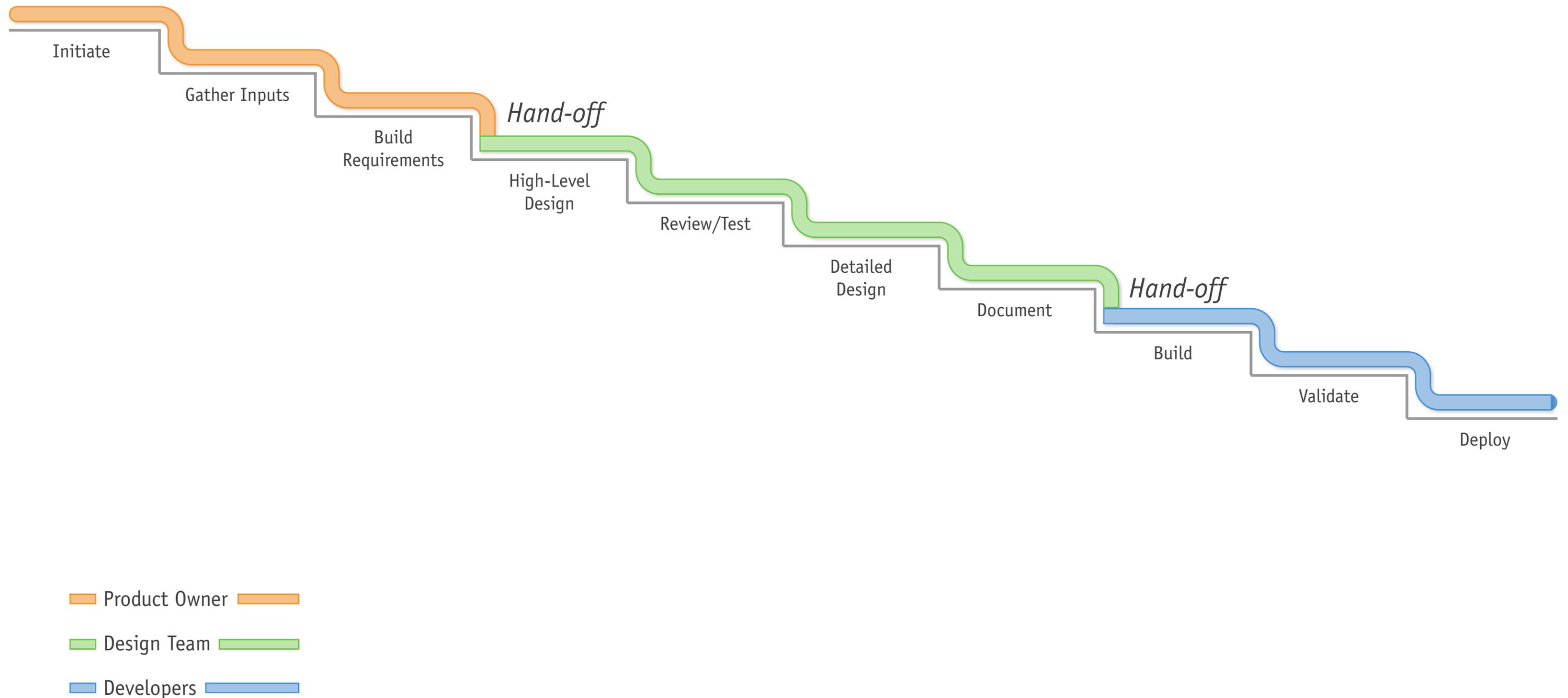


Agile at Insight

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Traditional development projects follow the Waterfall process where the effort is comprised of segmented activities each handled by separate specialized groups.

