

# Resource

## Seasoned UX/UI Designers Guidebook

Phase	Key Activities (Integrated Elements)	Deliverables/Outcomes
<b>Discover/Empathize</b>	Conduct user research, interviews, surveys; empathize with needs; explore problems broadly; apply UCD principles for user involvement.	Personas, empathy maps, initial insights; identified pain points.
<b>Define</b>	Synthesize research; define problem statements, goals, scope; prioritize based on UX Honeycomb qualities (e.g., usable, accessible).	Problem definition, user stories, scope document; aligned requirements.
<b>Ideate/Develop</b>	Brainstorm solutions; generate ideas rapidly; incorporate Agile sprints for MVP concepts; ensure credibility/findability.	Idea sketches, wireframes, concept maps; prioritized features.
<b>Prototype/Structure</b>	Build low/high-fidelity prototypes (e.g., Figma); structure interactions, skeletons; iterate leanly with feedback loops.	Interactive prototypes, design systems; tested wireframes.
<b>Test/Iterate</b>	Conduct usability testing, A/B tests; measure against Honeycomb (desirable, valuable); iterate agilely.	Test reports, refined prototypes; metrics on usability/adoption.
<b>Deliver/Release</b>	Finalize visuals/surface design; handoff to dev; ensure accessibility; launch with monitoring.	Polished UI, specs/handover docs; launch plan with KPIs.
<b>Post-Release</b>	Set feedback loops, analytics; refine based on real usage; maintain honeycomb qualities long-term.	Iteration roadmap, performance dashboards; sustained improvements.

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*with integrations outlined by phase*

Phase	Key Activities (Integrated Elements)	Deliverables/Outcomes
<b>Discover/Empathize</b> <i>(Double Diamond Diverge, Design Thinking Empathize, UCD Research, BASIC Basics)</i>	Conduct user research, interviews, surveys; empathize with needs; explore problems broadly; apply UCD principles for user involvement.	Personas, empathy maps, initial insights; identified pain points.
<b>Define</b> <i>(Double Diamond Converge, Design Thinking Define, 5 Elements Strategy/Scope)</i>	Synthesize research; define problem statements, goals, scope; prioritize based on UX Honeycomb qualities (e.g., usable, accessible).	Problem definition, user stories, scope document; aligned requirements.
<b>Ideate/Develop</b> <i>(Design Thinking Ideate, Double Diamond Develop, Lean UX Build)</i>	Brainstorm solutions; generate ideas rapidly; incorporate Agile sprints for MVP concepts; ensure credibility/findability.	Idea sketches, wireframes, concept maps; prioritized features.
<b>Prototype/Structure</b> <i>(5 Elements Structure/Skeleton, Design Thinking Prototype, BASIC Application)</i>	Build low/high-fidelity prototypes (e.g., Figma); structure interactions, skeletons; iterate leanly with feedback loops.	Interactive prototypes, design systems; tested wireframes.
<b>Test/Iterate</b> <i>(Design Thinking Test, UCD Evaluation, Lean UX Measure/Learn, UX Honeycomb Validation)</i>	Conduct usability testing, A/B tests; measure against Honeycomb (desirable, valuable); iterate agilely.	Test reports, refined prototypes; metrics on usability/adoption.
<b>Deliver/Release</b> <i>(Double Diamond Deliver, 5 Elements Surface, Agile Deployment)</i>	Finalize visuals/surface design; handoff to dev; ensure accessibility; launch with monitoring.	Polished UI, specs/handover docs; launch plan with KPIs.
<b>Post-Release</b> <i>(Lean UX Continuous, UCD Iteration)</i>	Set feedback loops, analytics; refine based on real usage; maintain honeycomb qualities long-term.	Iteration roadmap, performance dashboards; sustained improvements.