

UNIT-I

AGILE DEVELOPMENT: Agile Practices, Overview of Extreme Programming, Planning, Testing, Refactoring.

UNIT-II

AGILE DESIGN: What Is Agile Design?, SRP: The Single-Responsibility Principle, OCP: The Open-Closed Principle, LSP: The Liskov Substitution Principle, DIP: The Dependency-Inversion Principle, ISP: The Interface-Segregation Principle.

UNIT-III

UX and UX Design, The Wheel: UX Processes, Lifecycle, Methods and Techniques, Scope, rigor, complexity and Project perspective, Agile lifecycle Processes and the Funnel model of Agile UX.

UNIT-IV

The nature of UX design, Bottom up versus Top-down Design, Generative Design :ideation, sketching, critiquing, Prototype candidate design

UNIT-V

UX evaluation methods and techniques, Empirical UX evaluation :UX goals , metrics and Targets Analytic UX evaluation: Data collection methods and Techniques, Connecting Agile UX with Agile Software Engineering