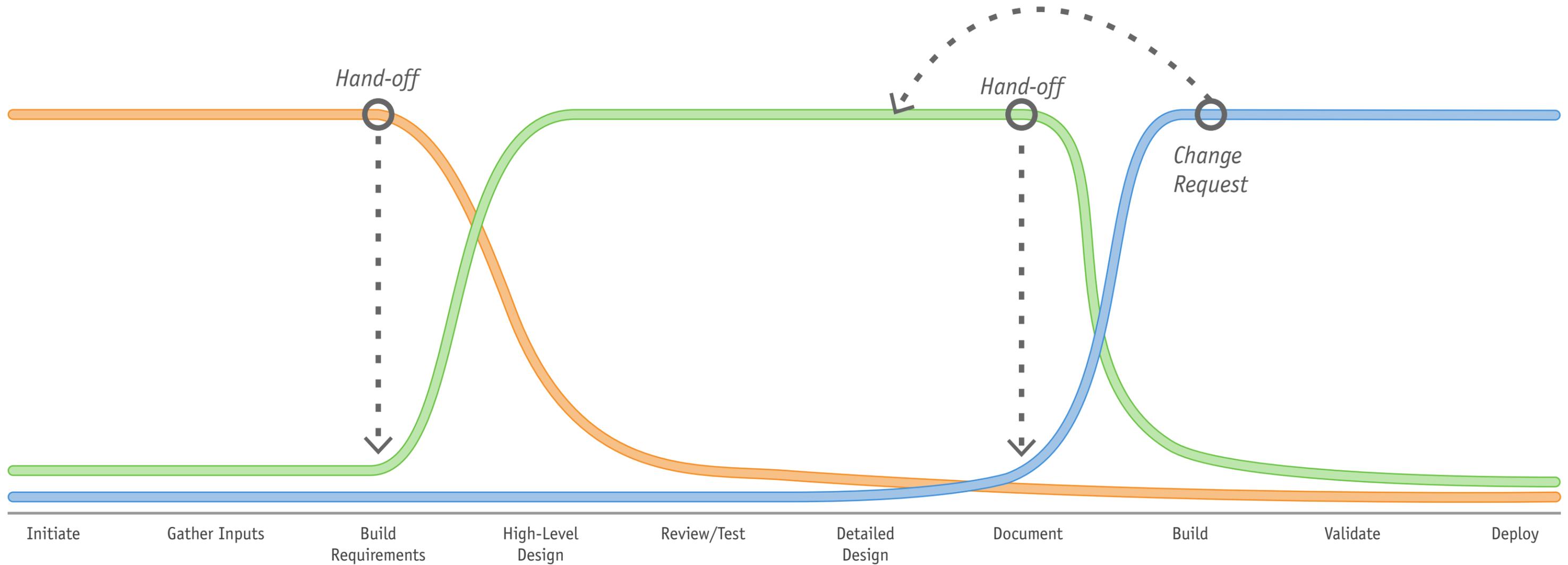
When designs are done they are passed to the next group with no further involvement by the creators.



Agile at Insight

This process assumes the product definition will be fully mapped out during the design stages.

By defining all the details upfront, problems and risks to project timelines and budgets will be avoided during implementation.



- Product Owner
- Design Team
- Developers

Shortcomings of the Waterfall Process

Limited end-user engagement means increased risk of implementing a less than ideal solution. In the Waterfall there is less opportunity to discover innovation through customer engagement.

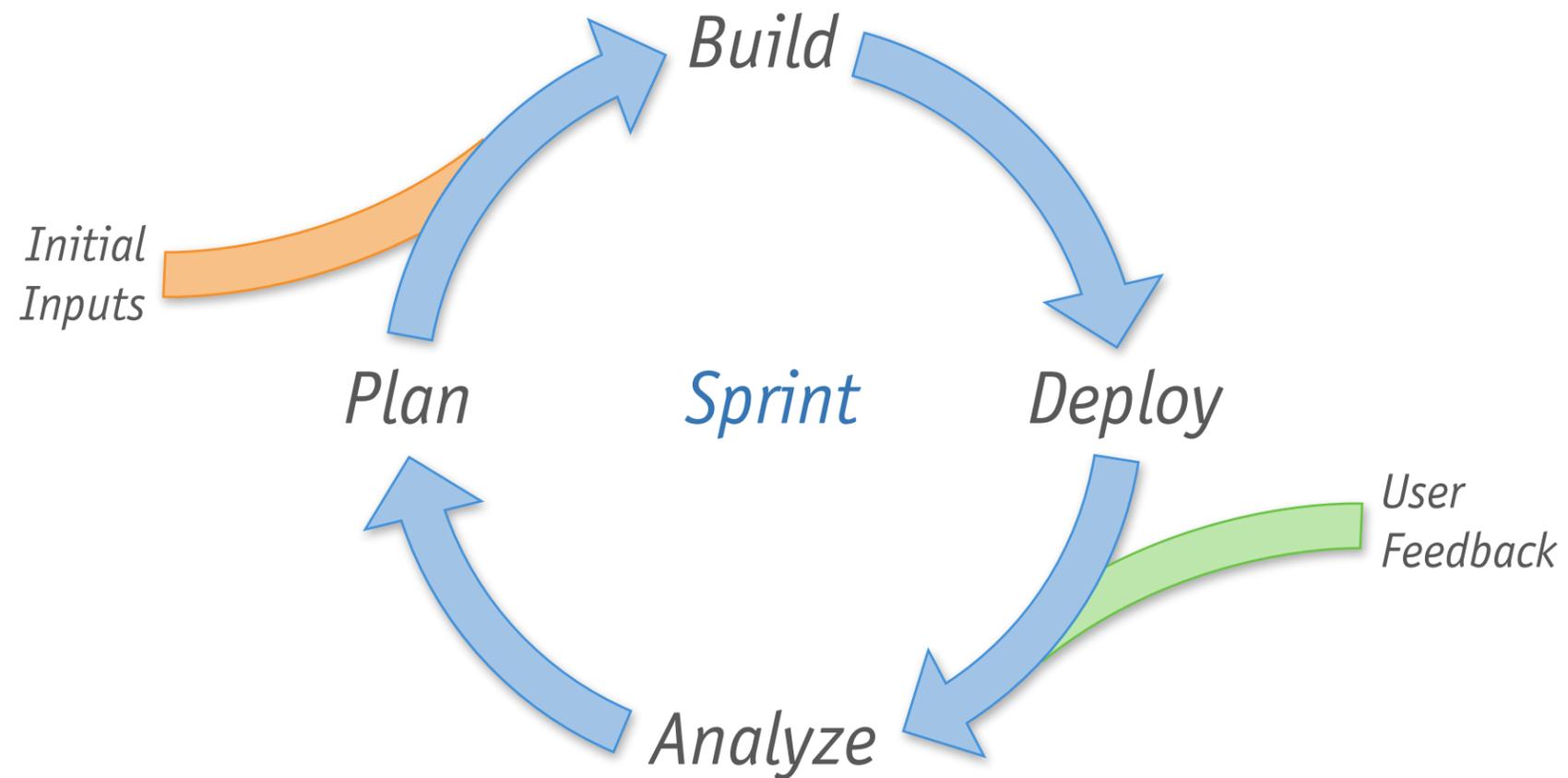
High possibility that unnecessary functions are being implemented, increasing to the time and cost to develop, while creating little to no value for end-users.

