COURSE SYLLABUS

UX Design Foundations

Explore the UX design process from research to design concepts. Practice interviews, personas, journey maps, sketching, and presenting your work.

> Group classes (NYC) and onsite training are available for this course. For more information, email corporate@nobledesktop.com or visit: https://training-nyc.com/courses/ux-design-foundations



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Course Outline

What is UX Design?

- UX Design vs. UI Design
- UX Design Principles

Disciplines in UX Design

Common UX Design Tools

What is UX Research?

- Iterative Design Process
- Research Methods

Product Requirements & Problem Definition

- User Needs vs. Business Needs
- Business Constraints
- What is an MVP?

What are UX Deliverables/Artifacts?

- Market Research
- Competitive Analysis
- Analytics
- Stakeholder Interviews
- User Interviews
- Surveys

Product Requirements

- What do users need to accomplish and what features support these goals?
- How do time, budget, and resources affect what we are building?

Information Architecture + Navigation

Organizing Content

- Sitemap
- Taxonomy
- Content Inventory
- User Flows

Wireframing & Prototyping

Sketching

- How do we turn ideas into designs?
- Focus on testing assumptions before moving to high-fidelity deliverables
- If the ideas don't work on paper, they won't work in high-fidelity digital

Wireframing

- Define the structure, hierarchy, and scale of the interface
- What level of fidelity is appropriate?
- Creating an interface language or methodology
- What are some common programs used to create wireframes?

Prototyping

- What are the different types of prototypes and when is each used?
- What does a prototype accomplish?
- How do we test our prototypes?

Usability Testing

- What are the different types of usability testing and when is each used?
- What does user feedback tell us and how do we incorporate it?

UX Design Documentation

Presenting UX Design Research