Designer activities

Understanding the problem space

Add a new assumption to the design research backlog	Synthesize user interview notes into learnings and insights	Update design research knowledge/backlog with insights.	Other?
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User Research

Reach out to connect with a new user and schedule an interview	Plan the interview, write script, recruit team members to take notes	Interview (lead voice, incorporating note takers inputs)	Interview (observe and provide feedback to improve the interview practice)
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Facilitation!

Retro	design ideation exercise (Crazy 8s, etc)	Roadmap evolution session with PM	Prepare designs for Pre-IPM and attend Pre-IPM	Attend and support designs through Iteration Planning Meetings (IPM)
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Figma/design content generation activities

Configure Figma and Lucidspark	Add a new feature using KRUI components based on a user story	Update the user story with the artifacts from the design	Add a new feature to a prototype with flows.
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Design Community of Practice Activities (some of these are probably stretch goals for Q1)

Design Crit (receiving designer)	Design Crit (facilitating designer)	Design Inspiration!	Design practice workshop (work with Chris)	Other?
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