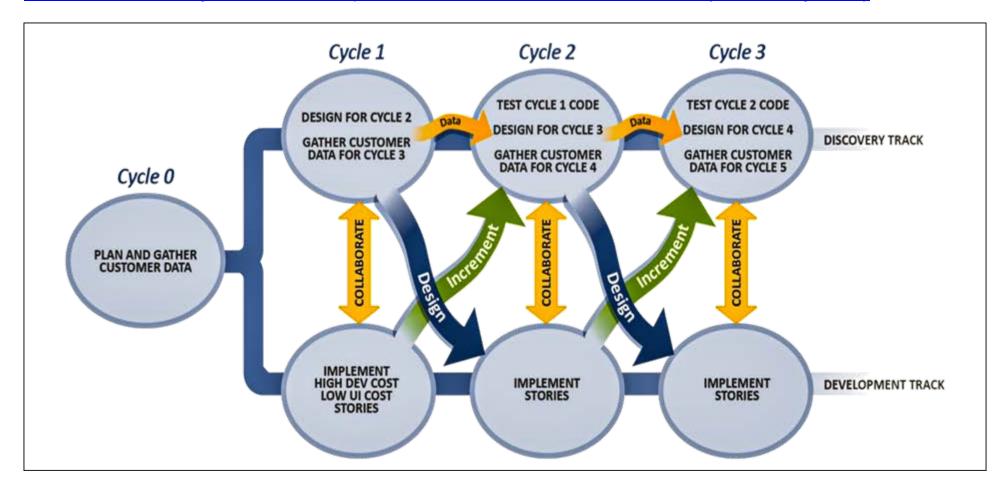
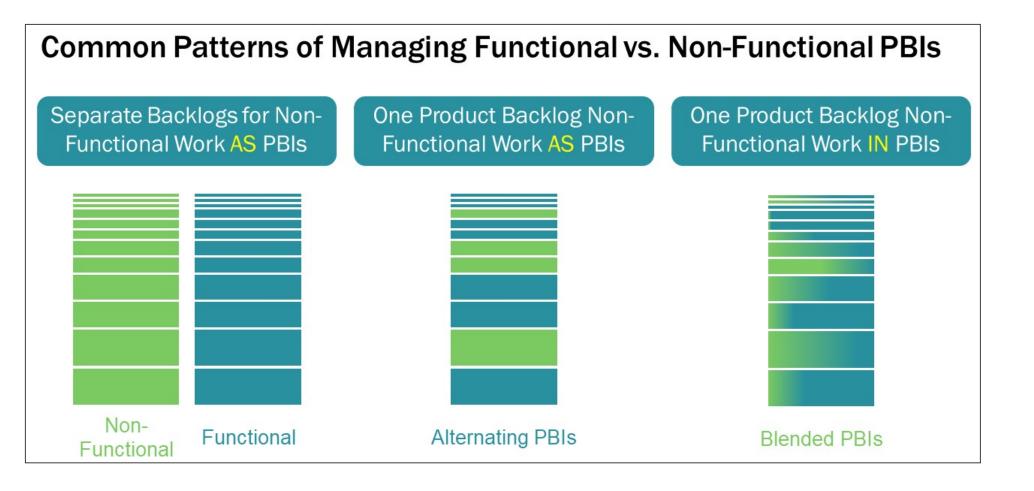
DUAL TRACK DEVELOPMENT

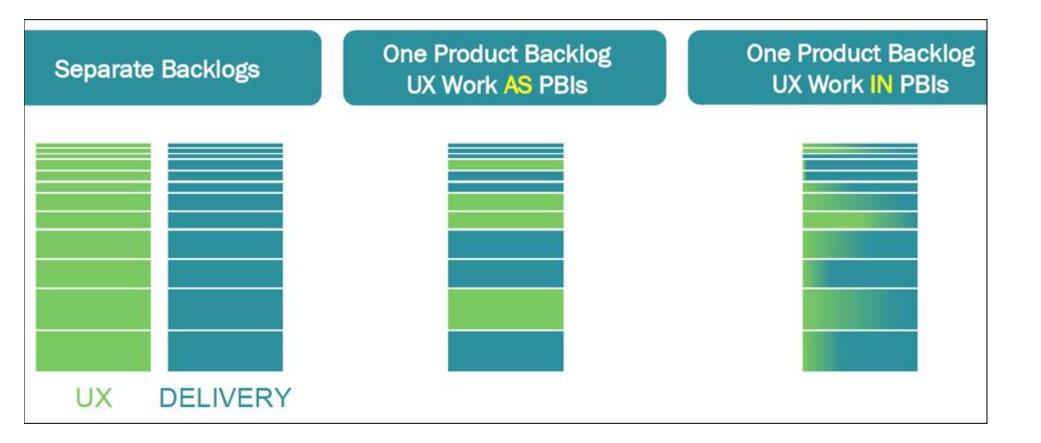
The two rows or lanes can either be two parallel teams (design and development) OR Scrum teams can simply alternate design and development sprints (either way you're gonna double your value and halve your velocity)—Personally, I believe Lean-Agile Startup, (Product) Design Sprint, Product/Solution Management, Design Thinking, and UX should be separate Scrum teams feeding development teams just-in-time UX designs (in other words, Scrum is a framework that should be used to encapsulate ALL of these frameworks regardless of team, phase, or function)—In the lean world these are called CONWIP systems like SAFe (to differentiate themselves from double-loop Kanban systems)...

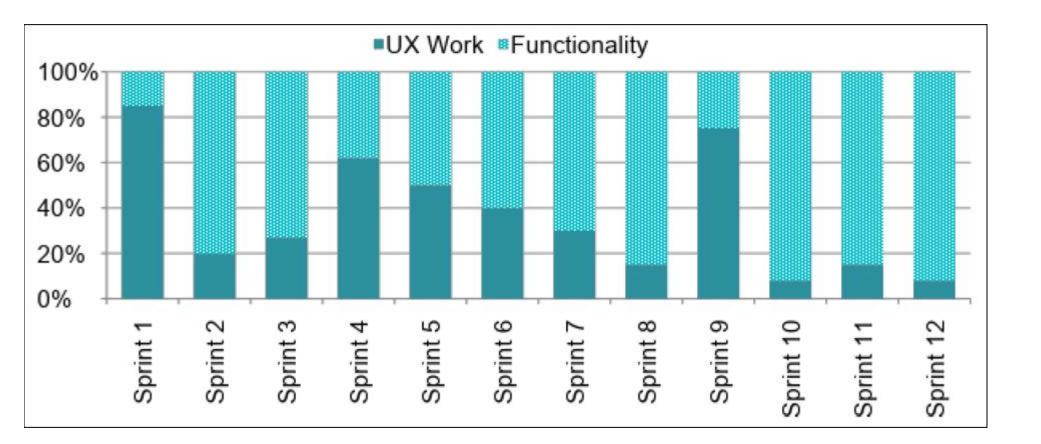


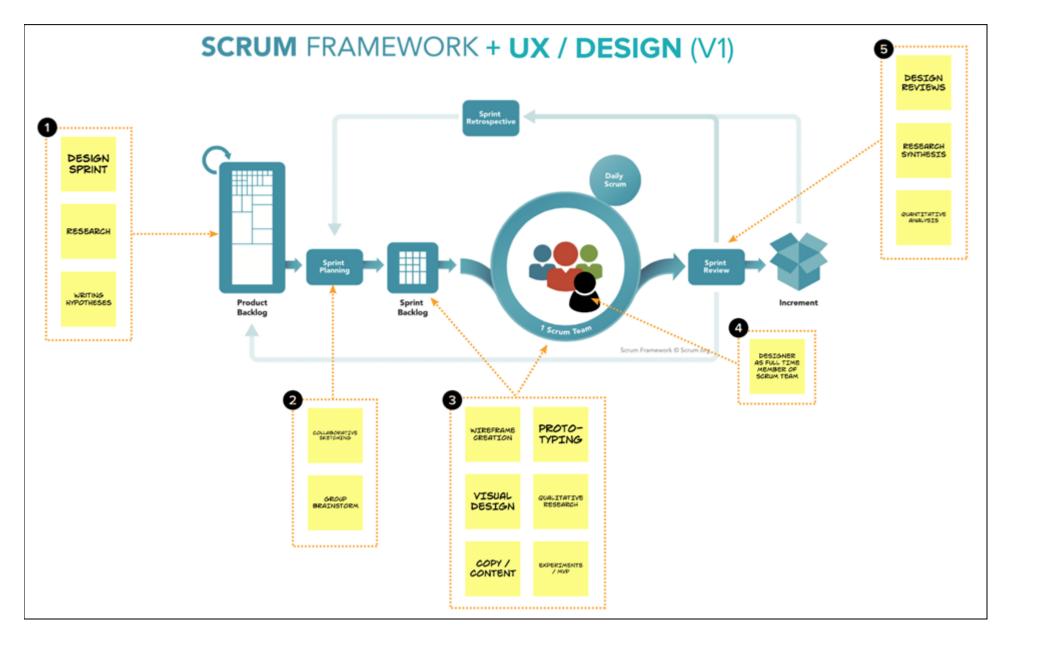


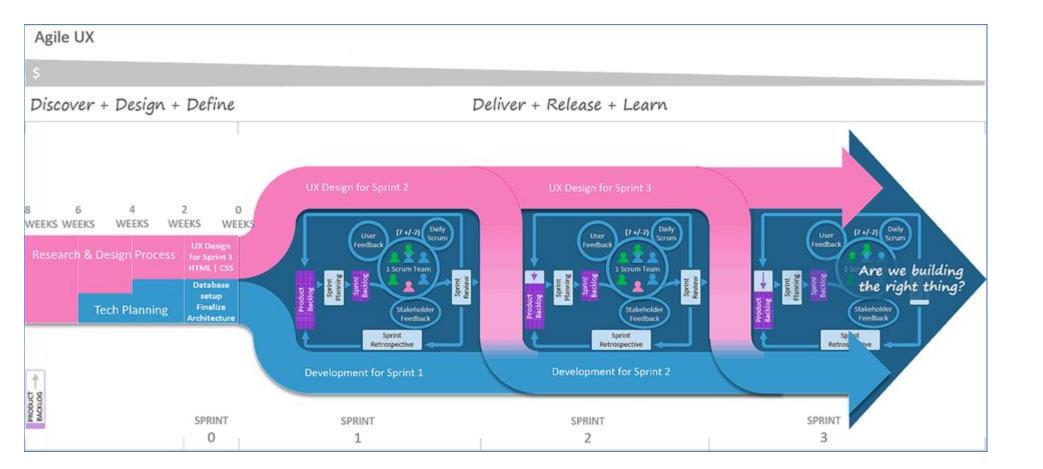
Cross-functional Discovery & Delivery Team = The Scrum Team Discovery Discovery & Delivery Delivery

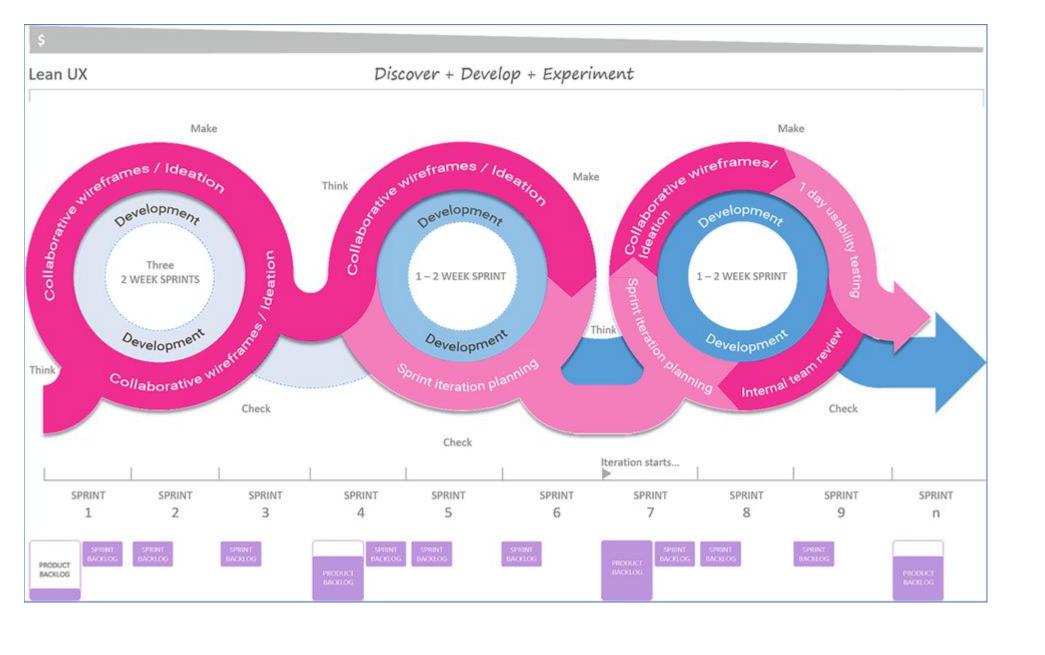
- Two types of work, one team moving together as a unit
- Non-sequential execution is key
- Everyone pitches in regardless of individual skill specialty

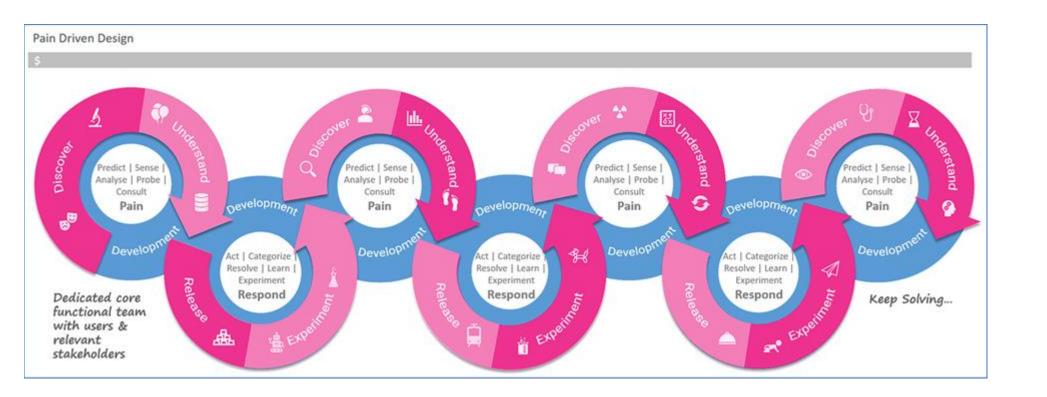


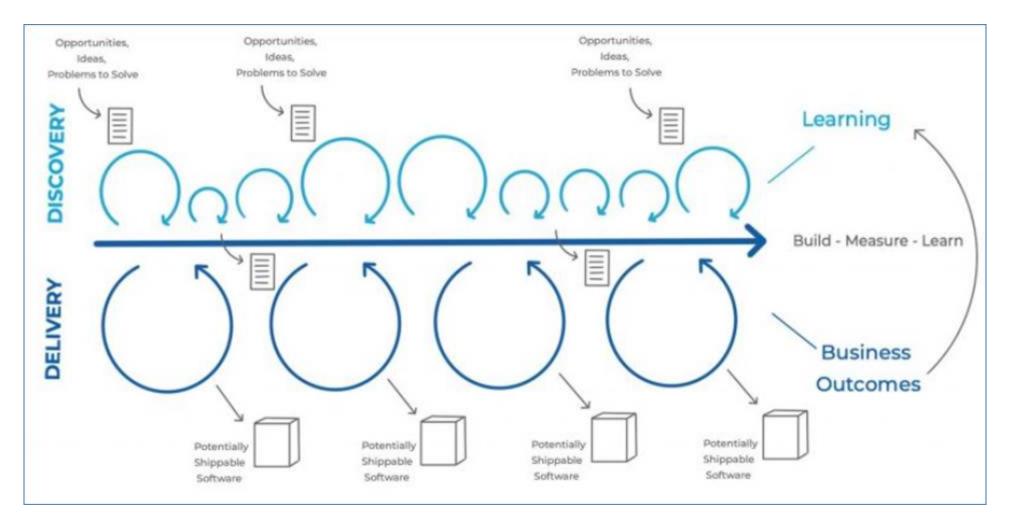












Footnote: Some interesting articles on Dual Track Agile Product Development ...

http://jpattonassociates.com/dual-track-development

http://uxpajournal.org/adapting-usability-investigations-for-agile-user-centered-design/

http://uxdesign.cc/dual-track-agile-is-a-game-changer-for-designers-e19705fec3c1

http://aktiasolutions.com/dual-track-agile