
anne's ux resources chart

who's coming to this party?

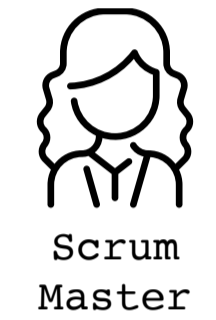
Last updated Mon Nov 09 2020 by Anne M Gibson



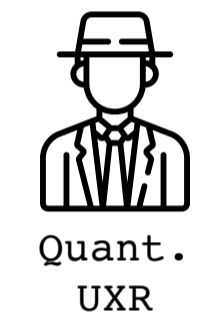
Product Manager / Product Owner:
If nobody's in charge of the project representing the business, what you have is a company-funded hobby.



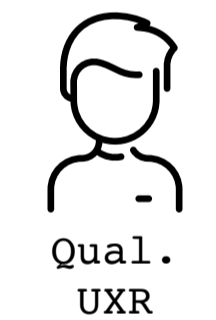
Business (Systems) Administrator:
Someone has to write down the requirements somewhere. This role is generally missing at Boomi which leads to a documentation gap.



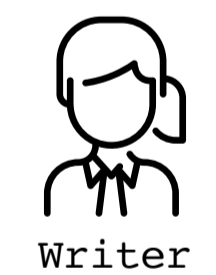
Scrum Master:
Are we on time, on budget, and meeting the requirements? What impedes the team's progress? Are we acting as a team?



Quantitative UX Researcher:
What do we know? How do we know it? Is how we know it actually valid, or is it conjecture? How do we know more valid things?



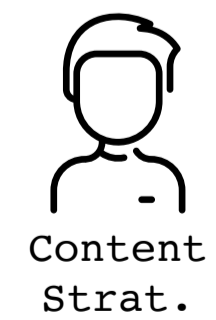
Qualitative UX Researcher:
What do we know? How do we know it? Is how we know it actually valid, or is it conjecture? How do we know more valid things?



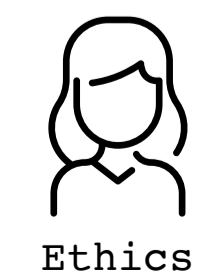
Web Content Writer:
What content should we be providing here? Is it readable and usable information? Is it accurate?



Web Content Editor:
Does this align with our style guide for voice and tone? Is it grammatically accurate? Can it be made better?



Web Content Strategist:
Who's in charge of this information? Where does it come from? When? How often? Is it still accurate? What's the editorial calendar?



Chief Ethicist:
Does this product prevent harm to our customers, our users, and our business? Is it inclusive?



Information Architect:
What's the meaning and goal? What's important, and what's not? What's the best structure to represent the meaning, goal, and importance?



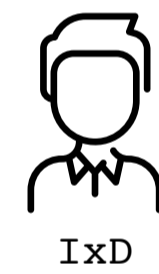
Taxonomist/Search Librarian:
Who's keeping all this organized and cleaned up?



Visual Designer:
How do we draw interest to the important parts? How do we make it useful, usable, and desirable? What's the visual tone of the work?



Information Designer:
How do we make this information both accurate and understandable? How do we ensure it can't be harmfully misunderstood?



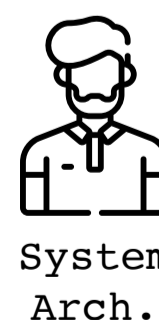
Interaction Designer:
What are the interactions to move between steps? How do we make them more effective? What microinteractions can we provide?



Technical Lead:
What are the technical goals? What are the technical constraints? How do we produce the request on time and within budget?



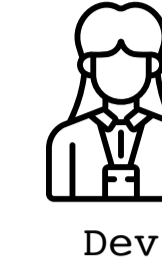
Technical Subject Matter Expert:
What's the weird stuff about this project we need to be aware of?



Systems Architect:
How does this system fit into the other systems in the company ecosystem? What system constraints do we need to track?



Accessibility Lead:
Is the product useful, usable, and desirable for users with disabilities? Does it meet accessibility laws and compliance?



Developer:
What's the best way to build this to meet our tactical goals?



QA Lead:
How do we strategically approach testing so it's all complete and accurate by the project end?



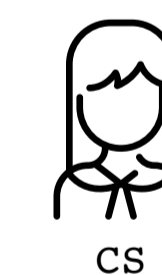
Quality Engineer:
What's the best way to test this to meet our tactical goals?



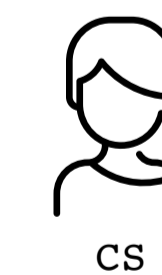
DesignOps:
Is the project following governance and design system standards? Does the team have everything they need for success?



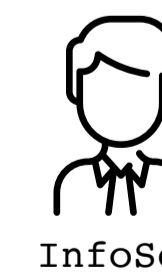
Business Subject Matter Expert:
What business weirdness does the team need to know to be successful?



Customer support:
What have customers already told us around this area? What do we need to prepare for when supporting them?



Legal:
Is this in legal compliance with our industry? What business risks does it add? What business risks does it remove?



Information Security:
Is this product secure? Is the content secure? What do we need to discourage or prevent attacks on our systems?