A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

A good user experience design (UX Design) keeps visitors engaged. A bad one will make them go somewhere else. This class teaches students how to apply simple UX design principles to make users behave in the way that designers want and expect when creating compelling digital experiences. Students will learn Adobe XD’s capabilities and features to go from concept to interactive prototype. Prerequisite(s): TADD 3850.

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. UX Terminology
2. Digital Mockups
3. Concept vs Functional Prototyping
4. Audio/Video Integration
5. Usability and Content Organization
6. Exporting content

D. LEARNING OUTCOMES (General)

1. develop an understanding of basic user experience design.
2. develop an understanding of digital prototypes/mockups.
3. develop an understanding of interactivity as it relates to UX.
4. develop an understanding of various digital prototyping software(s) available.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted