Short-term UX projects

STARTER PACK

Short term, appropriately **scoped** engagement that **allows budding talent to contribute** to a team **while receiving guidance** of a current employee

Many internal projects can make a huge difference in your customer and client experience while being low-risk overall. Here are some common projects that short-term early-career practitioners could help to tackle!

Design System

Create a design system to help your UX/Dev teams work and collaborate more efficiently (Many are currently working without one but know they need it!)

ResearchOps

Create templates, guidelines, and practical accelerators for a maturing UX research team.

Documentation

Create (and take time to evaluate!) accessible, digital documentation for internal processes.

Product feature research & prototyping

Focus on evaluating and prototyping improvements to an existing or new product feature.

Usability research & reporting

Gain some insights about a current site, app, or tool that otherwise would go unresearched!

Onboarding experience

Dedicate attention to the new employee experience, an easily ignored opportunity to improve employee satisfaction!





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What do you want to accomplish?

Write a clear goal statement (or two!) that frames up the overall intent of the engagement. Be specific but stay broad enough to allow for flexibility with what form the output takes. Let the prompts below guide you.

Be able to better	
Make progress towards	
Learn more about	
What would someone need to get started?	This commonly includes things like Access to tools/systems Meetings with key team members A dictionary of terms
✓	

Who would be excited to support this work?

Who might be looking to gain some management or leadership experience? Could they find 1-3 hours/week to support this effort? What might that look like?



How might you break it down?

Assuming ramp-up and handoff occur, what three active project phrases could you define to make meaningful progress?

Phase 0: Ramp-up
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Phase 1:
Phase 2:
Phase 3:
Phase 4: Handoff