





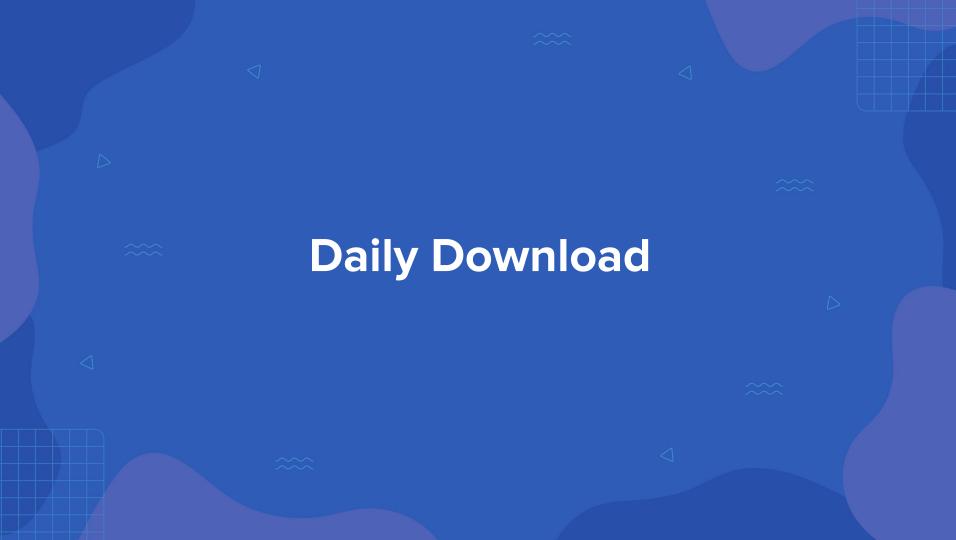




# Hello, I'm Jamie

I'm a Senior UX
Designer and urban
grower





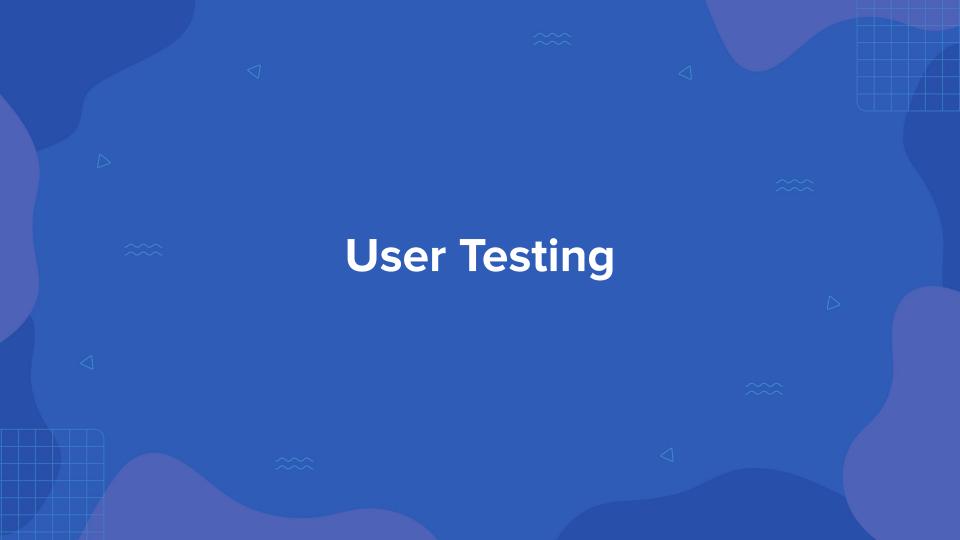


# 9:30a -- Daily Download

Time to catch-up with folks on the team to see where we are all at with our work.

- Product Manager
- UX Designers
- Developers



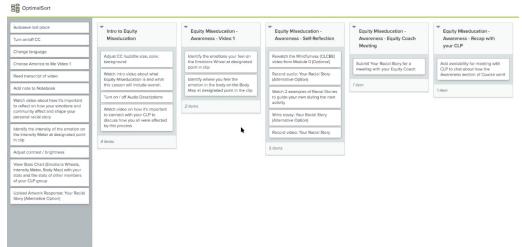




# 10:00a -- User Testing | Card Sorting

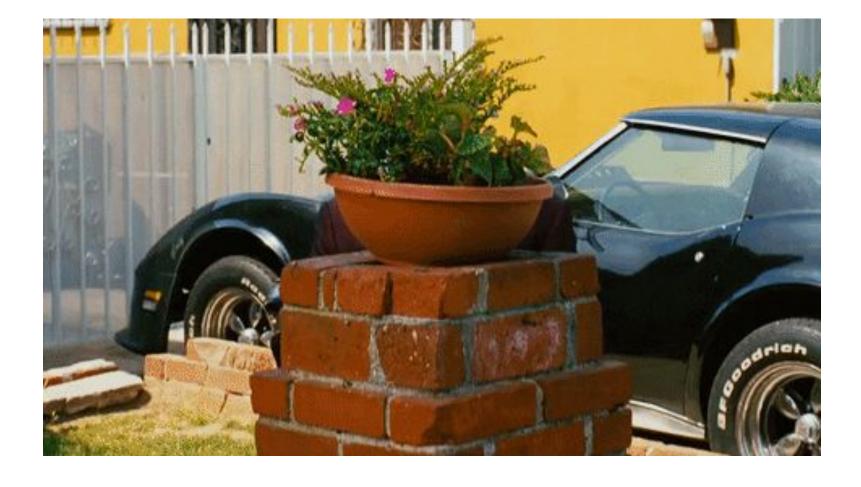
I test the **order of tasks** in our user maps to get a sense of how users *instinctively* ordered info





# **Lunch + Gardening**





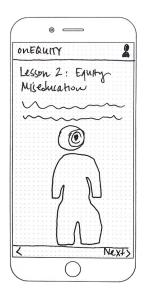




# 1:00p -- Sketching / Paper Prototyping



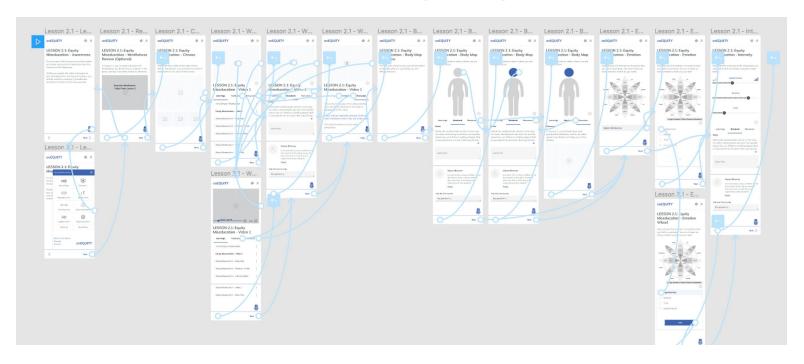








# 1:30p -- Clickable Prototyping





# **More -- Clickable Prototyping**







# Writing (Documentation)



# 3:30p -- Learnings + Planning

### **Key Insights Overall**

- Users said the best mindfulness approach for them started with identifying an
  emotion in the body, then naming it and finally noticing its intensity, (100% of
  participants). This challenged the original assumption that a user should identify the
  emotion, note where it was in the body and then rate its intensity.
- Accessibility features being easily available early on and at all stages on the platform will benefit a variety of user needs. (100% of participants)
- Adding a Notebook feature that can be used throughout the course will be useful for keeping track of personal learning and notes to be referenced and used later and during the course.
  - To this end, one user expressed a need for a glossary of terms.
- Users are uncomfortable with personal data being collected and concerned about how it will be used or shared with others, especially, in the Community and Learning Practice (CLP) group.

## **Synthesis**

I write a research report highlighting main insights and takeaways for all the user research we did during the card sorts



### **Outcomes**

Make note of surprises or learnings and how they will inform the next iteration of designs

# Roundtable of Findings



# 4:30p -- Presentation Time!

Report to key stakeholders - other Designers, Product Managers, Developers, etc on what we learned and how it affected the design.

- Share *surprises*
- Are the design changes feasible?
- How do the changes affect the product's *viability*?



