Designing in a Pandemic: Integrating Speed & Rigor

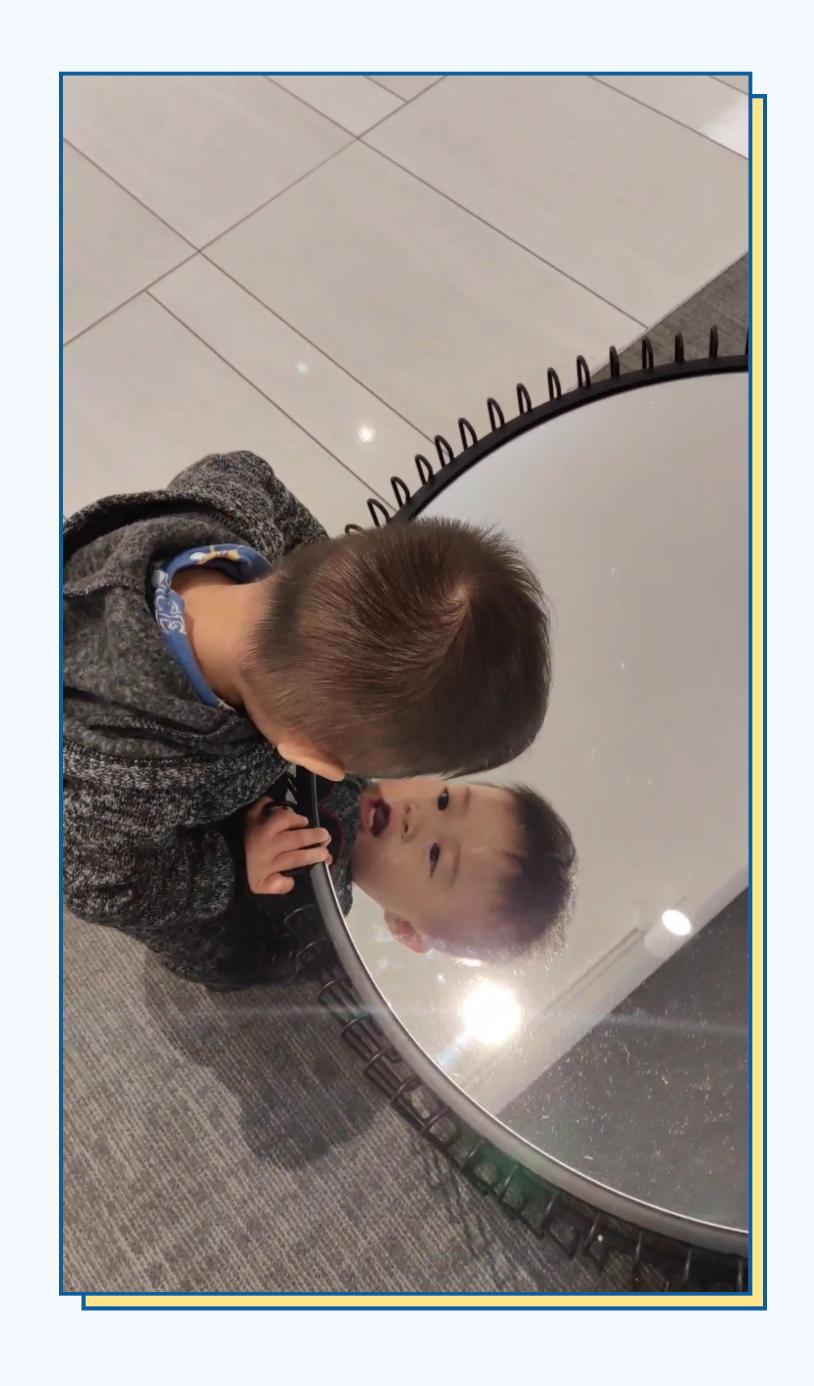
Tiffany Cheng

Design at Scale 2022





- 10 years of experience, from Graphic Design to Product Design
- Worked on the *PC Express* Online Grocery service at Loblaw Digital
- Mother to an 18-month old toddler



How we adapted to ship faster

- **102** Parallel workstreams
- 02 Horizontal vs. vertical slices of work
- OB Prioritize the human need

About Loblaw





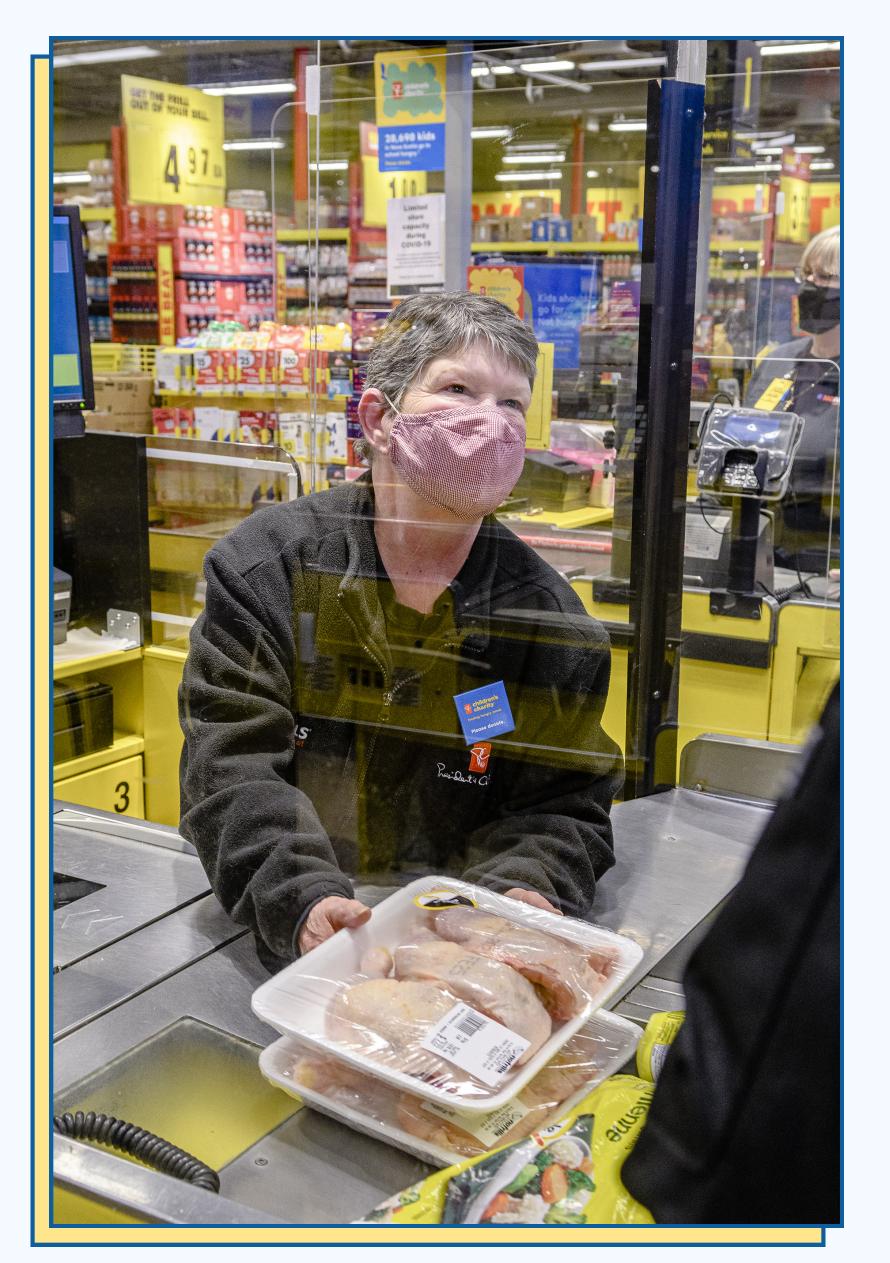






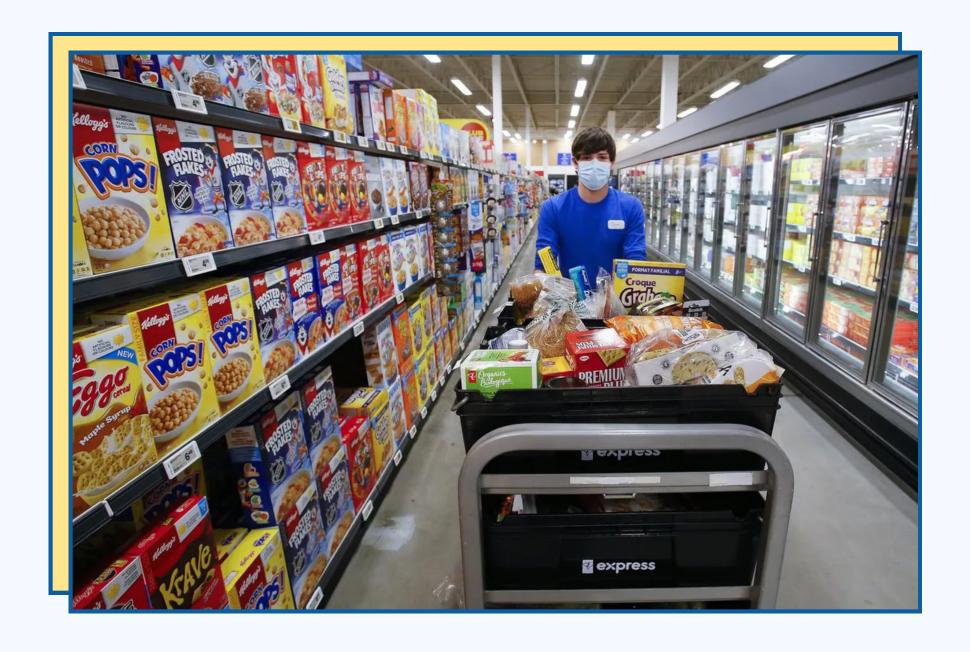


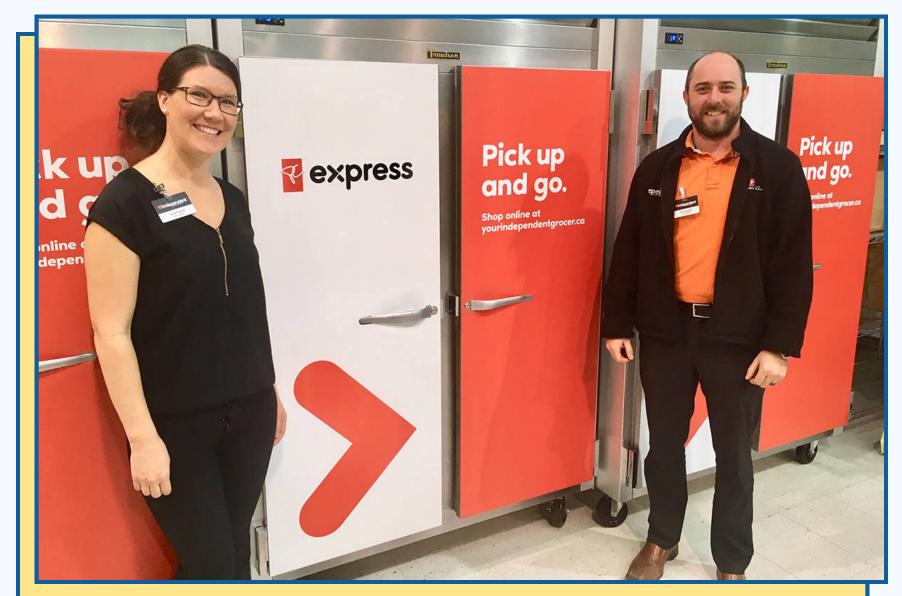














The most important thing to remember is to be flexible in your concept of a deliverable. Not every feature change needs a fully interactive prototype or a pixel-perfect mockup. Not every research study needs a big report written.

Laura Klein

On Parallel workstreams: what can happen in tandem?

Usability testing

Design revisions

Content + copy updates

Design

Technical evaluation

Front-end dev work

Development

On Parallel workstreams: what can happen in tandem?

