

Feedback to employee

1. Goal-oriented: works with icons (follows her IDP)
2. Punctual: attends syncs and displays on time
3. Accepts feedback and recommendations

Area of growth: Has downsides with logic. It has manifested during a presentation when working with scenario "Transition to *some card* using a proxy".

1. Demonstrates interface prototype during presentations
2. Works with options in Figma
3. Switched to prototyping for definitions 1280x1920, according to *colleague A*

Area of growth: The narrative during syncs and displays is "I did this and that". The coherent image of user scenario, its tasks and objectives are missing. Nothing is said and shown about addressing user problems and solutions are offered to eliminate problems.

Recommendation: Shift focus from "I fulfilled five tasks" to "I solved problem M" and "User has scenario A, objective B and task C here, now let me show you how user achieves this".

What to continue doing:

1. Continue generating fresh and creative ideas
2. Demonstrate proactive approach as was the case during first 3-4 month of employment. Come up with your questions, ideas, communicate tasks status
3. Sell ideas and design

Area of growth

Task execution slows down, their status is unknown.

Recommendation

Ask yourself questions:

1. What will my next step be in this project/component?
 2. Is everything approved?
 3. What questions from developers may arise? What can I think through right now?
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"Entity creation" scenario, to make everything OK

1. Displayed activity by undertaking a revision of scenario implementation (personal initiative)
2. Saw what was not OK in that scenario implementation
3. Came up with presentation
4. Requested feedback after presentation of revised interface

Areas of growth

1. Took up “Entity creation” scenario without approval of her manager
2. Did not carry out U-tests of scenario and interface. Received ambiguous feedback from the audience

Recommendations

1. Approve activities to prevent them from being an unauthorized action
2. Conduct preparatory work with layouts
3. Investigate the process of working with requirements, feedback and reference searching using the example of scenario “*Server adding*” from product A