

# **User Experience Design**

Katherine Dillon

Spring 2011 | Thursdays 3-6pm

## **Class Overview**

This class will focus on how to create interfaces that get people to take the action you intended them to take and how to make that interaction a compelling experience.

We will look at a wide range of examples of interaction design and explore different approaches to solving user experience problems across a number of platforms.

The class format will include lecture, class presentations, discussion and in-class design exercises. The class will be very hands-on with assignments each week that focus on a particular aspect of user experience design including research, wireframing, prototyping and visual design.

## **Week by Week**

1. What is a good user experience  
What are the characteristics and critical elements of a good user experience
2. Design Process  
A process for using time and resources effectively to solve UX problems
3. Defining the problem  
Ensuring that the right problem is being addressed
4. Research and Discovery Techniques  
Techniques for defining project requirements and uncovering issues
5. Wireframing and Information Architecture  
Tools for exploring and communicating ideas
6. Content Mapping  
Understanding content in the context of user experience
7. Prototyping tools and methodologies  
Exploring solutions effectively
8. Standards and Pattern Libraries  
Resources for problem solving, when to invent and when to rely on conventions
9. Visual Design  
Design to support a user experience
10. User testing  
How to effectively test ideas
11. Case Studies  
Examples of User Experience Solutions
12. Final Projects  
TBD