

# Alexandria Technical and Community College

## COAR 2521: Interactive Design IV

### 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 develop an understanding of the user, while developing effective User Experience (UX) designs for both digital and physical applications. Learners identify tools and techniques for designing products that delight 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. 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