

COURSE CERTIFICATE

Apr 19, 2024

Chirayu Tongra

has successfully completed

Introduction to UI Design

an online non-credit course authorized by University of Minnesota and offered through Coursera



Foreshort - Us- In for July

Loren Terveen, Haiyi Zhu, Lana Yarosh, Dr. Brent Hecht, Joseph A Konstan Department of Computer Science and Engineering University of Minnesota

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COURSE CERTIFICATE

Apr 20, 2024

Chirayu Tongra

has successfully completed

User Research and Design

an online non-credit course authorized by University of Minnesota and offered through Coursera



Foreshort - Us- In for July

Loren Terveen, Haiyi Zhu, Lana Yarosh, Dr. Brent Hecht, Joseph A Konstan Department of Computer Science and Engineering University of Minnesota

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COURSE CERTIFICATE

Apr 28, 2024

Chirayu Tongra

has successfully completed

Prototyping and Design

an online non-credit course authorized by University of Minnesota and offered through Coursera



Forentweth 15 - In fronter milator

Loren Terveen, Haiyi Zhu, Lana Yarosh, Dr. Brent Hecht, Joseph A Konstan Department of Computer Science and Engineering University of Minnesota

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COURSE CERTIFICATE

Apr 25, 2024

Chirayu Tongra

has successfully completed

Evaluating User Interfaces

an online non-credit course authorized by University of Minnesota and offered through Coursera



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Loren Terveen, Haiyi Zhu, Lana Yarosh, Dr. Brent Hecht, Joseph A Konstan Department of Computer Science and Engineering University of Minnesota

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4 Courses

Introduction to UI Design
User Research and Design
Prototyping and Design
Evaluating User Interfaces



Apr 28, 2024

Chirayu Tongra

has successfully completed the online, non-credit Specialization

User Interface Design

You learned industry-standard theory and methods for developing successful user interfaces. You now have fluency with the user research, prototyping and evaluation techniques necessary for creating intuitive interfaces that facilitate good user experiences. You demonstrated this fluency through an in-depth capstone project. Concepts and techniques covered include structured approaches for understanding a user base and their needs (e.g. contextual inquiry and design psychology), prototyping and design methods (e.g. low-fidelity and paper prototyping), and techniques for evaluating your design choices (e.g. heuristic evaluation, user studies).

Haiyi Zhu Assistant Professor Carnegie Mellon University

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Loren Terveen
Professor
Computer Science and
Engineering

Svetlana Yarosh, Ph.D. Associate Professor Computer Science & Engineering

Joseph A. Konstan
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Dr. Brent Hecht
Department of
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