



Introduction & overview

All people on the call will be provided an opportunity to introduce themselves and what their role is in this audition.

Hiring manager will present the following overview to ensure you can ask any questions you have prior to starting the exercise. The key point here is to ensure that you are comfortable in this situation and are enabled to respond as you would in the professional environment.

Opportunity for your questions on what is required from you during this exercise.

Hiring manager will provide you an overview of the fictional product that this exercise will be based upon. We will use a fictional product for this exercise to ensure we can concentrate on your professional skills rather than any knowledge you may have on Nintex products. We also want to assure you that any output of this is used for hiring for the role of UX Designer only.

Brief with Product Manager

You will be provided a brief on a feature the Product Manager (PM) would like to get your UX assistance for our fictional product. This quick brief is to simulate the real-life scenario where you would be briefed on work from your PM in the working environment. During this time all other people on the call will have turned off their videos and will be on mute in order to simulate that you are solely meeting with the PM.

You are encouraged to ask as many clarifying questions as you normally would when receiving a brief on UX design work that you are being asked to work on.

Candidate controlled design process (25 minutes)

The structure of this portion of the session is completely in your control. During these 25 minutes you may engage with anyone or everyone on the call as you see fit. Consider it as an opportunity for you to demonstrate to us how you prefer to work.

- Sometimes you may want to work independently, we just ask for the purposes of the exercise that you think out loud so you can share with us how you are thinking about the problem. At these times others on the call will turn off their cameras and mute their audio.
- At other times you may want to involve others in your design process, just ask the person/people you want to talk to you to come off mute. Remember to interact as you would in a normal professional setting at these times. You decide who you want to involve in the conversation when you want, inviting people to participate when you need. Think about it as you are chairing meetings with your stakeholders as you need.

The objective of this phase is:

- Demonstrate how you like to structure your design process.
- Visually show us how you would start to solve for this problem.



- Have an agreed minimum viable product (MVP) designs in very rough format ready to talk the team through.

Things to that will help you excel in this step:

- You can make any assumption you want, just remember to communicate to us what these are.
- Draw upon your creativity skills, you are in control of this step so use that to your advantage.
- We will provide you access to a Miro board which you can use a virtual whiteboard. Miro requires little skills to use, just let us know if this is your first time using it – we can help if you get stuck. **Please prepare by signing up for a free account at <www.miro.com>.**
- You have 25 minutes so use them wisely, be mindful of your time. However, remember we also are aware this is a short timeframe and expect any output to be reflective of that.
- You can move to the next step before your 25 minutes are up if you wish to allocate more time for the next step.

Present MVP idea

This step will simulate you presenting your final ideas to PM, Engineering and any other UX stakeholders. At this point everyone will be off mute and will interact as they normally would in a professional meeting.

All stakeholders will want to be brought up to speed on what you have designed so far. Remember if the person was on mute previously you must assume they didn't hear any conversations that happened at that time.

Stakeholders will have an opportunity to ask questions about the design or point out where there may be challenges for implementation. Your role is to work with them to find the best solution that ensures that business, technical and usability goals are met.

Reflection

At this point we will ask you to reflect to us how you felt the whole exercise went and whether there would be anything in hindsight that you may do differently. We understand that this is a simulated environment, and every human will make a mistake. We are most interested to see if you can reflect on your process and interactions.

Other people on the call may use this time to ask you some questions either on what just occurred or more generally.

Wrap up and next steps

We will offer you the opportunity to ask any questions you may have and then share with you the next steps of the hiring process with you.