A COURSE DESCRIPTION

Credits: 3
Lecture Hours/Week: 3
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites:
This course requires the following prerequisite
   COAR 2550 - Web/UI Design Approaches I
Corequisites: None
MnTC Goals: None
In this course, learners build on their foundation of responsive web design techniques and begin to create more complex solutions. Learners will deepen their understanding of user-centered design while creating prototypes, and will also gain familiarity with Content Management Systems.

B. COURSE EFFECTIVE DATES: 05/19/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Identify User Interface (UI) components.
2. Develop a prototype.
3. Synthesize and organize content.
4. Demonstrate proficiency with modern web/app aesthetic.
5. Design for multiple breakpoints.
6. Resolve a User Experience (UX) pain point.
7. Design content within a Content Management System (CMS).
8. Demonstrate understanding of flexible grids.
9. Observe and consider user personas in relation to UX design solutions.

D. LEARNING OUTCOMES (General)

1. Learners will demonstrate proficiency with modern web aesthetic.
2. Learners will consider user-centered approaches to design solutions.
3. Learners will create a variety of web/app design solutions.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted