
Instructor
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Objectives
This is an introductory tutorial aiming to provide a high level view of the topic
- The objectives are to provide:
  - An introduction to Agile methods to HCI practitioners
  - An overview of the most common practices for integrating UX and Agile
  - Some challenges faced by the instructors regarding this integration
- Topics:
  - Introduction to Agile methods
    - Introduction to some Agile methods (Scrum, XP, Lean, Kanban)
  - Presentation of the best practices for integrating UX and Agile
  - Presentation of a framework for UX and Agile integration
  - Presentation of Pros and Cons of the practical application of this framework
  - Practical activity
  - Experience reports by the participants
  - Discussion
- Audience:
  - People interested in the integration of UX and Agile
  - HCI students, researchers and/or practitioners beginning with Agile methods

Duration
4 hours

Presentation language
- Portuguese or English (depending on the audience)

Material that participants must bring
- Material for taking notes
- Material for the practical activities is going to be provided by the instructor