

Intro to User Experience Design

Course Syllabus

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Office Hours by Appointment

Required Software

Toward the end of the semester, we will be using Adobe XD to create wireframes and mockups. If you do not already have an Adobe Creative Cloud subscription, you will need to sign up for one at least during the last part of the semester. Adobe allows a limited use of this software free (one active project) or you can purchase a subscription for \$10 per month. If you're interested in a full Adobe Creative Cloud subscription, the cost for students is \$20 per month.

Grading

100 - 94 A

93-90 A-

89-87 B+

86-84 B

83 - 80B-

79 - 77C+

76 - 74C

73 - 70C-

69 - 67 D+

66 - 64 D

63 - 61 D-

60 - 0 F

Tests 20%

Participation 5%

Assignments 55%

Final Project 20%

Course Outline

- Intro to UX
- User behavior & cognitive processing
- User research & Personas
- Branding & Project Management
- Content Strategy & Writing
- Information Architecture (IA)
- Interaction Design (UI)
- Wireframes & Prototypes
- Design principles & trends
- Usability Testing
- Accessibility

Learning Outcomes

At the conclusion of this course students will:

- Understand the definition and practical application of user experience
- Understand the psychology of cognitive processing and user behavior
- Learn multiple research methods and conduct at least one
- Create navigation structures

- Implement a content strategy
- Understand multiple usability testing methods
- Conduct a usability test
- Create a low-fidelity wireframe and a high-fidelity prototype
- Analyze research data to guide content, navigation and design decisions
- Learn and apply the principles of good interface design

Submitting Work

All assignments and projects need to be submitted through Canvas, the university's learning management system. Canvas is also where you will find due dates, reading assignments and descriptions for all work each week.

Missing & Late Assignments

You will be able to submit assignments up to seven days late with 10% off your score. Assignments will not be accepted after seven days.

Communication

I will communicate with you through the Canvas learning system by either sending you private messages or by commenting on your submitted assignments. You are welcome to contact me through Canvas or by email or cell phone.

Attendance

Because I rely on in-class participation, attendance is required. We will be having in-class quizzes, assignments and activities.

Accommodations for students with disabilities

Any student requiring accommodations or services due to a disability can contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials in alternative formats if necessary. You may also let me know about any special accommodations you need and I will do my best to meet them right from the start.

For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or weber.edu/ssd.

Academic Cheating Policy

The School of Computing policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct. You can read WSU's student code of conduct at weber.edu/ppm/Policies/6-22_StudentCode.html.

Course Fees

Course fees are designed to cover the cost of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors and online instructional resources.

Emergency Closures

In the event of a University emergency closure, please check the WSU home page, <http://weber.edu>. It is also a good idea to make sure you are signed up for emergency alerts through Code Purple, <https://portalapps.weber.edu/CodePurple>.