

USER RESEARCH METHODOLOGY

1

Heatmap Analysis

See what grabs attention—and what doesn't. This helps you optimize layouts, calls-to-action, and content placement based on real engagement patterns.

2

Session Recording

Watch real visitor journeys in action. Understand how users navigate, where they get stuck. These recordings uncover friction points analytics alone can't catch.

3

Funnel & Analytics Review (GA4)

Find where and why users drop off. Using GA4, I analyze your funnel performance step by step, pinpointing high-impact drop-offs

4

On-Site Surveys & Polls

Hear directly from your visitors. Capture in-the-moment feedback about user intentions, objections, and experiences..

5

User Testing

See how real people interact with your site. We observe real users completing tasks and narrating their thoughts. .

6

Insights Playbook

Your research, prioritised. All findings are distilled into a clear, actionable report with prioritized recommendations.,

Agile vs Traditional Development

Key differences between agile and waterfall development approaches



Sequential Phases

Complete each development stage before moving to next phase



Detailed Planning

Extensive upfront planning with fixed requirements and scope



Limited Flexibility

Difficult to accommodate changes once development begins



Client Review at End

Customer sees product only after complete development



Iterative Cycles

Parallel development activities within short sprint cycles



Adaptive Planning

Continuous planning adjustments based on feedback and learning



High Flexibility

Easy accommodation of changing requirements throughout development



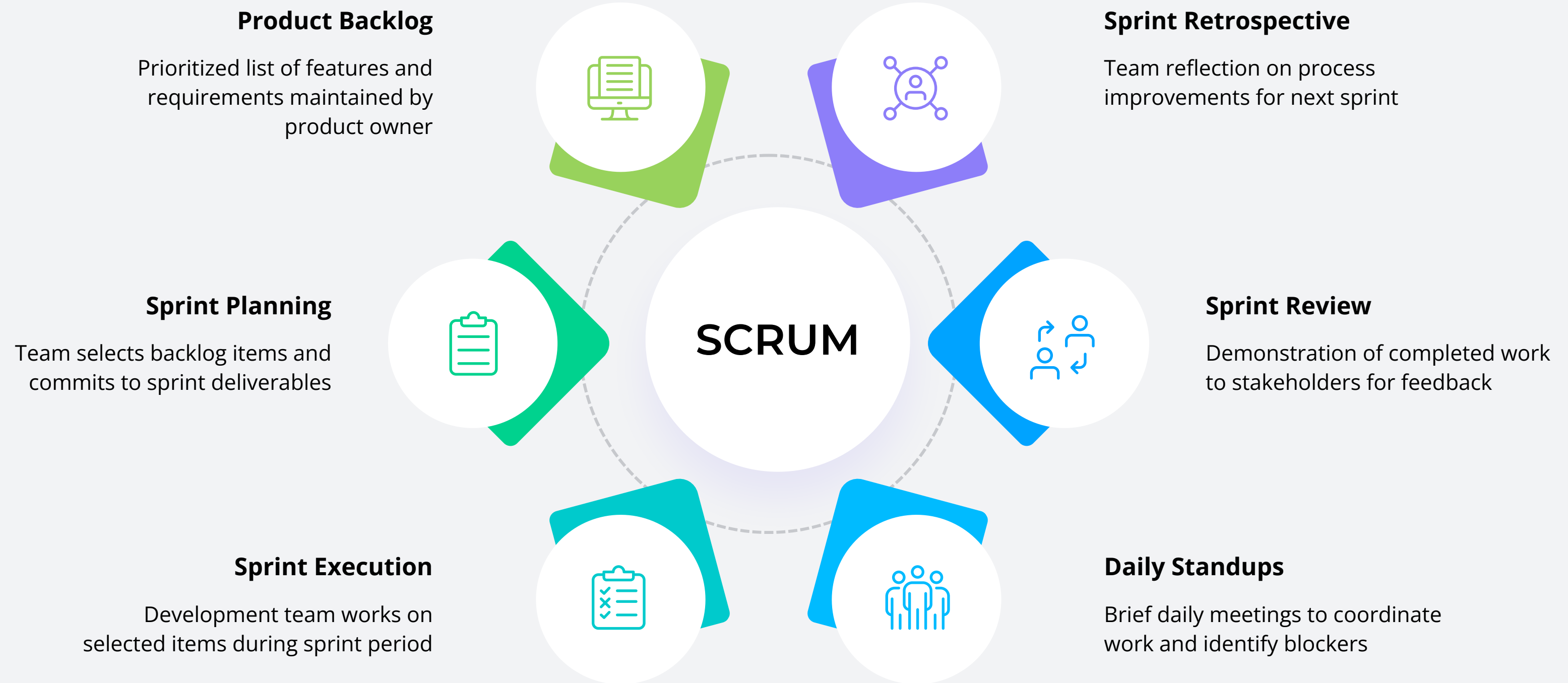
Regular Client Feedback

Frequent customer reviews and input during development process



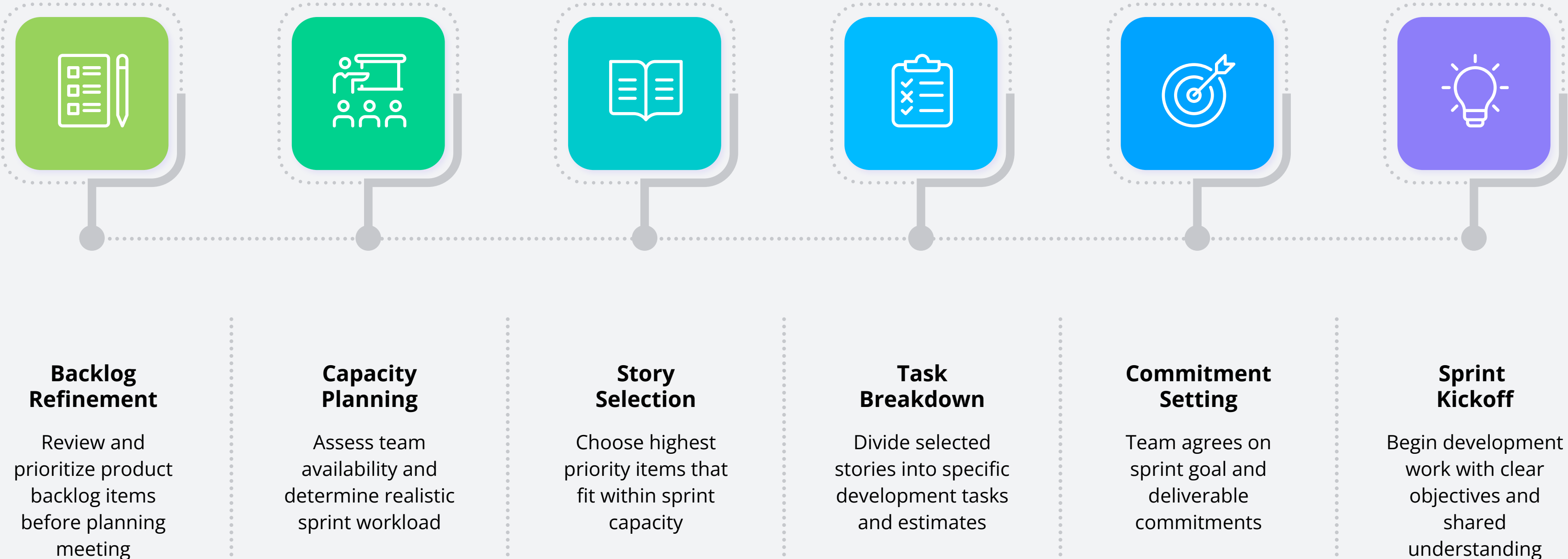
Scrum Framework Overview

Complete scrum process from planning to delivery and retrospective



