**Introduction**

1.1

Introduction to interface design,

Understanding and conceptualizing Interface,

understanding user’s conceptual cognition,

Core Elements of User Experience,

Working of UX elements.

**The UX Design - life cycle**

2.1

What is UX,

Ubiquitous interaction,

Emerging desire for usability,

From usability to user experience,

Emotional impact as part of the user experience,

User experience needs a business case,

Roots of usability.

2.2

A UX process lifecycle template,

Choosing a process instance for your project,

The system complexity space,

Meet the user interface team,

Scope of UX presence within the team,

More about UX lifecycles.

**The UX Design Process**

3.1

The system concept statement,

User work activity gathering,

Look for emotional aspects of work practice,

Abridged contextual inquiry process,

Data-driven vs. model driven inquiry,

Contextual Analysis,

Extracting Interaction Design Requirements,

Constructing Design Information Models.

3.2

Information Architecture and Interaction Design and Prototyping

Design paradigms, Design thinking, Design perspectives,

User personas, Ideation, Sketching, More about phenomenology,

Mental Models and Conceptual Design, Wireframe, Prototyping