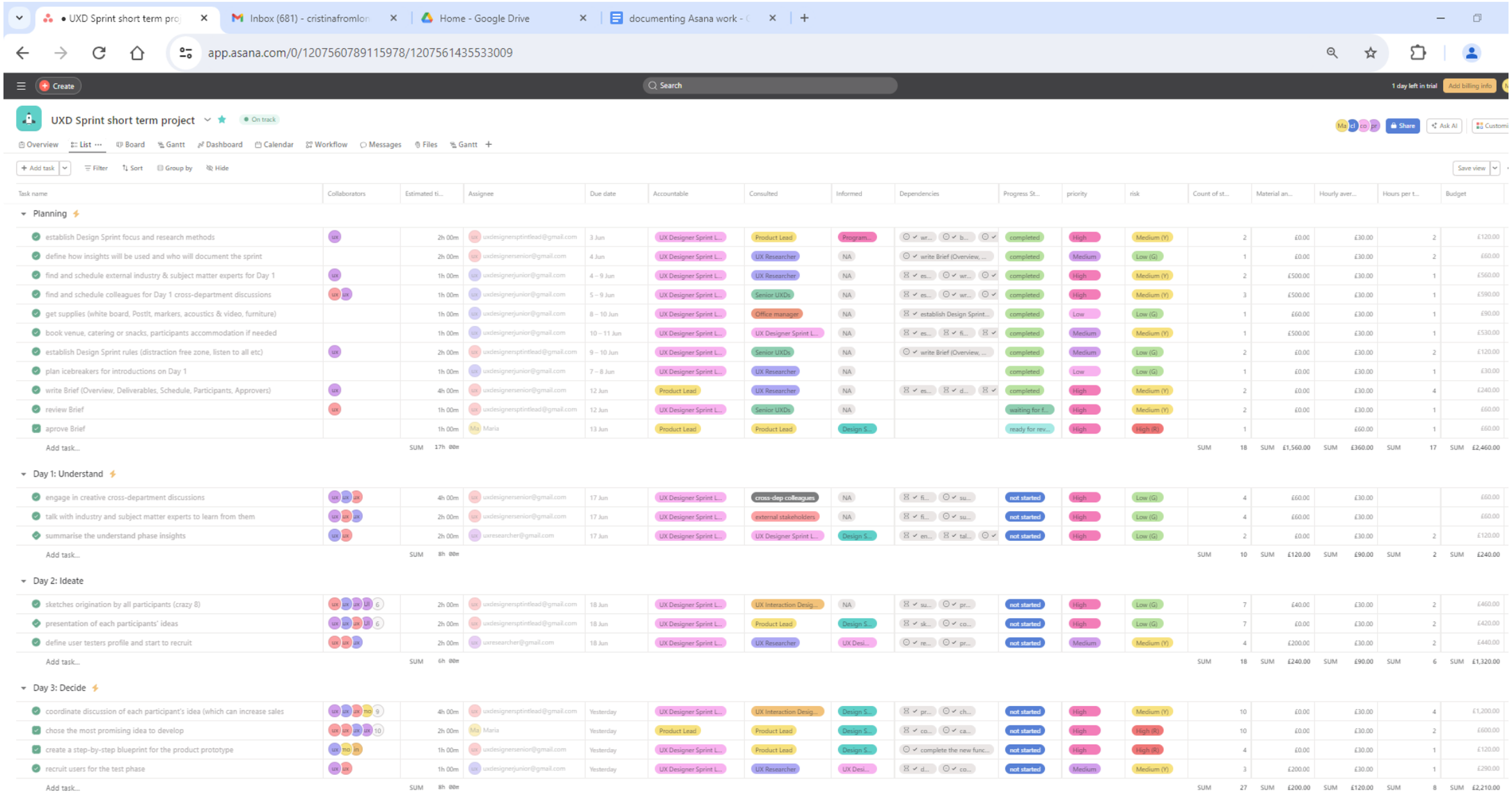
UX Design sprint (part 2 in Gantt view)



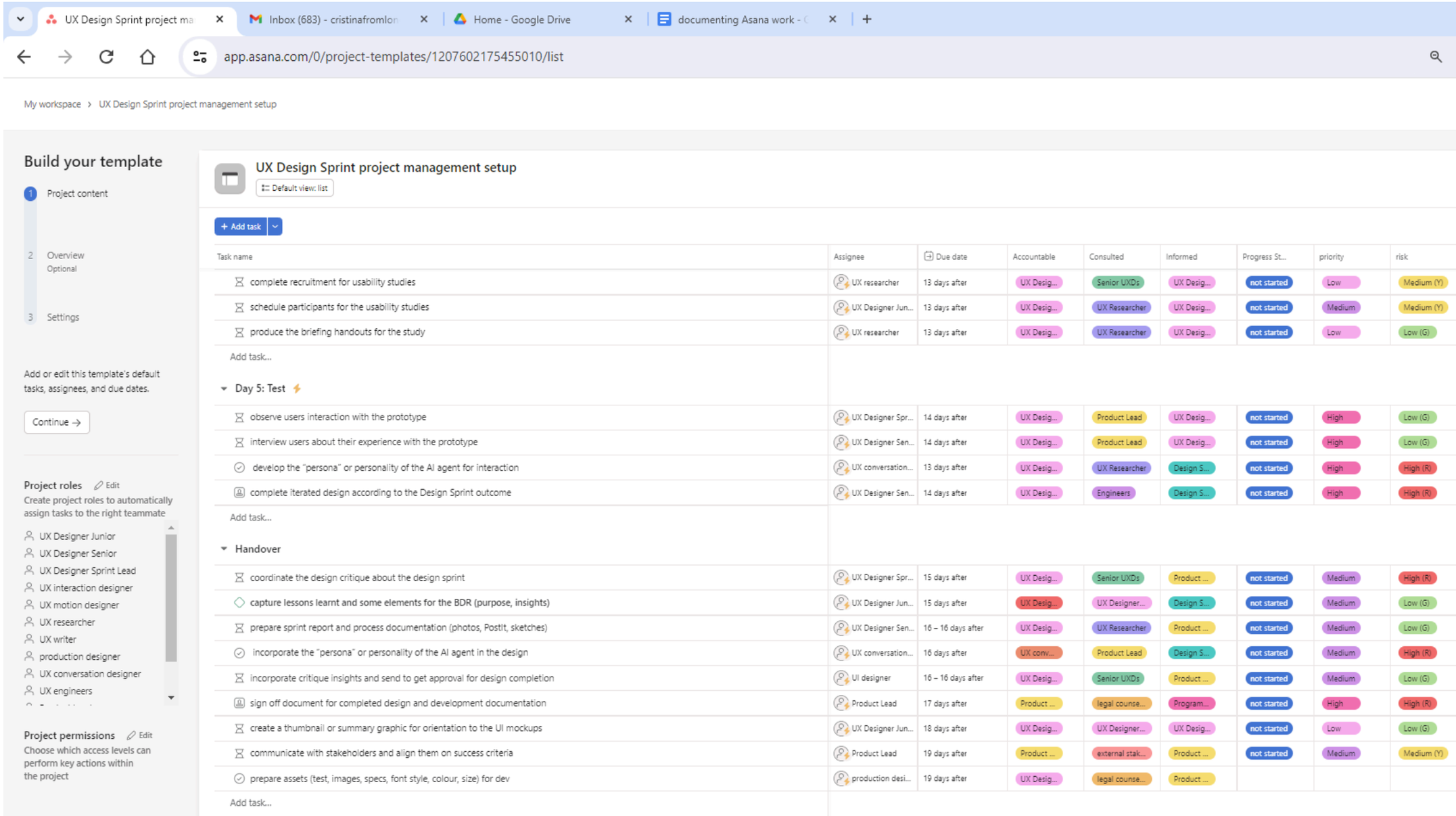
UX Design sprint (part 3 in Gantt view)



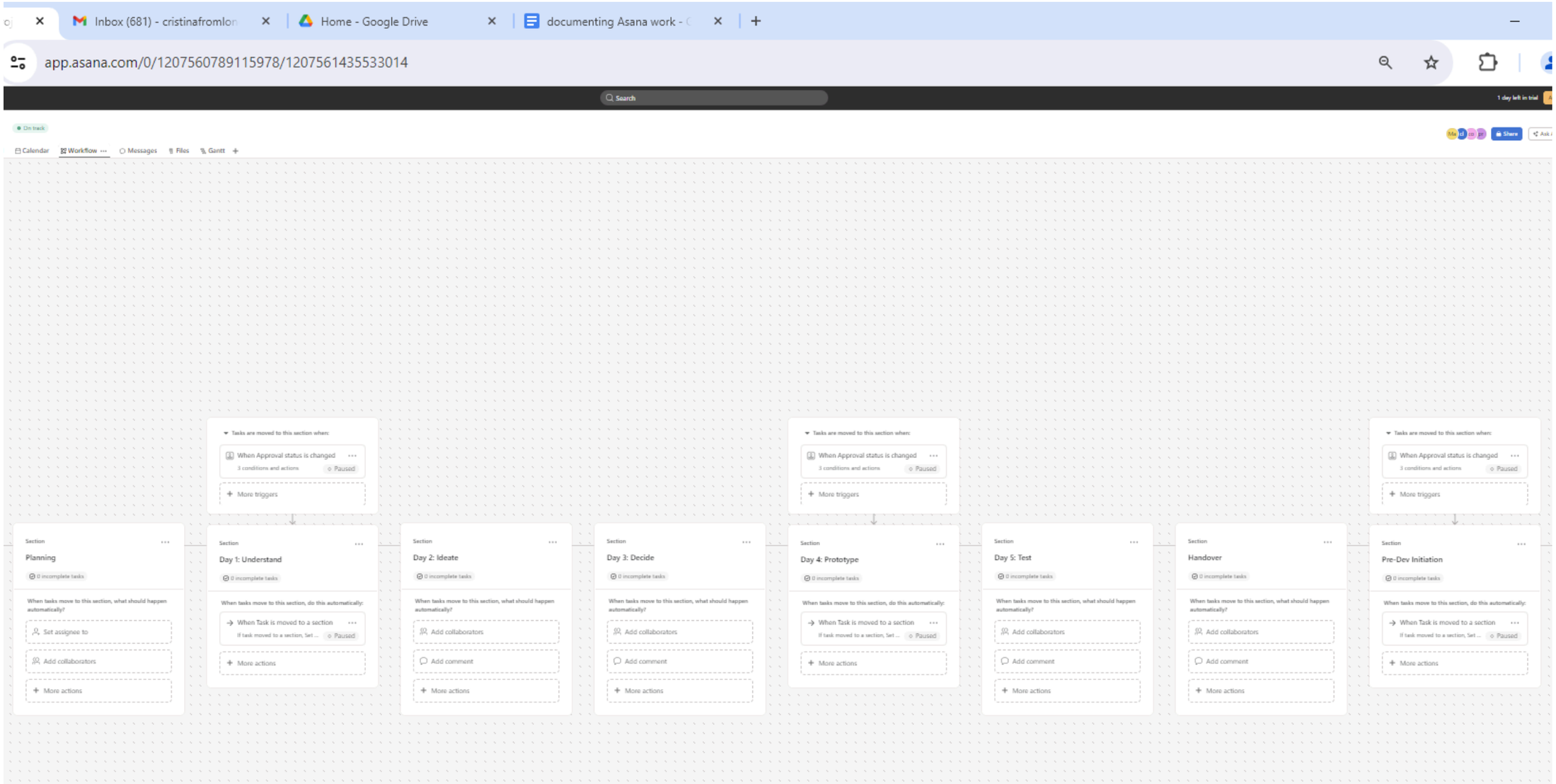
UX Design sprint (List view)



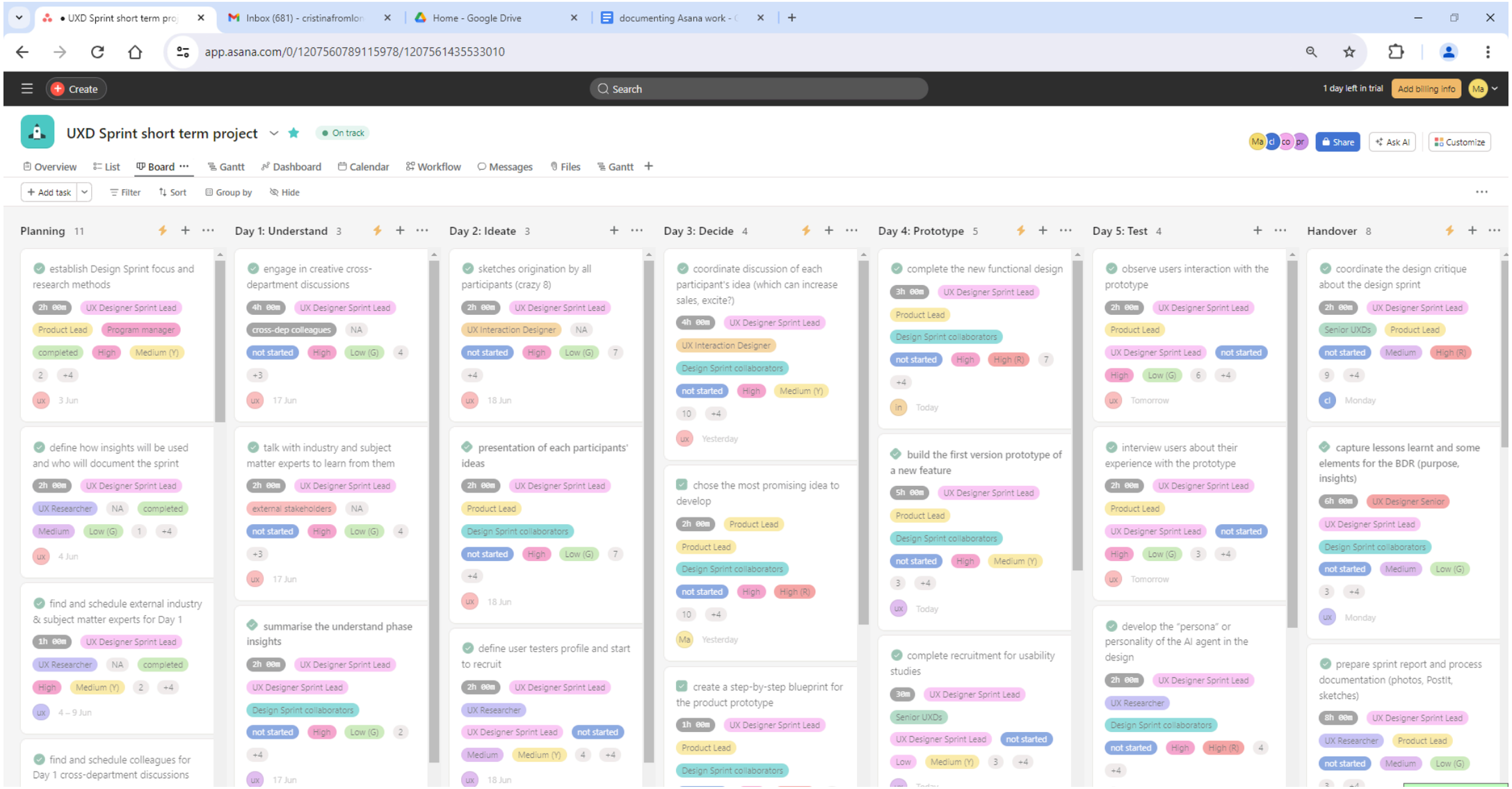
CREATION of TEMPLATE for UX Design sprint (abstract in List view)



