

## Research Users

Understand how people want to use what you build by studying their goals and environment — and increase satisfaction and efficiency.

## Research Users

Understand how people want to use what you build by studying their goals and environment — and increase satisfaction and efficiency.

## Create Designs

Produce products that are accessible to all types of people and follow design best practices so they can achieve their goals.

## Create Designs

Produce products that are accessible to all types of people and follow design best practices so they can achieve their goals.

# Test Designs

Get feedback from users and experts throughout the development process to improve the end result.

# Test Designs

Get feedback from users and experts throughout the development process to improve the end result.

# Get Started with UX

Learn how user experience practices can benefit you and the people who use what you produce.

Fundamental Concepts

UX Process

Training

# Get Started with UX

Learn how user experience practices can benefit you and the people who use what you produce.

Fundamental Concepts

UX Process

Training

# Get Started with UX

Learn how user experience practices can benefit you and the people who use what you produce.

Fundamental Concepts

UX Process

Training

# Get Started with UX

Learn how user experience practices can benefit you and the people who use what you produce.

Fundamental Concepts

UX Process

Training

# Get Started with UX

Learn how user experience practices can benefit you and the people who use what you produce.

Fundamental Concepts

UX Process

Training

## Establish a UX Program at Your Facility

Make UX a part of your strategy and you'll quickly see the value it adds. Training programs can help.

```
graph TD; A[Establishing Value] --> B[Team Training]; B --> C[Establishing a UX Program at Your Facility];
```

The diagram illustrates the initial steps in establishing a UX program. It begins with two parallel activities: 'Establishing Value' and 'Team Training'. Both activities lead into the main goal, 'Establishing a UX Program at Your Facility', which is represented by a large blue box at the top of the diagram.

## Establish a UX Program at Your Facility

Make UX a part of your strategy and you'll quickly see the value it adds. Training programs can help.

```
graph TD; A[Establishing Value] --> B[Team Training]; B --> C[Establishing a UX Program at Your Facility];
```

The diagram illustrates the initial steps in establishing a UX program. It begins with two parallel activities: 'Establishing Value' and 'Team Training'. Both activities lead into the main goal, 'Establishing a UX Program at Your Facility', which is represented by a large blue box at the top of the diagram.

## Establish a UX Program at Your Facility

Make UX a part of your strategy and you'll quickly see the value it adds. Training programs can help.

```
graph TD; A[Establishing Value] --> B[Team Training]; B --> C[Establishing a UX Program at Your Facility];
```

The diagram illustrates the initial steps in establishing a UX program. It begins with two parallel activities: 'Establishing Value' and 'Team Training'. Both activities lead into the main goal, 'Establishing a UX Program at Your Facility', which is represented by a large blue box at the top of the diagram.

## Establish a UX Program at Your Facility

Make UX a part of your strategy and you'll quickly see the value it adds. Training programs can help.

```
graph TD; A[Establishing Value] --> B[Team Training]; B --> C[Establishing a UX Program at Your Facility];
```

The diagram illustrates the initial steps in establishing a UX program. It begins with two parallel activities: 'Establishing Value' and 'Team Training'. Both activities lead into the main goal, 'Establishing a UX Program at Your Facility', which is represented by a large blue box at the top of the diagram.

# Share Your Ideas

Send us feedback to help us better serve you.

Interested in contributing to the UX Guide?

[Get in touch](#)

[Submit your ideas](#)

# Share Your Ideas

Send us feedback to help us better serve you.

Interested in contributing to the UX Guide?

[Get in touch](#)

[Submit your ideas](#)

# Share Your Ideas

Send us feedback to help us better serve you.

Interested in contributing to the UX Guide?

[Get in touch](#)

[Submit your ideas](#)

# Share Your Ideas

Send us feedback to help us better serve you.

Interested in contributing to the UX Guide?

[Get in touch](#)

[Submit your ideas](#)

# Share Your Ideas

Send us feedback to help us better serve you.

Interested in contributing to the UX Guide?

[Get in touch](#)

[Submit your ideas](#)