

## 1. Double Diamond, sketching

### **The Double Diamond**

<https://www.designcouncil.org.uk/our-resources/the-double-diamond/>

### **The first "diamond" explained**

<https://www.nngroup.com/articles/discovery-phase/>

### **The purpose of sketching**

<https://www.interaction-design.org/literature/article/etch-a-sketch-how-to-use-sketching-in-user-experience-design>

### **Hands-on sketching techniques**

<https://uxdesign.cc/ui-ux-sketching-techniques-101-7e91d854ae3d>

## 2. Figma

### **Figma course on LinkedIn Learning** (login with school email to access)

<https://www.linkedin.com/learning/figma-for-ux-design-23411224>

### **Get Figma for free (for students)**

<https://www.figma.com/education>

## 3. User flows

### **Empathy mapping**

<https://www.nngroup.com/articles/empathy-mapping/>

### **User stories**

<https://www.interaction-design.org/literature/topics/user-stories>

### **Personas**

<https://www.interaction-design.org/literature/topics/personas>

### **User journeys**

<https://www.nngroup.com/articles/journey-mapping-101/>

### **Wireflows**

<https://www.nngroup.com/articles/wireflows/>

## 4. Usability

### **10 usability heuristics**

<https://www.nngroup.com/articles/ten-usability-heuristics/>

### **Think aloud test**

<https://www.nngroup.com/articles/thinking-aloud-the-1-usability-tool/>

## **User testing - what, why, how?**

<https://www.nngroup.com/articles/usability-testing-101/>

<https://www.nngroup.com/articles/discount-usability-20-years/>

## **Remote user testing**

<https://www.nngroup.com/courses/remote-studies/>

## 5. Sustainable UX Design - Part 1

### **Introduction**

#### **Evolution Exchange podcast 206 - 'The Digital Green Transition'**

<https://open.spotify.com/episode/5mGwqZRJLj5olkdhTMnBxE>

#### **The 11 principles of Sustainable UX**

<https://sustainableuxnetwork.com/the-11-principles-of-sustainable-ux>

#### **The Sustainable UX Canvas**

[https://cphbusiness.mrooms.net/pluginfile.php/1236052/mod\\_folder/content/0/Intro%20BUX%20-%20Modellen%20v.1.0.pdf?forcedownload=1](https://cphbusiness.mrooms.net/pluginfile.php/1236052/mod_folder/content/0/Intro%20BUX%20-%20Modellen%20v.1.0.pdf?forcedownload=1)

#### **Sustainable UX Design: Principles and Practices for Eco-Friendly Digital Products**

<https://designlab.com/blog/sustainable-ux-principles>

#### **Sustainable UX is more than reducing your website's footprint**

<https://uxdesign.cc/sustainable-ux-and-ui-design-is-more-than-reducing-your-website-s-footprint-a99c336c151f>

#### **Sustainability in Design: How UX/UI Trends in 2025 Prioritise Green Choices**

<https://www.linkedin.com/pulse/sustainability-design-how-uxui-trends-2025-prioritise-james-griffin-0d8fe/>

#### **6 steps to a greener website**

<https://greentheweb.com/6-steps-to-a-greener-website/>

### **Ressources / Tools**

**SUX Network - Resource Collection:** <https://suxnetwork.notion.site/SUX-Network-Resource-Collection-36fe841f898b4fe9a8f37b6636852c49>

**Affinity Diagramming** for Collaboratively Sorting UX Findings and Design Ideas: <https://www.nngroup.com/articles/affinity-diagram/>

Non-human-personas

### **Mother Nature (Mac non-human persona)**

#### **THE FORGOTTEN ONES: MY World 360°**

An immersive narrative that places viewers into the largest dumpsite in Eastern Africa, told from the perspective of the dumpsite itself.

Sustainable Development Goals addressed: Goal 1: No Poverty - End poverty in all its forms everywhere, Goal 6: Clean Water and Sanitation - Ensure availability and sustainable management of water and sanitation for all, Goal 8: Decent Work and Economic Growth - Promote sustained, inclusive and sustainable economic growth, full and productive employment and decent work for all, Goal 9: Industry, Innovation, and Infrastructure - Build resilient infrastructure, promote inclusive and sustainable industrialization and foster innovation, Goal 10: Reduced Inequalities - Reduce inequality within and among countries, Goal 11: Sustainable Cities and Communities - Make cities and human settlements inclusive, safe, resilient and sustainable.

Site/Location: BlackRhinoVR, Nairobi, Kenya.

Youth Producer: Charles Muchiri (22)

MY WORLD 360° INVITES YOUNG PEOPLE WORLDWIDE to learn about the Goals and to develop digital skills needed to create 360° media to share their SDG stories in an immersive and compelling way.

BE A MY WORLD 360° CREATOR:

<http://sdgactioncampaign.org/myworld360/>

Follow live #MYWorld360

My World 360 is an initiative lead by Digital Promise, Oculus and the UN SDG Action Campaign.

### **Tools**

<https://www.websitecarbon.com/>

<https://ecograder.com/>

<https://globemallow.io/>

<https://digitalbeacon.co/>

## More tools

<https://greentheweb.com/tools/>

## 6. Sustainable UX Design - part 2

- Inclusive Design  
<https://www.nngroup.com/articles/inclusive-design/>
- What is Accessibility?  
<https://www.interaction-design.org/literature/topics/accessibility>

## Behavior Design

- Ethical Considerations in UX Design  
<https://designlab.com/blog/ethical-considerations-in-ux-design>
- User Behavior  
<https://www.interaction-design.org/literature/topics/user-behavior>
- What Are Dark Patterns in UX Design?  
<https://careerfoundry.com/en/blog/ux-design/dark-patterns-ux/>
- Deceptive Patterns in UX: How to Recognize and Avoid Them  
<https://www.nngroup.com/articles/deceptive-patterns/>

## Web Standards

- Web Standards - Intro
- Web Standards - Accessibility, Usability, and Inclusion  
<https://www.w3.org/WAI/fundamentals/accessibility-usability-inclusion/>
- W3C Accessibility Standards Overview  
<https://www.w3.org/WAI/standards-guidelines/>

## Tools

- **Thumb zone mapping template**  
<https://www.scotthurff.com/posts/how-to-design-for-thumbs-in-the-era-of-huge-screens/>
- **Contrast Checker**  
<https://webaim.org/resources/contrastchecker>  
<https://accessibleweb.com/color-contrast-checker/>
- **Testing the accessibility - Wave browser extension**  
<https://wave.webaim.org/extension>

- **Simulate color blindness (browser extensions)**

Google: "Colorblindly"

Firefox: "Let's get color blind"

## 7. Persuasive & emotional design

### **Emotional design**

<https://www.interaction-design.org/literature/topics/emotional-design>

### **BERT**

<https://www.uxforthemasses.com/bert/>

### **Fogg's behavior model**

<https://blog.logrocket.com/ux-design/fogg-behavior-model/>

## 8. Other cool UX material

### Websites

#### **NNGroup: Your source for UX guidance and training.**

<https://www.nngroup.com/>

#### **Interaction Design: UX Design Courses & Global UX Community**

<https://www.interaction-design.org/>

### Podcast

#### **The Sustainable UX Podcast**

The Sustainable UX Podcast, the podcast for designers, UX people and digital product builders who want to make an impact for a sustainable future.

<https://open.spotify.com/show/4PzK5bq6Q8x7NOcEPI4I6j>

#### **The Green the Web podcast**

<https://greentheweb.com/podcast/>

#### **Why UX? Podcast**

WHY UX? is a podcast about the everyday heroes of UX design

<https://podcasts.apple.com/dk/podcast/why-ux-podcast/id1315404097>