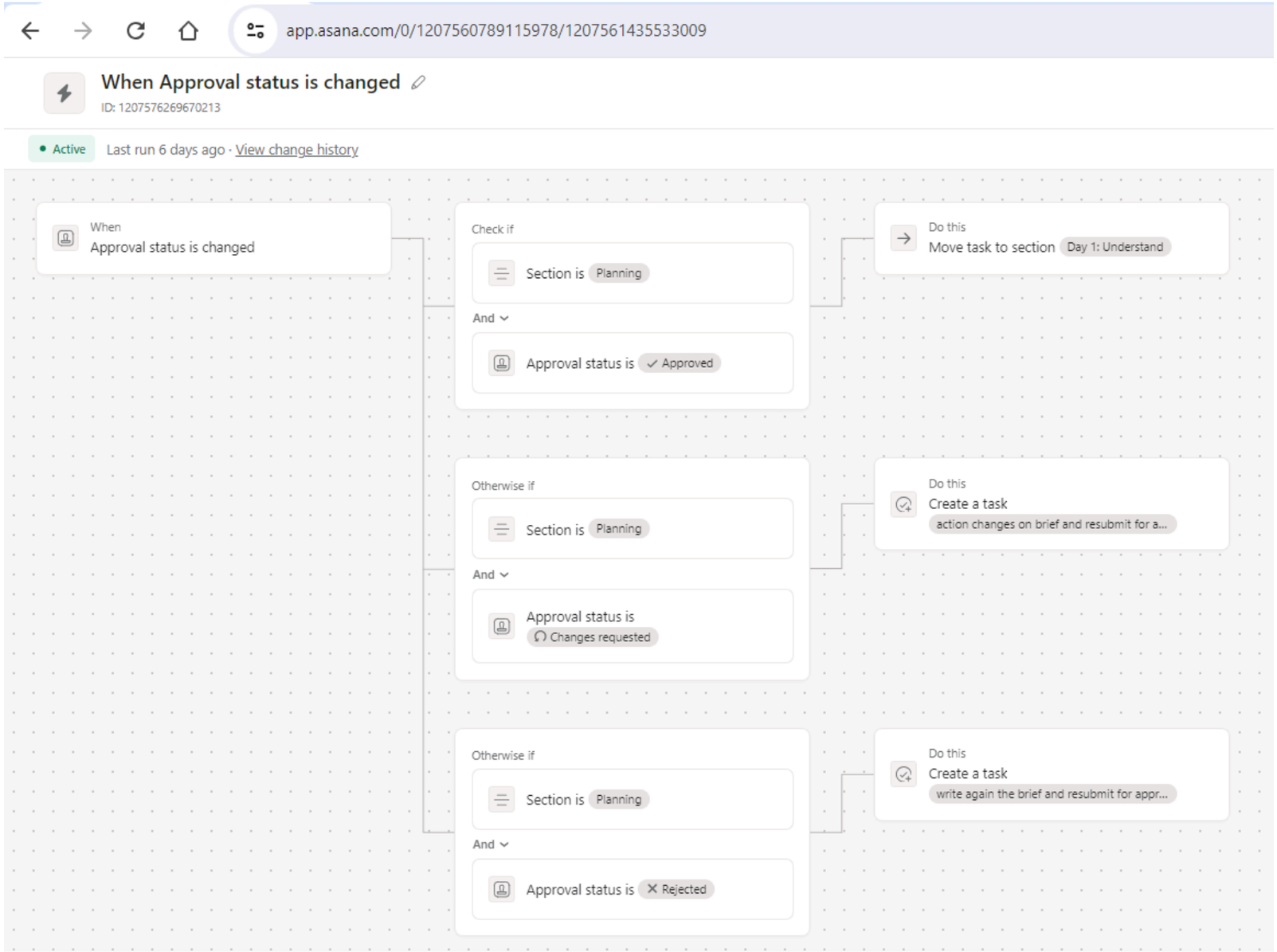
CREATION of RULES for UX Design sprint project (abstract in Workflow view)



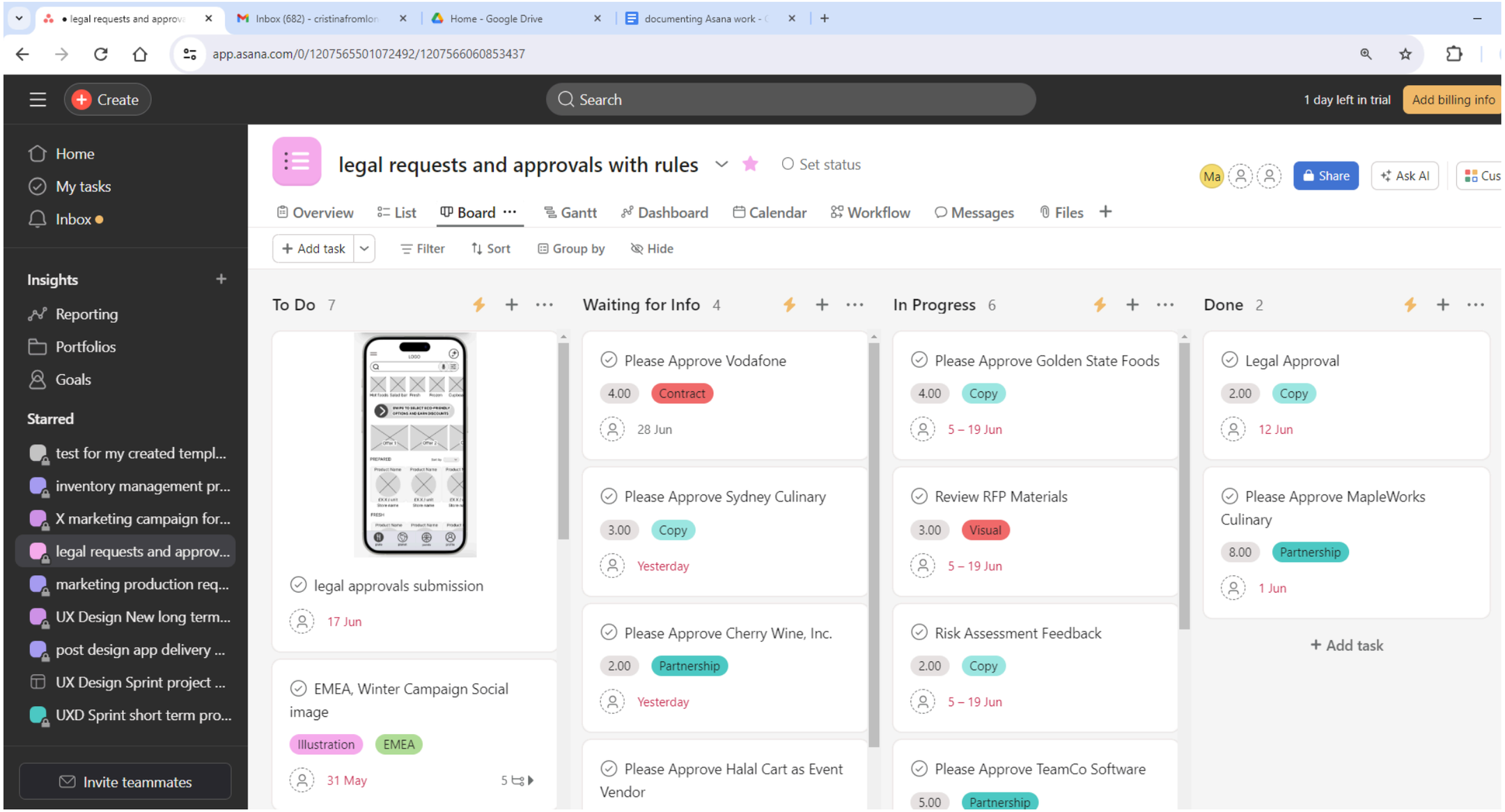
UX Design New App project (abstract in Board view)



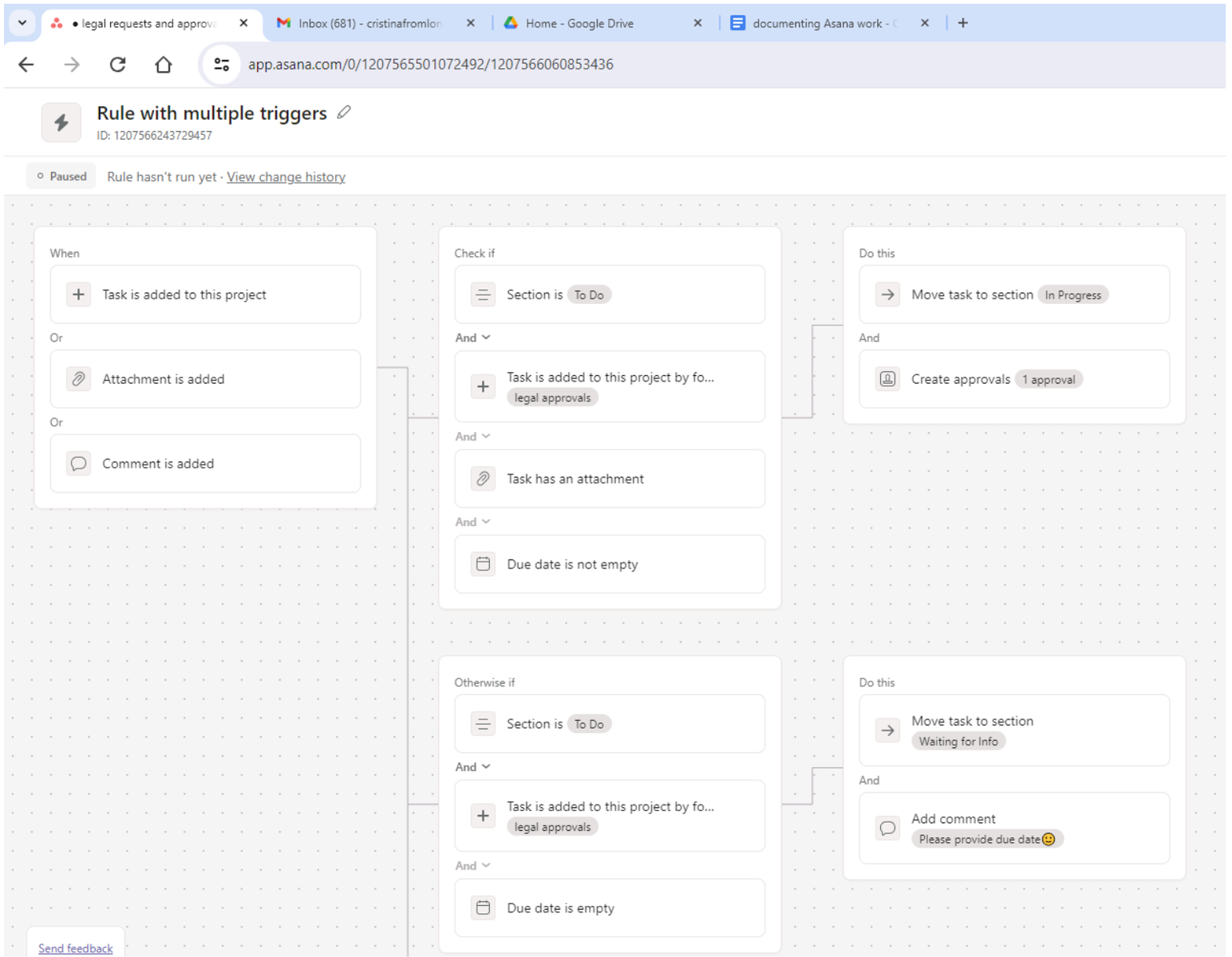
CREATION of RULES for UX Design New App project (abstract)



