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| Course Prefix | Computer Information Systems (CIS) CIS |
| Course Number | 134 134 |
| Course Type | Career Technical Education |
| Course Title | UI/UX Design UI/UX Design | | |
| Course Description | Introduces user interface (UI) and user experience (UX) design. Covers gathering requirements, research, project management and user-centric design concepts to produce application interfaces. Includes the creation of user personas, content inventories, mood boards, and wireframes. Covers standards for color management, design principles, and usability best practices. Audit available.Introduces user interface (UI) and user experience (UX) design. Covers gathering requirements, research, project management and user-centric design concepts to produce application interfaces. Includes the creation of user personas, content inventories, mood boards, and wireframes. Covers standards for color management, design principles, and usability best practices. Audit available. | |  |
| Outcomes | **Integrative Learning**: Students completing an associate degree will be able to reflectively make connections among concepts and experiences so that knowledge and skills can be applied to issues and/or challenges of lived experience.  **Social Analysis and Inquiry**: Students completing an associate degree will be able to apply social contexts and the diversity of human experience to the analysis of practical problems and theoretical issues.  **Quantitative Reasoning**: Students completing an associate degree will be able to effectively analyze problems that impact the community and/or environment using quantitative information.  **Social Justice**: Students completing an associate degree at Portland Community College will be able to develop capacity to create social change through analysis of institutions, culture, and systems of power.  Upon completion of the course students will be able to:  1. Create an application prototype using industry standard design principles.  2. Identify stakeholders and create user personas to create an audience-appropriate user experience.  3. Integrate best practices of color management, principles of design, and usability in designing user interfaces.  4. Gather client and end user requirements for an applications desired functionality and write/execute lists of acceptance criteria based on those requirements.  5. Use feedback to revise user interface designs. | | |