There is a massive amount of work that must be done before there is any return kind of return on investment.

The process locks the design into a set of requirements developed long before a solution is realized and a product gets into the hands of users.

Sprints: Rapid Iterative Development

With the Agile process at Insight design concepts are developed and evaluated in a rapid and iterative manner. Every Sprint the product definition is incrementally refined and expanded.



Principles of The Sprint

Embrace adaptability and be ready for change

Having a product's design change based on unforeseen issues or outside inputs is part of the process. Instead of trying to develop all details during up-front planning stages, the agile process builds in the flexibility to make changes efficiently when the need arises.

Develop quick iteration of the design

The rapid development cycle drives the design team to make quick decisions. The frequent user touchpoints and follow-on cycles gives the team the confidence that the ideal solution will be reached.

Value Motivated User Stories & Usability Acceptance Criteria

“In order to [Value:]

As a [User Type][Context], I want to [Action], so I can [Result].”

By defining the value a function has to a user, the design development remains focused on helping that user achieve their goals while avoiding the proliferation of concepts with little or no merit.

Including context in the user stories helps to frame the situation where the described feature is being utilized, further guiding the design towards a well crafted solution.

Discovery activities, such as Contextual Inquiry, Expert Reviews, and Stakeholder Interviews, produce the understandings that lead to the creation of User Stories and the defining of Acceptance Criteria. These form the framework for the design of each feature and the necessary constraints around their embodiments.

User Stories Example

In order to effectively monitor patient's condition:

As a Nurse monitoring a patient, I want to set the monitor's volume, so I can hear alarm signals from outside the patient's room.

As a Nurse monitoring a patient, I want to set an 'overnight' volume for the monitor, so the patient is not disturbed while sleeping.

As a Nurse monitoring a patient, I want to turn off the signals associated with status messages, so the monitor does not signal as frequently for less critical patients.

Acceptance Criteria Example

The user must enter a password to unlock the ability to adjust the monitor's sound settings.

For alarms designated as high priority the volume must be always louder than 60dB (IEC 60601-1-8).

The user should be informed that the 'overnight' volume for alarms only affects signals associated with status messages and not alarms.

For Insight, Acceptance criteria is categorized as either Design Acceptance Criteria or Usability Testing Criteria. This designation is especially critical in meeting compliance needs.

Design Acceptance Criteria

Establishes a benchmark based on technical limitations or known use factors. This set of criteria is addressed during the design sprint to ensure the robustness of the solution.

Examples:

The user should be able to review the up to the last 24 hours of data monitored patient data.

When scheduling a reminder the user must specify a 'Start' time and 'End' time.

Usability Acceptance Criteria

Define metrics that must be met to satisfy concerns related to potential risks and overall usability. This set of criteria is evaluated during user testing to ensure usability of the solution.

Examples:

The user must be able to identify an active alarm condition from at least 1 meter away from the display.

The user must be able to hold the device for at least 1 hour without pain or discomfort.

To Learn more about how Insight uses Agile methods to assist our development process, please contact one of our business development representatives.

Contact Insight