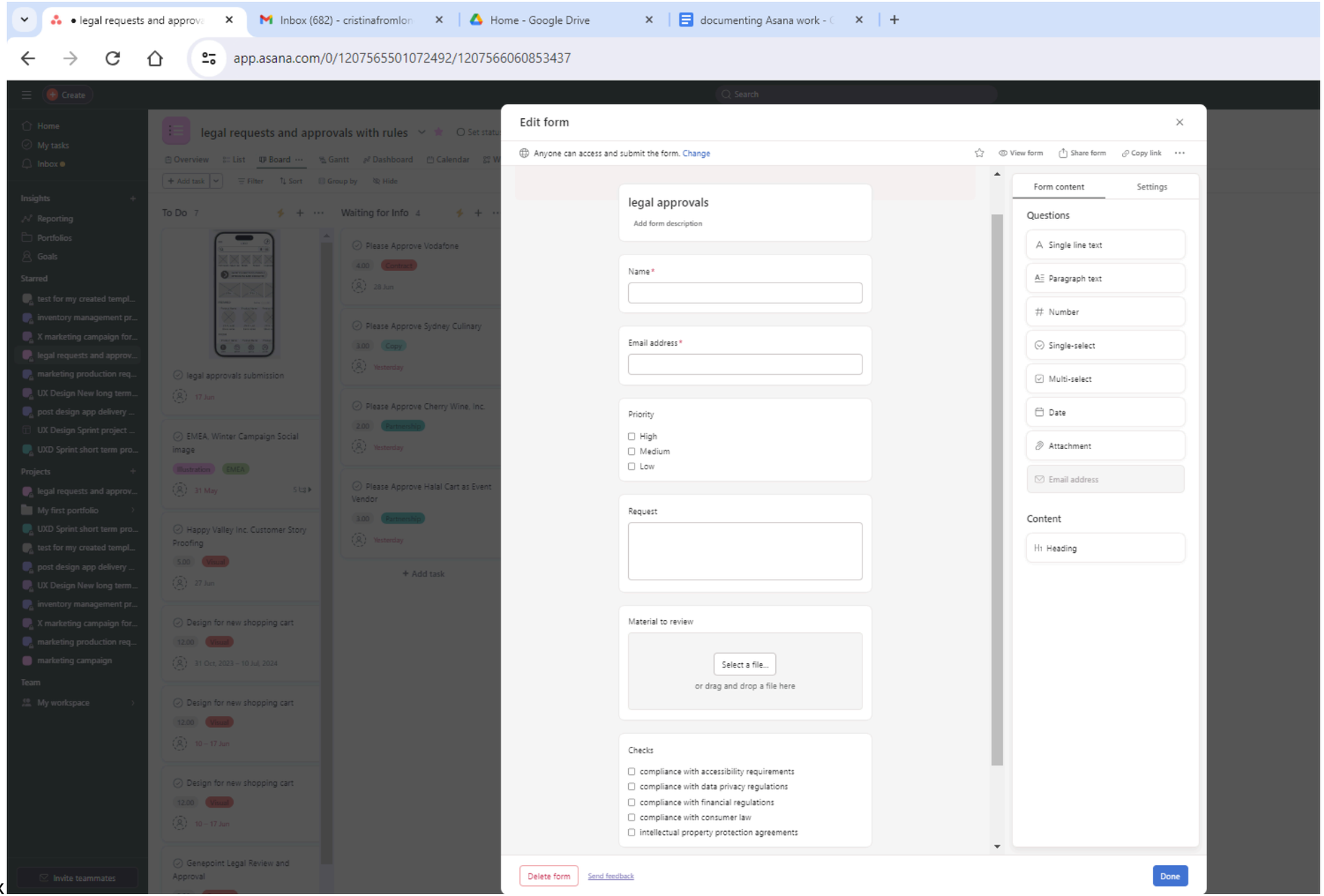
Legal requests and approvals (abstract in Board view)



CREATION of RULES for Legal requests and approvals (abstract)



CREATION of REQUEST FORM for Legal requests and approvals (abstract)



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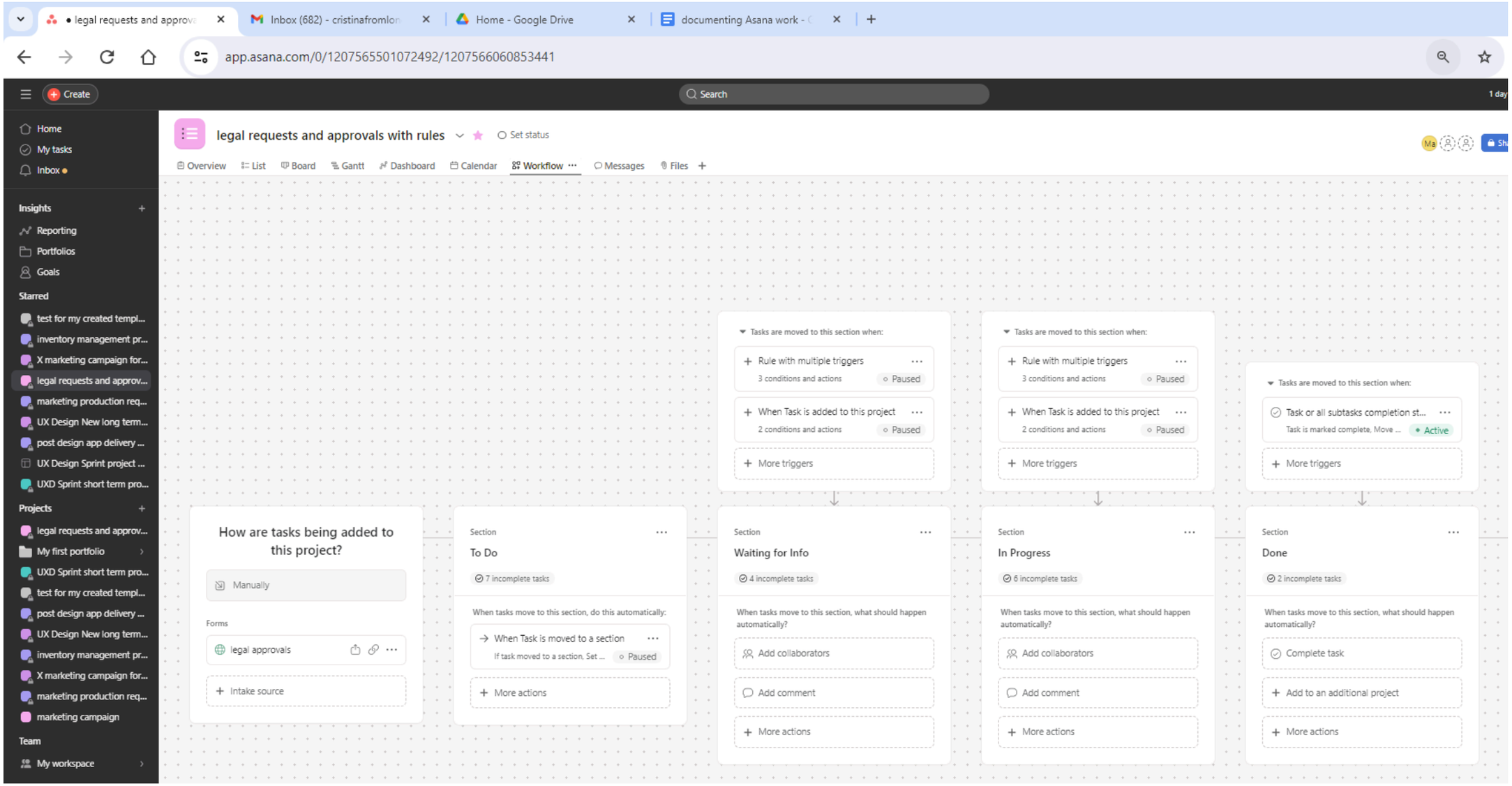
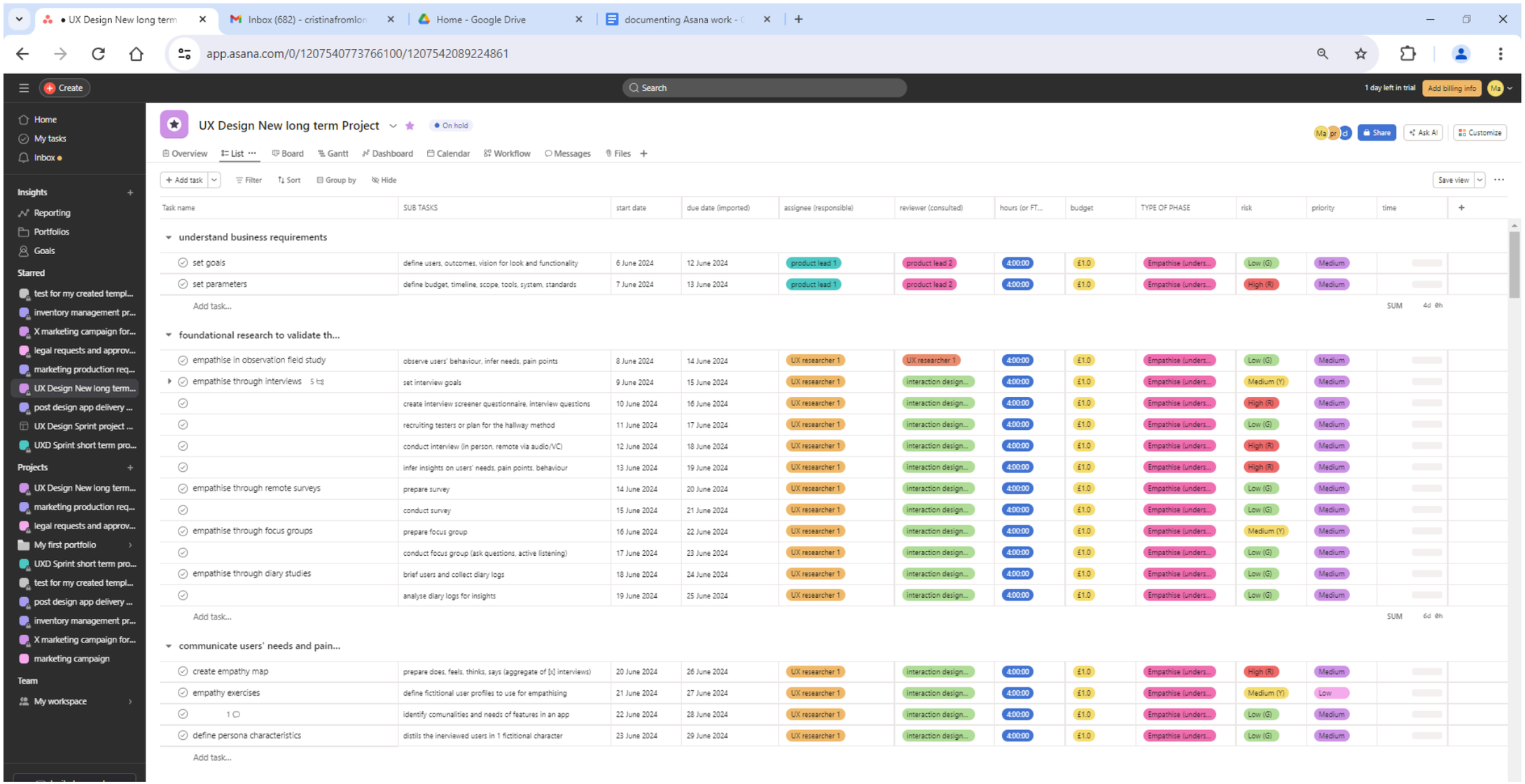
Legal requests and approvals (Workflow view)



UX Design New App project (abstract in List view)



UX Design New long term Project

Task name	SUB TASKS	start date	due date (imported)	assignee (responsible)	reviewer (consulted)	hours (or FT...	budget	TYPE OF PHASE	risk	priority	time
understand business requirements											
set goals	define users, outcomes, vision for look and functionality	6 June 2024	12 June 2024	product lead 1	product lead 2	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
set parameters	define budget, timeline, scope, tools, system, standards	7 June 2024	13 June 2024	product lead 1	product lead 2	4:00:00	£1.0	Empathise (unders...	High (R)	Medium	
Add task...											SUM 4d 0h
foundational research to validate th...											
empathise in observation field study	observe users' behaviour, infer needs, pain points	8 June 2024	14 June 2024	UX researcher 1	UX researcher 1	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
empathise through interviews 5	set interview goals	9 June 2024	15 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Medium (Y)	Medium	
	create interview screener questionnaire, interview questions	10 June 2024	16 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	High (R)	Medium	
	recruiting testers or plan for the hallway method	11 June 2024	17 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
	conduct interview (in person, remote via audio/VC)	12 June 2024	18 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	High (R)	Medium	
	infer insights on users' needs, pain points, behaviour	13 June 2024	19 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	High (R)	Medium	
empathise through remote surveys	prepare survey	14 June 2024	20 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
	conduct survey	15 June 2024	21 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
empathise through focus groups	prepare focus group	16 June 2024	22 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Medium (Y)	Medium	
	conduct focus group (ask questions, active listening)	17 June 2024	23 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
empathise through diary studies	brief users and collect diary logs	18 June 2024	24 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
	analyse diary logs for insights	19 June 2024	25 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
Add task...											SUM 6d 0h
communicate users' needs and pain...											
create empathy map	prepare does, feels, thinks, says (aggregate of [x] interviews)	20 June 2024	26 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	High (R)	Medium	
empathy exercises	define fictitional user profiles to use for empathising	21 June 2024	27 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Medium (Y)	Low	
1	identify comunalities and needs of features in an app	22 June 2024	28 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
define persona characteristics	distils the inerviewed users in 1 fictitional character	23 June 2024	29 June 2024	UX researcher 1	interaction design...	4:00:00	£1.0	Empathise (unders...	Low (G)	Medium	
Add task...											

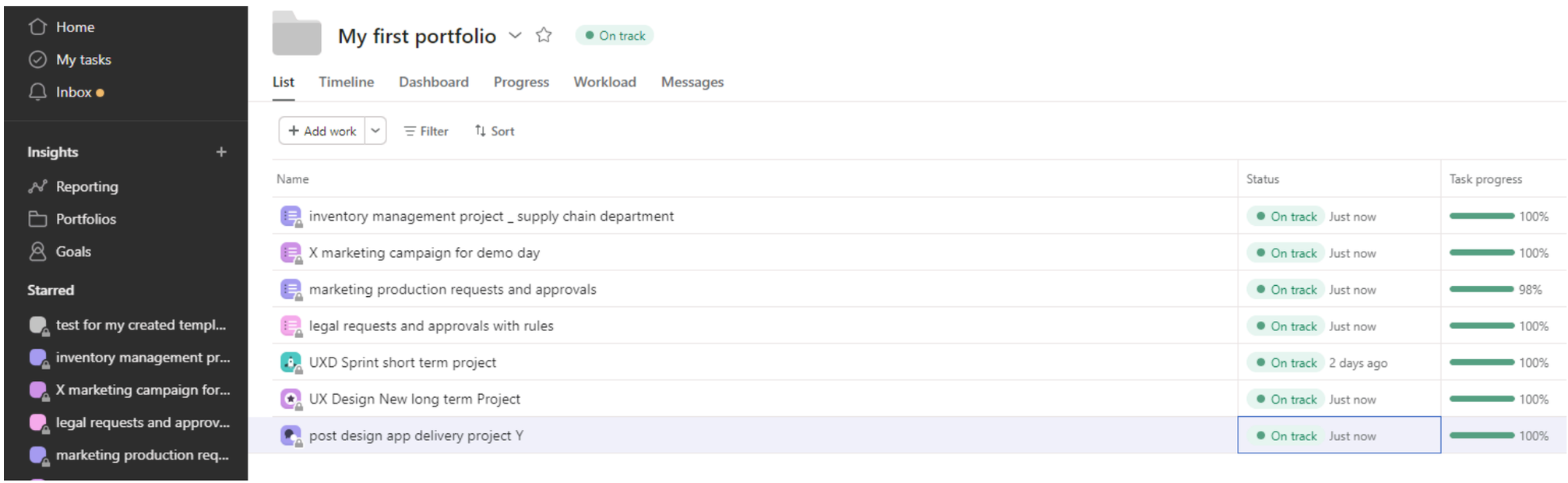
CBUX mission: create apps that innovate with positive impact on the environment and society