Artifacts + user flows

Usability testing

Design revisions

Content + copy updates

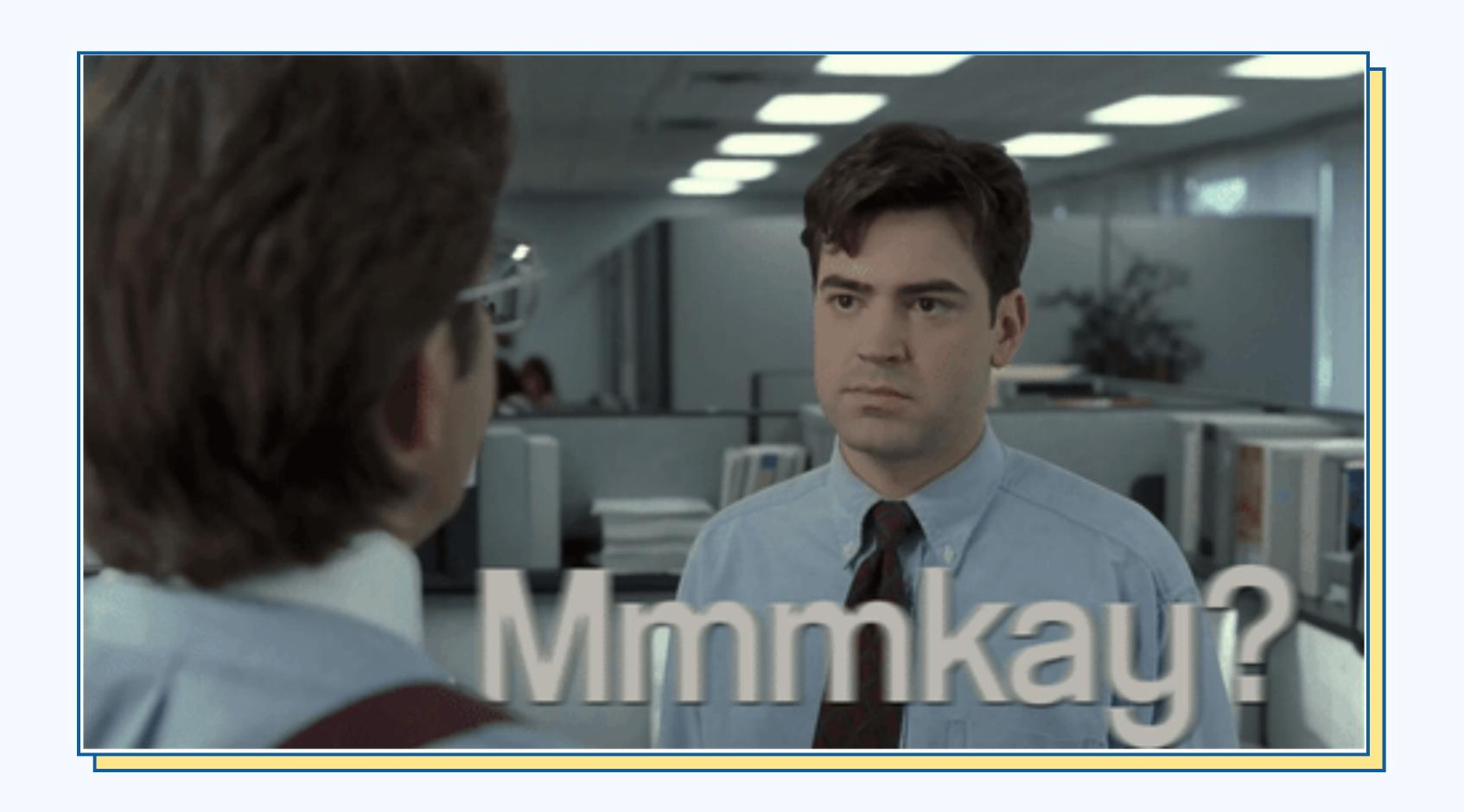
Design

Technical evaluation

Front-end dev work

Development

"Yeah, so... can we go faster?"



Horizontal vs. vertical slices of work

January 2020

High-level usability testing

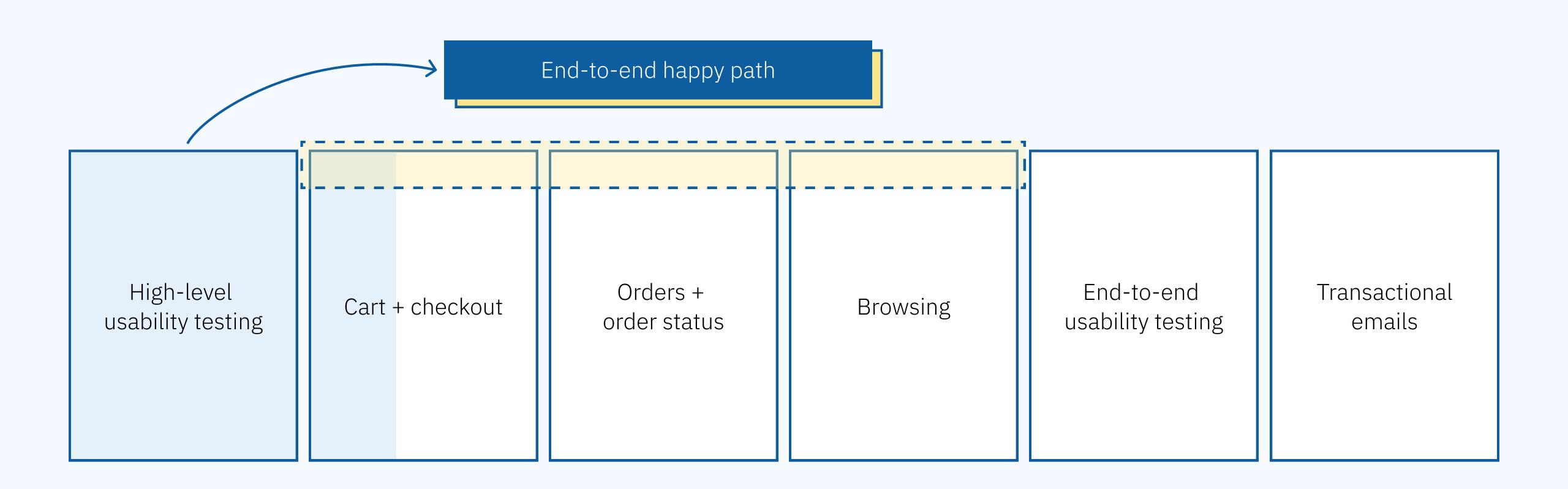
Cart + checkout

Orders + order status

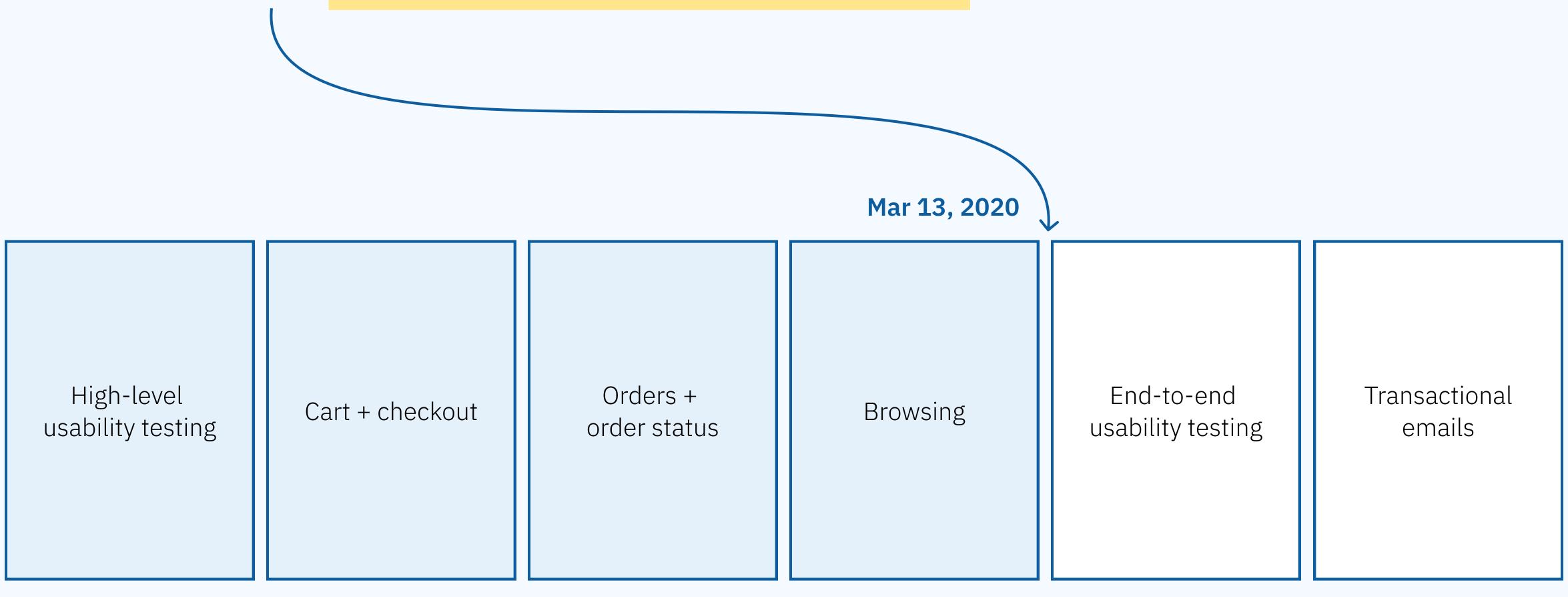
Browsing

End-to-end usability testing emails

02 Horizontal vs. vertical slices of work



We were here when the lockdown arrived



What's the right thing to do?

Stick to the plan

We will launch after making revisions based on the final usability test results.

Launch first, fix later

Launch an imperfect but usable experience, and add fast follow fixes.

Prioritize the human need

When I am in a lockdown due to a pandemic and need food without leaving the house, I want to order groceries online and get them delivered, so I can stay safe at home and do my part in stopping the spread of COVID-19.



Stick to the plan

We will launch after making revisions based on the final usability test results.

Launch first, fix later

Launch an imperfect but usable experience, and add fast follow fixes.

OB Prioritize the human need

People don't use our products for the sake of using them, it's to achieve an outcome. Our products are simply a means to an end.

To summarize

- M Parallel workstreams
- 02 Horizontal vs. vertical slices of work
- OB Prioritize the human need

Thank you!

Tiffany Cheng





