User Experience Design
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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