Definition of success our apps demonstrate innovative features that reduce environmental impact and benefit society, as validated through user feedback and reviews

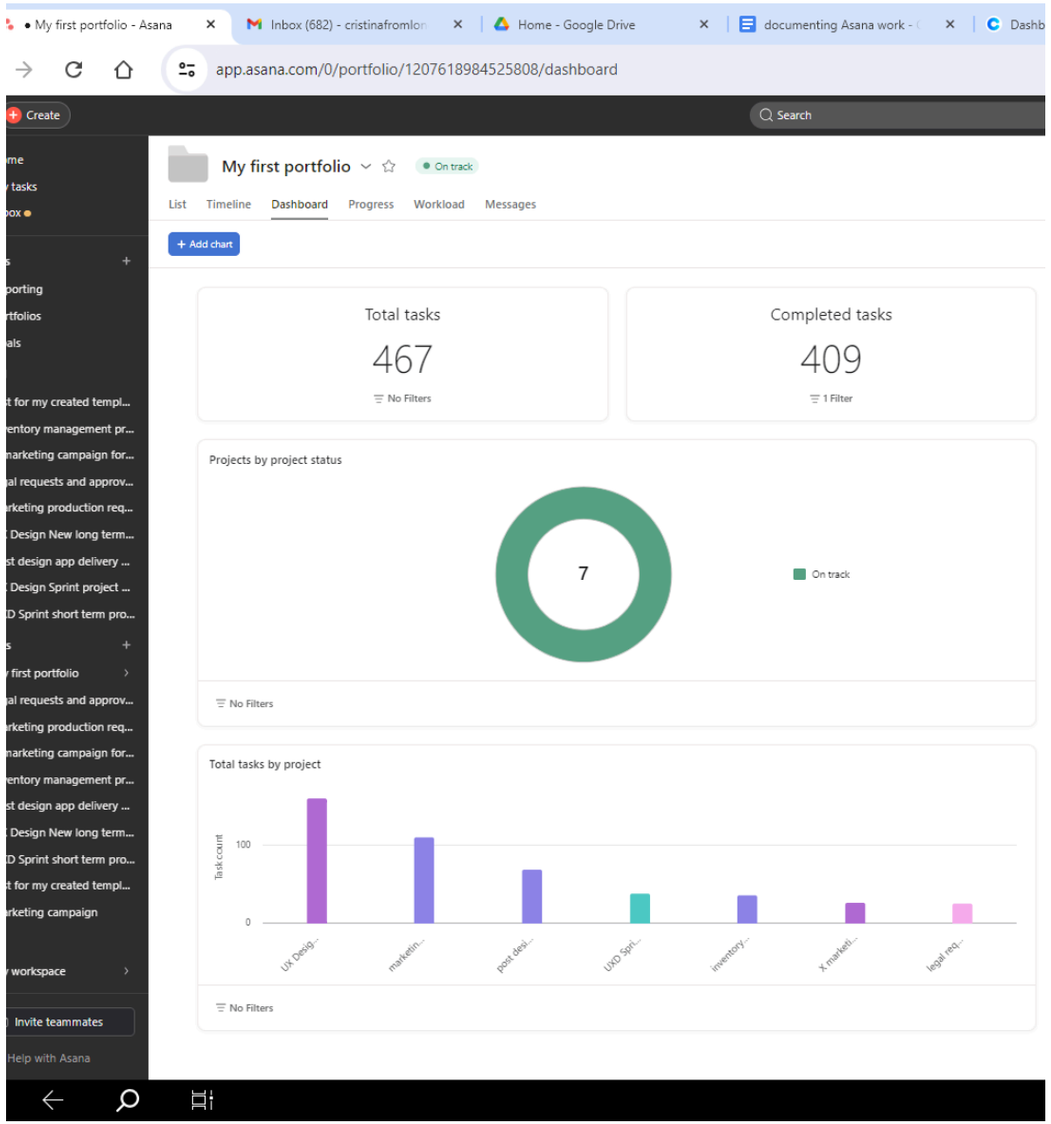
Why it matters: Creating apps that positively impact the environment and society demonstrates our company's commitment to sustainability and social responsibility. It allows us to lead by example and influence other companies to consider environmental/social impact in their products. It enables us to drive meaningful change.

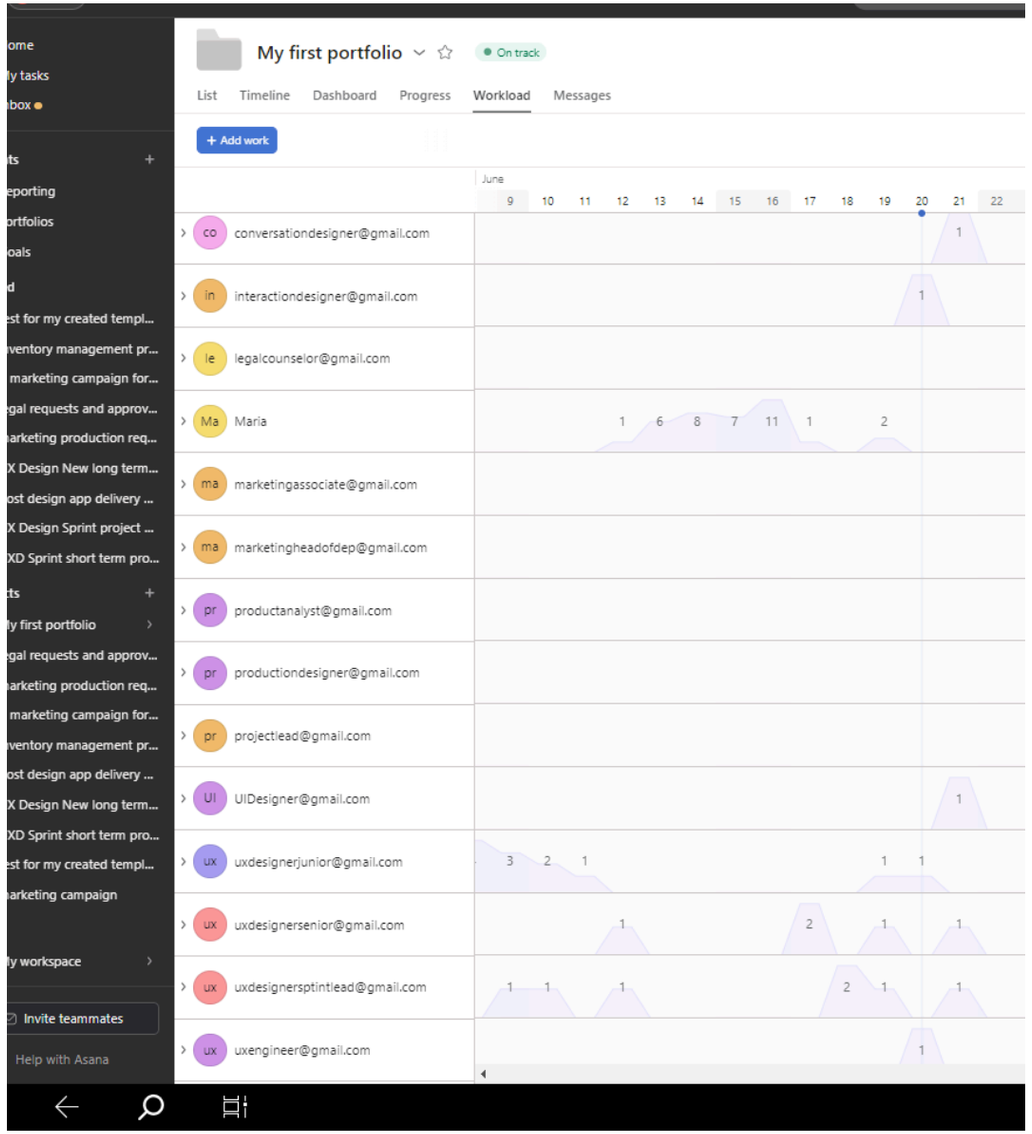
Goals

- Conduct research on environmental and social issues that apps can help address
- Perform market research and needs analysis to identify key environmental and social problems where app technology could drive impactful solutions.
- Prototype and user test app ideas for environmental/social innovation
- Brainstorm and prototype innovative app features that could
- Reduce environmental harm or benefit society, then test concepts with target users to refine ideas.

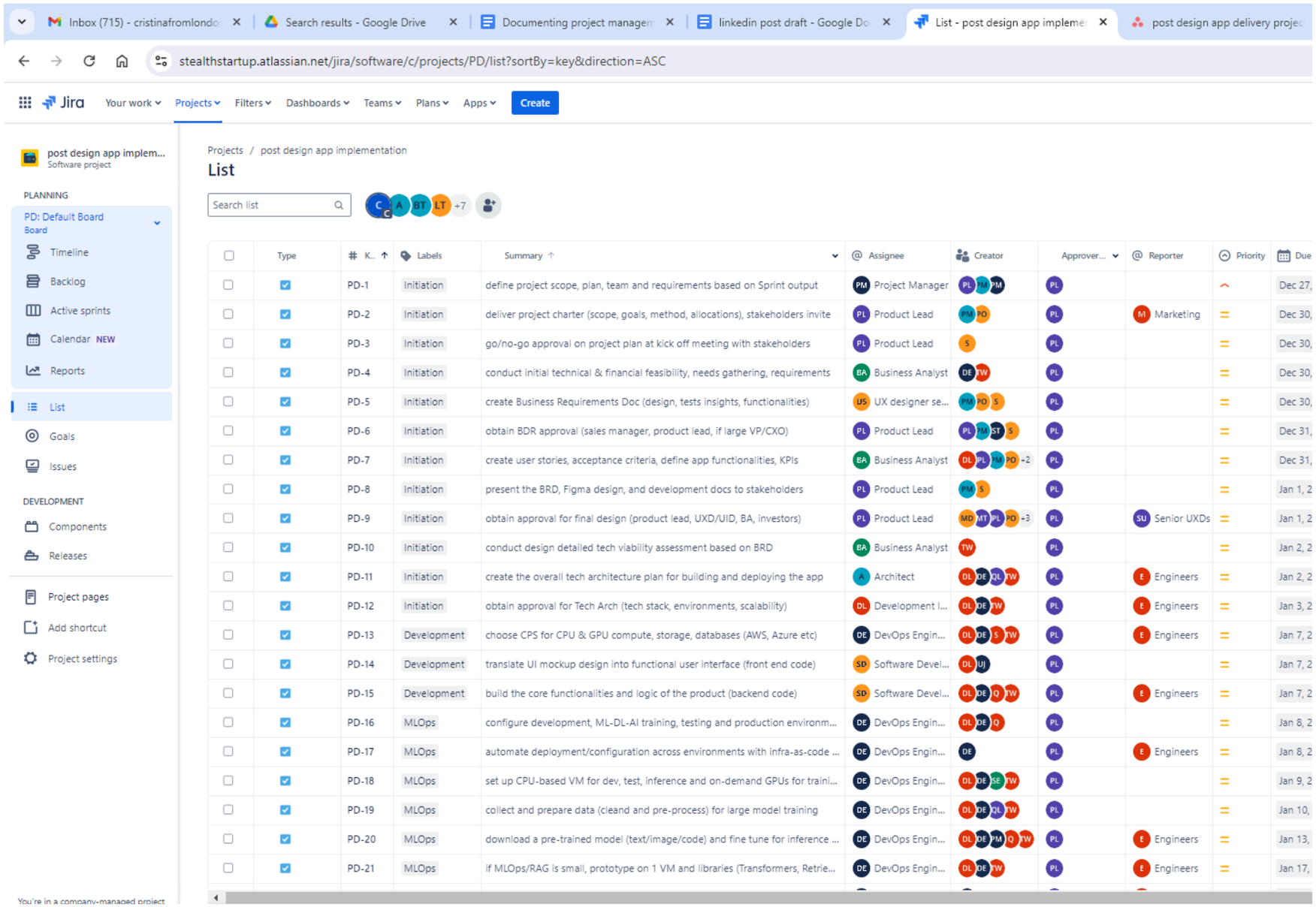


Portfolio dashboard

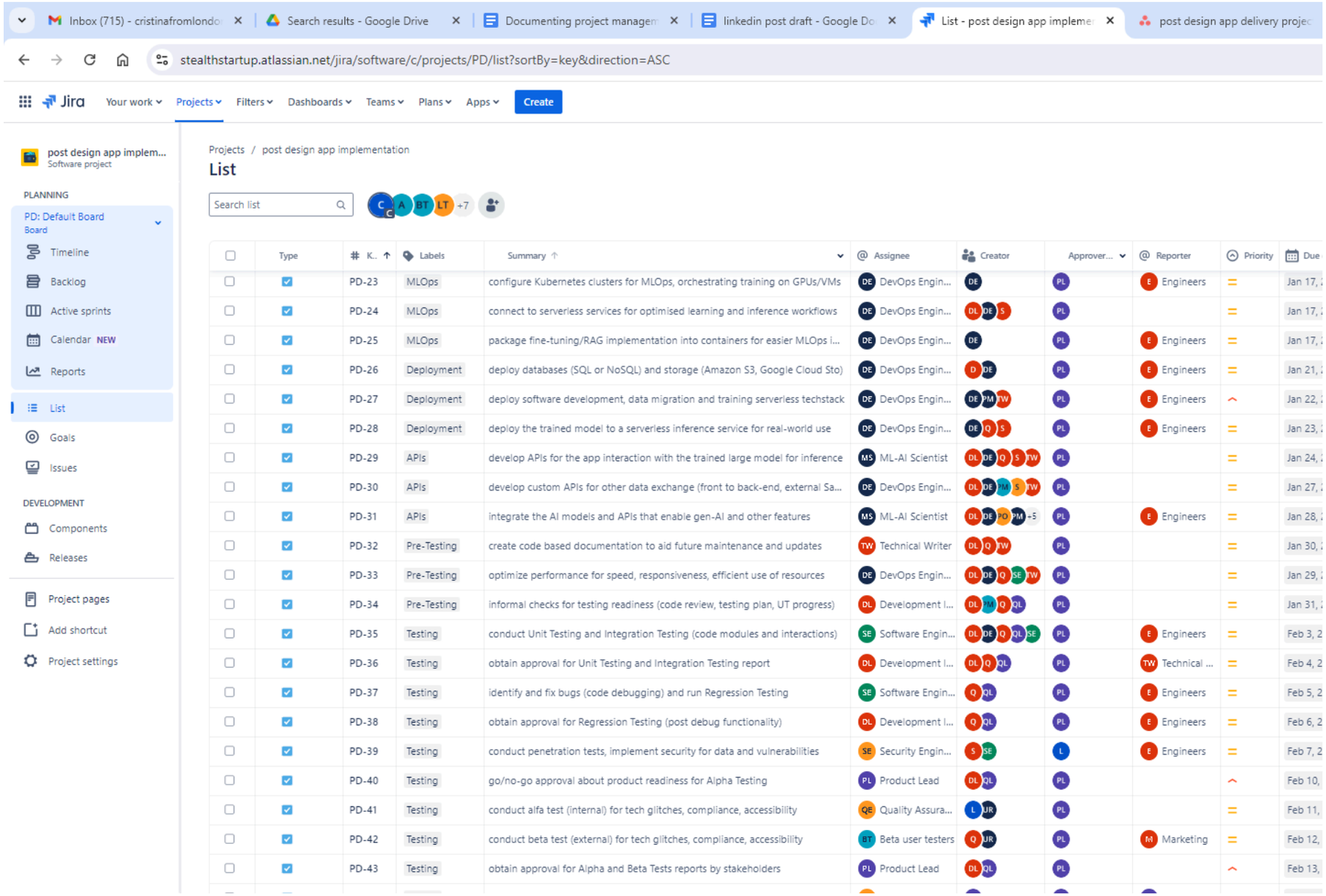




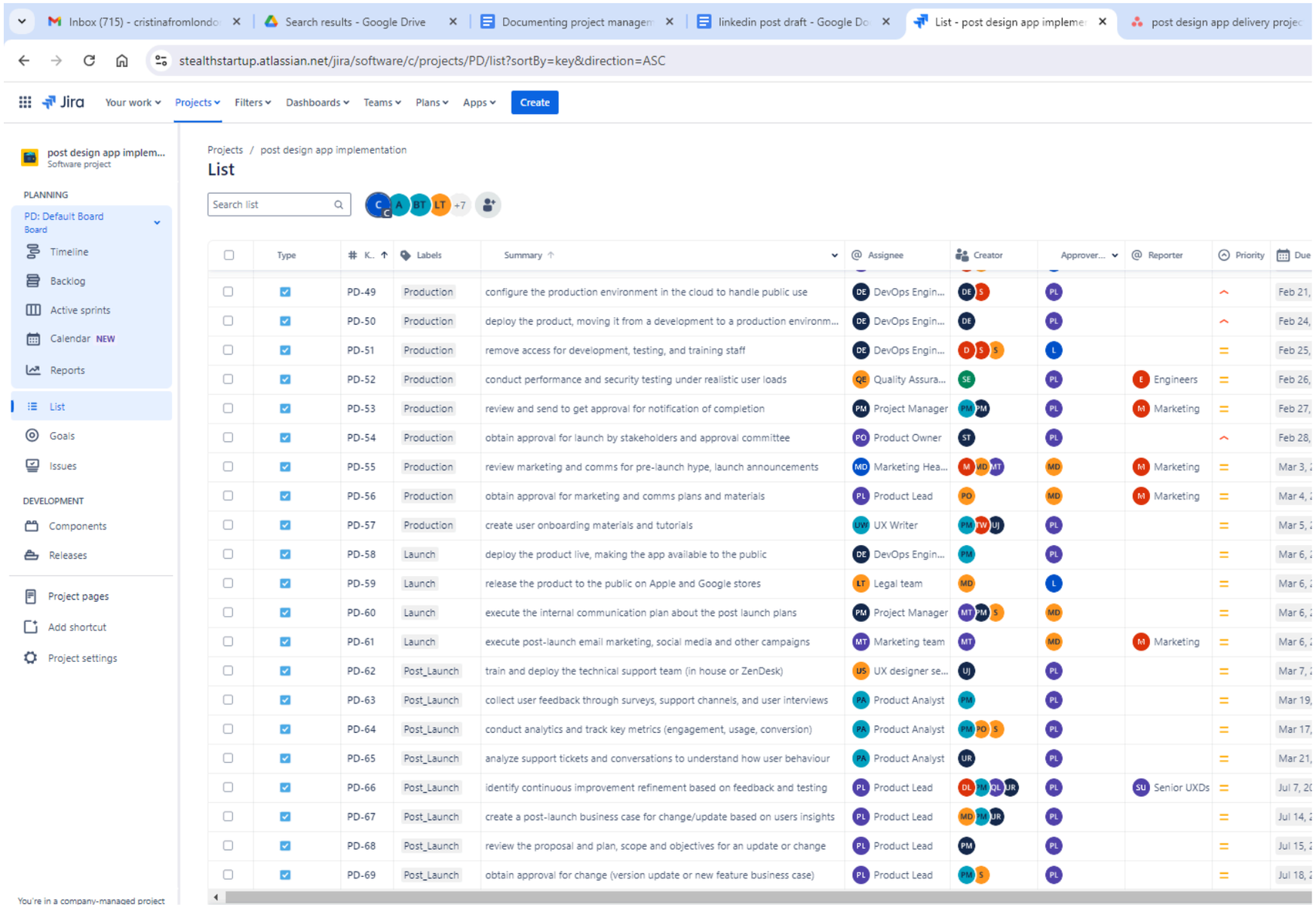
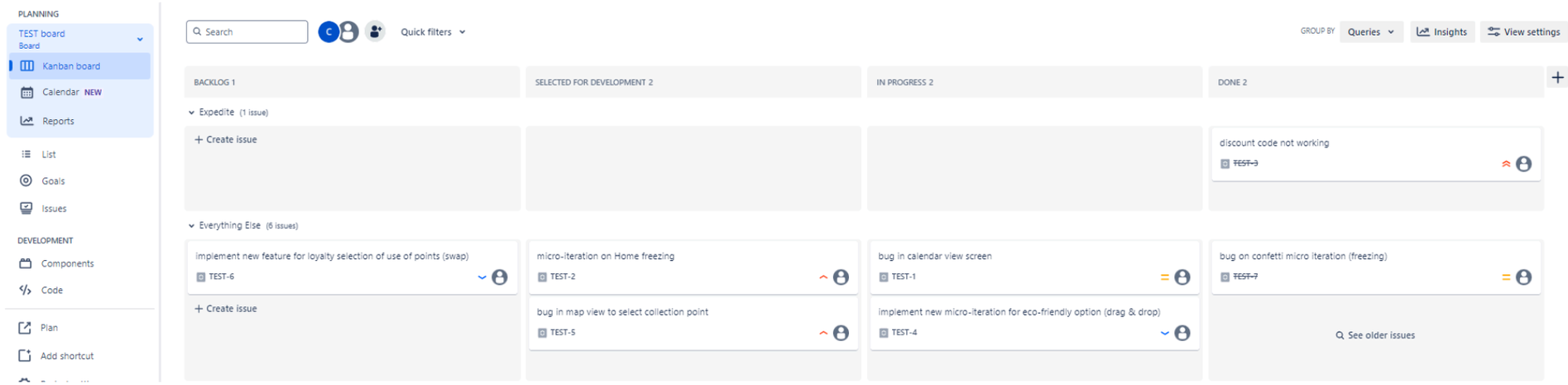
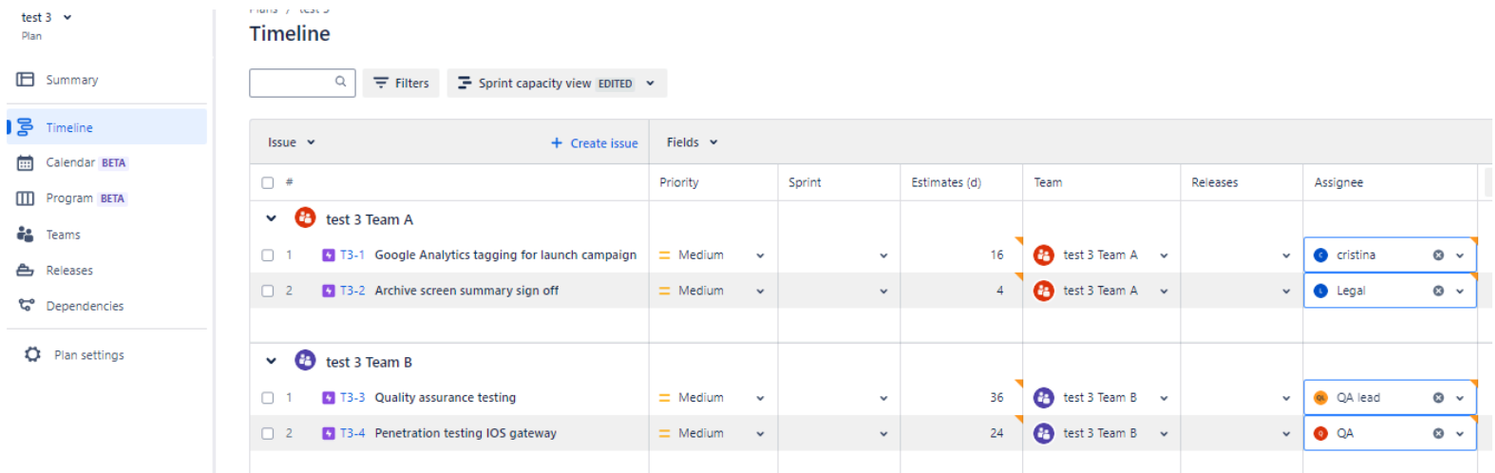
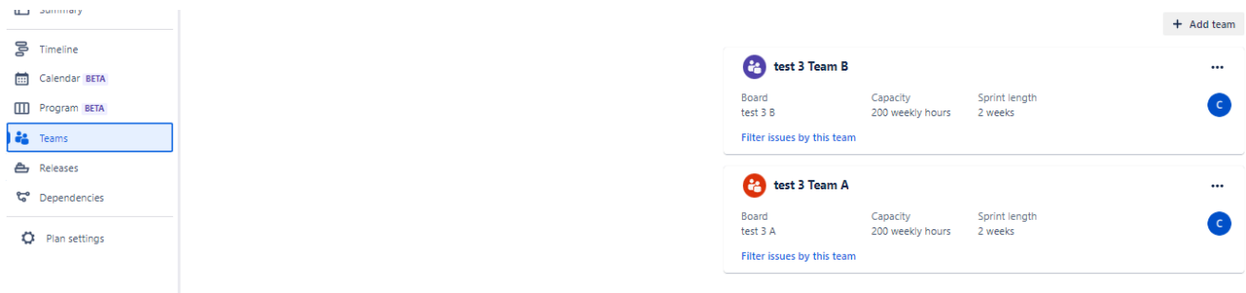
Post Design New App delivery (abstract in List view 1)



Post Design New App delivery (abstract in List view 2)



Post Design New App delivery (abstract in List view 3)



Post Design New App product management (abstract in Timeline, Team and Board views)