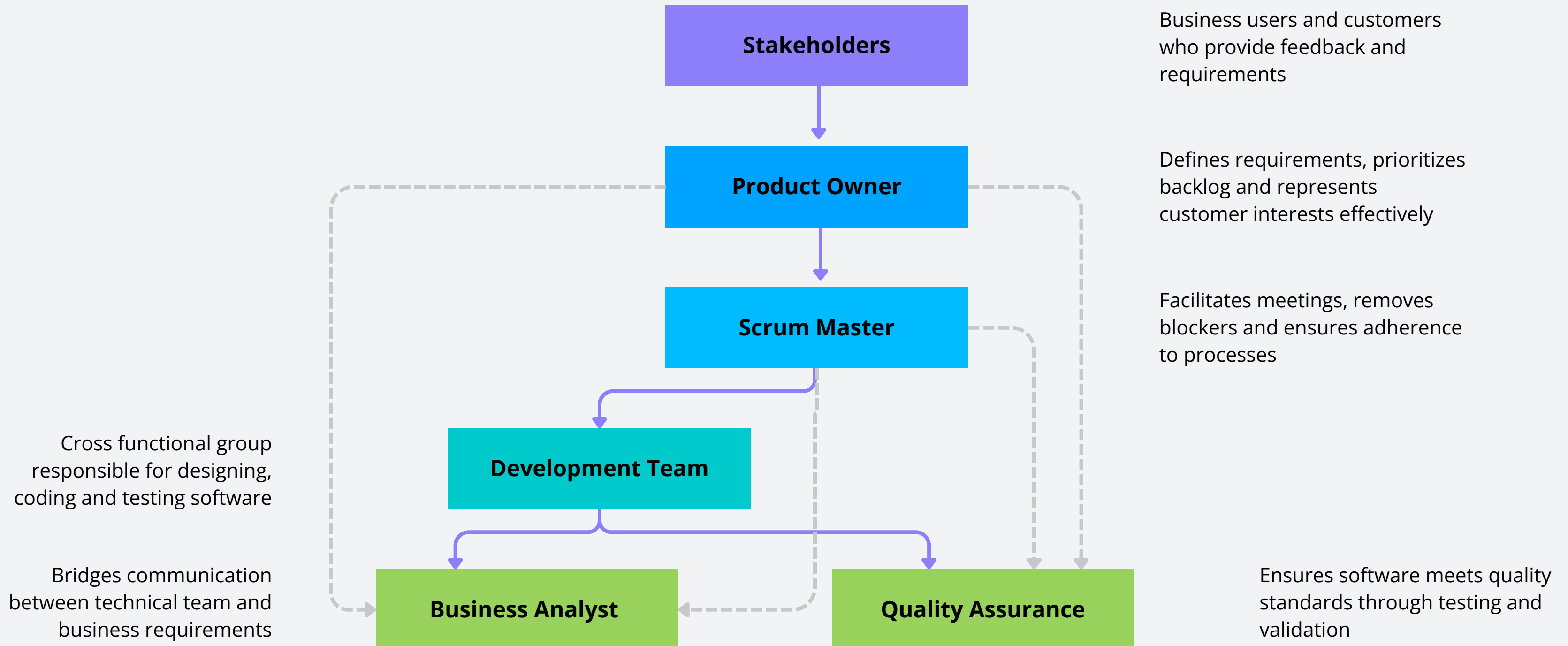
Sprint Planning Process

Detailed workflow for organizing and preparing successful sprint cycles



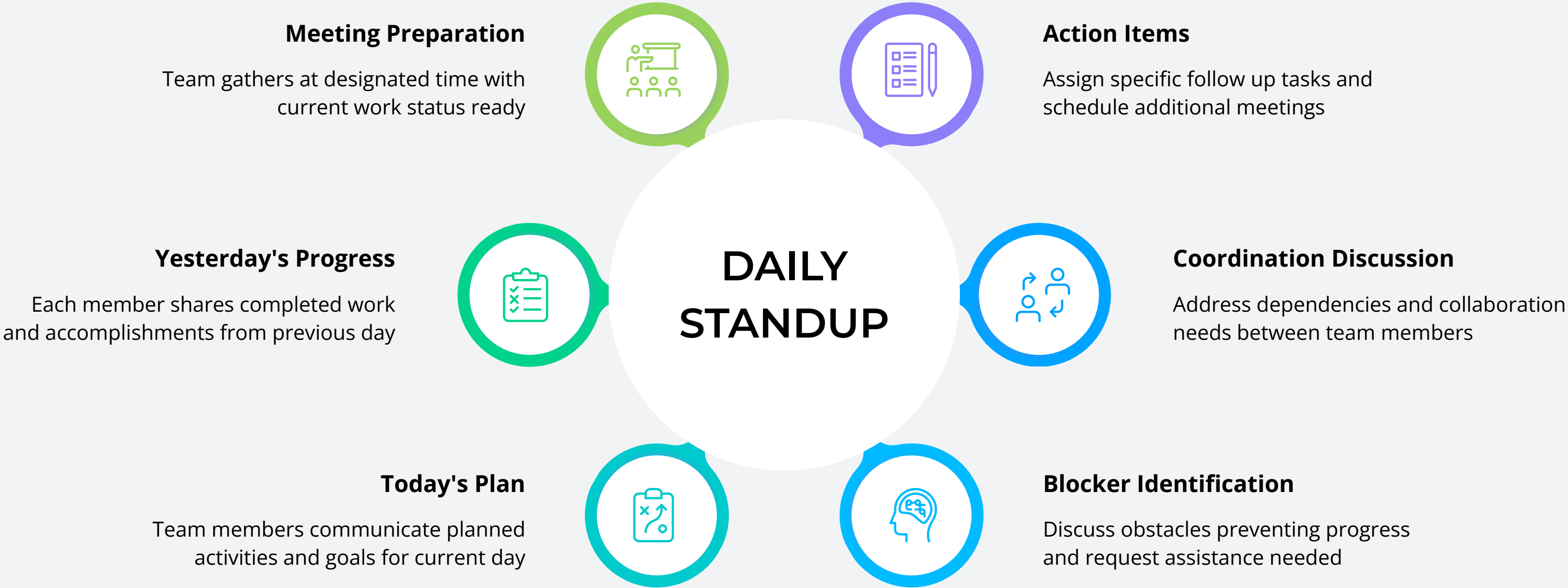
Agile Team Roles

Key responsibilities and interactions within agile development teams



Daily Standup Structure

Efficient format for conducting productive daily team coordination meetings



User Story Development

Structured approach to creating clear and actionable development requirements



Story Writing

Create user stories following standard format with clear acceptance criteria



Story Splitting

Break large stories into smaller manageable development tasks



Story Estimation

Assign complexity points using planning poker or similar techniques



Acceptance Criteria

Define specific conditions that must be met for completion



Story Prioritization

Rank stories based on business value and technical dependencies

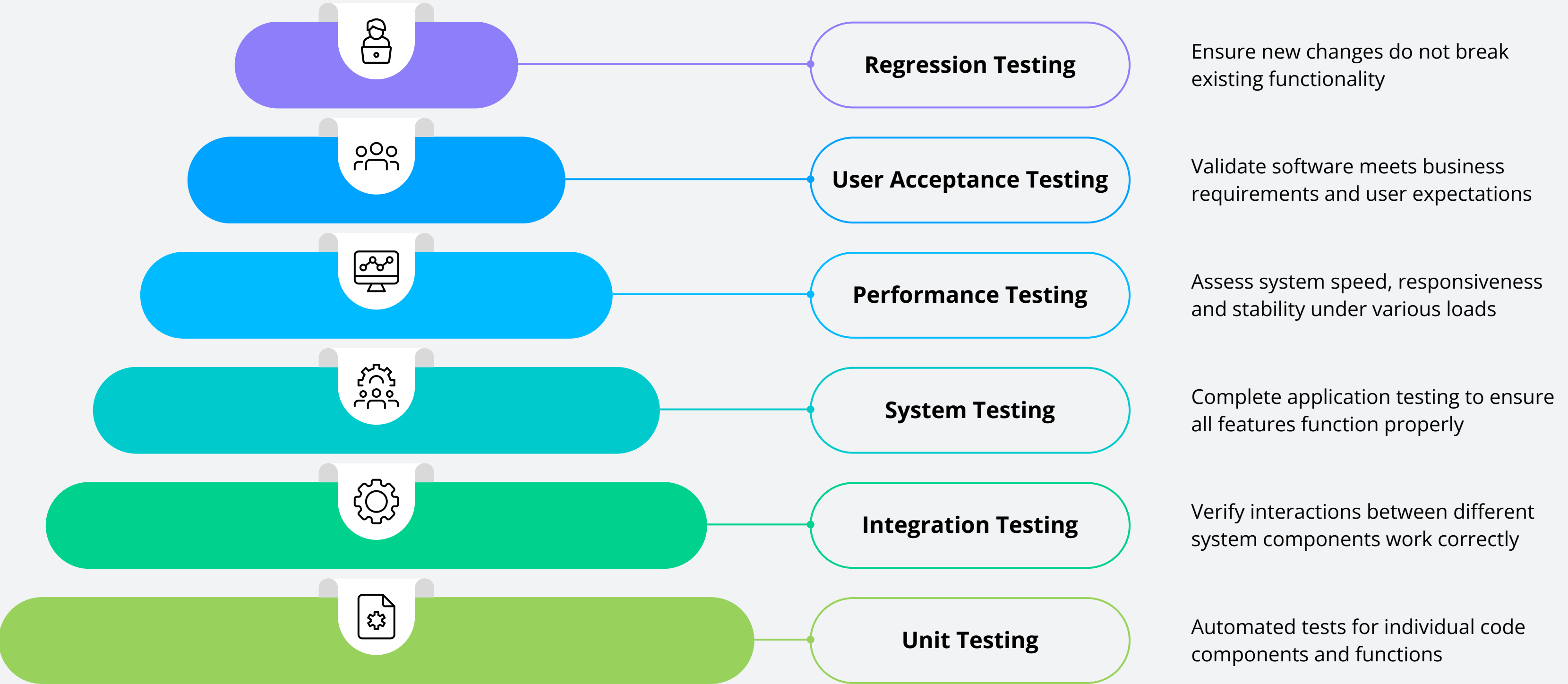


Story Validation

Confirm stories meet requirements before adding to sprint backlog

Testing and Quality Assurance

Comprehensive testing strategy ensuring high quality software delivery



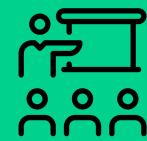
Sprint Review and Demo

Structured approach to showcasing completed work and gathering stakeholder feedback



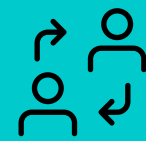
Demo Preparation

Set up working environment and prepare demonstration scenarios



Feature Showcase

Present completed user stories and new functionality to stakeholders



Feedback Collection

Gather input on demonstrated features and overall product direction



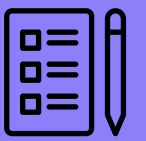
Requirement Updates

Document new requirements and changes based on stakeholder input



Next Sprint Planning

Discuss priorities and objectives for upcoming development cycle



Action Items

Record follow up tasks and schedule additional meetings needed

