## B.U.S.: UX DEGREE

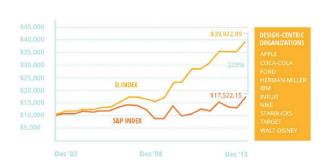
USER EXPERIENCE DESIGN



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## What is User Experience Design?

You may or may not have heard of a relatively new job title called User Experience Designer (UX). This profession focuses on the interactions between a user and a computer program/application. The designer is in charge of contextual information, the layout, and access of content. "A UX designer is responsible for understanding both customer problems and business goals, crafting testable hypotheses, designing the solution and then vetting the solution with customers. The UX Designer must wear multiple hats; empathizing with users, understanding the system they are working with, and solving problems. "Joe Baz, the CEO of Above the Fold. The reason for the recent growth in this field is due to companies like Facebook, Google, Apple etc.. All these companies have put a lot of money into the design of their produces, and set themselves apart from others. The digital Management Inc. did a study



comparing the performance of Design Driven companies and the S&P 500 Companies. The results to no surprise, was a 228% performance difference. This shows the importance of design in a companies produce and software. As a result in the focus on design there are currently 150,000 open UX jobs.

## Why The B.U.S program is needed for UX?

Creating a user experience degree though the bachelor of undergraduate studies program not only allows me to create a personalized degree but a way to combine the four main studies that are needed for UX: computer science, design, business, and psychology. When I first began exploring the field of Computer Science I was surprised to find that not only are there professional UX designers, but also it is one of the fastest growing professions in the nation. As part of my research I interviewed 4 current User experience designer and joined the Salt Lake City User Experience Designers User Group. Jim Agutter, my faculty advisor, was already working on creating a degree plan for the focus, but due to the long process of instating a new degree at the university, he suggested the best option was to go through the B.U.S. program. I meet with several faculty members, to design a curriculum that would include the most applicable classes from the four areas that are listed below.

<u>Design:</u> The knowledge of the design process is critical to creating a program that is easy to use and pleasing to the user. The many design classes that I have written into this degree focused on design process and applying it to software product development.

Highlighted classes: Capstone Studio Minor, Interactive Design, Typographic Communication

<u>Computer Science:</u> A user experience designer is working with software, and directly with a development team. The knowledge of development is critical to the technical feasibility of the design. After completing this degree program I will have obtained a minor in computer science. Furthermore there are classes emphasizing the visual aspect of programing. Highlighted classes: Creating interactive web content, Software practice, and Visualization

<u>Business:</u> The goal of any software product is to solve business problems. The User experience designer is often the liaison between the business users and the development team. To effectively solve these problems the UX designer must have a working knowledge of business. In addition, it is important to know the cost effectiveness and the marketing strategy of the product. The entrepreneurship classes and statistic courses will help me better understand the business side of the degree. Highlighted classes: Management of Innovation, and Marketing Interactive Media

<u>Psychology:</u> The understanding of the science behind the way people interact with a program will help to design user friendly solutions. The psychology classes that I have chosen are all about the design of human-machine interaction.

Highlighted classes: Human Factors and Ergonomics

## Senior Project and Post Graduation

The senior project for my degree plan, will involve partnering with a software company and using the skills I have learned to help construct a real world software application. I am most interested in making a multi platform application that works flawlessly across phone, tablet, and desktop; often referred to as Responsive Design.

After college I hope to work for a software company as a UX designer. My number one choice would be Adobe or similar consumer software company. Adobe has UofU campus connections, a great internship program, and a student representative program making it a feasible goal. It is my hope that the skills I learn can help me influence and make the world a better place by making technology easy to use and people more productive.



10/1/15

RE: Brian Tillman

Dr. Barbanell and B.U.S. committee,

I would like to enthusiastically recommend Brian Tillman for participation in the Bachelor of Undergraduate Studies Program. I have been working with Brian for the last 6 months and have been impressed with his passion and experience. Brian has been very proactive in putting together his B.U.S proposal and has exhibited a real passion for design.

I am honored to serve as an advisor for his B.U.S. program and feel that he is an ideal candidate. I have examined his course of study and proposed classes and feel that they match his career objectives and represent a rigorous field of study. We have discussed some ideas for his thesis and I believe that this will be a great opportunity for him to put into practice many of the ideas that he is exploring.

If you have any additional questions, please do not hesitate to contact me.

Regards,

Jim Agutter

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