A. COURSE DESCRIPTION

Credits: 3
Lecture Hours/Week: 3
Lab Hours/Week: 0
OJT Hours/Week: *
Prerequisites:
This course requires the following prerequisite
COAR 2511 - Interactive Design III
Corequisites: None
MnTC Goals: None

In this course learners are focused on identifying the user to develop effective User Experience (UX) designs for both digital and physical applications. Learners identify tools and techniques for placing the user at the center of their design solutions while building on previous course materials. They are challenged to consider the UX of everyday items and consider alternative solutions.

B. COURSE EFFECTIVE DATES: 11/16/2018 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Define UX in a broad sense.
2. Analyze the experience of a User Interface (UI).
3. Summarize the UX process.
4. Recognize an Information Architecture (IA).
5. Discuss the purpose and process of prototyping.
6. Identify popular prototype methods.
7. Create a prototype.
8. Identify the user and develop meaningful personas.
9. Relate graphic design to UX design.

D. LEARNING OUTCOMES (General)

1. Learners will become familiar with the terminology and many acronyms of the UX field of study.
2. Learners will recognize the importance of placing the user at the center of design solutions.
3. Learners will explore tools and techniques for developing delightful user experiences.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted