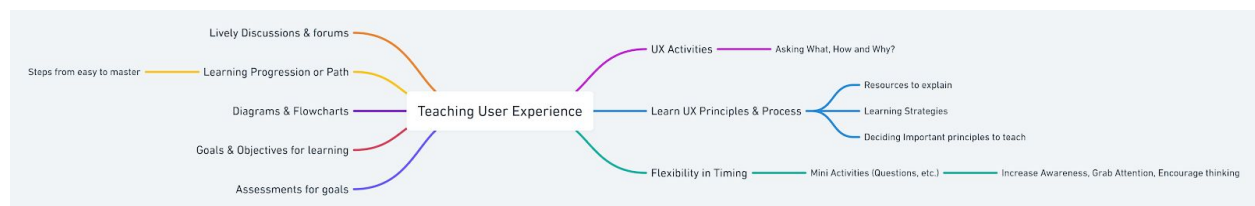***Design a medium to teach User experience to fresh graduates from visual design
and product design background.***

I have done some brainstorming regarding teaching user experience to fresh graduates or students from the design field. These are just some of the ideas I came across by thinking about these students as our primary target. I have skipped any part which requires gathering data like surveys and interviews.

As they have some prior experience in designing, their understanding is much more concrete, which helps in faster learning and grasping complicated principles with ease. Physically and mentally they are more active to learn this process. By keeping these fresh graduates in mind and to teach user experience here are some steps, to begin with -

Click here to preview the mind map -
https://drive.google.com/file/d/1w1i0EqYba1rJqABAqAYRW12D8Ehn3-ZQ/view?usp=sharing

UX Activities:
Making students do activities related to UX helps them to gain experience in the whole process. It is easier to remember and encourages participation. Also, it will increase focus and concentration.

With design activities we want them to think about the whole process by asking what, how, and why about the process and experience while performing that activity. This can be done through discussions.

Learn UX Principles & Process:
- It is important for them to learn various principles and process for UX. It helps to streamline and keep the focus on important UX methods.
- Learning from discovery to different strategies to improve user experience.
- Resources can be provided to help explain and understand these principles.
- It is helpful to teach only important principles first for easy understanding than several principles causing confusion and stress.

Flexibility in Timing:
As these graduates or students have much to do in less time, timing is of utmost importance to them. To tackle this problem I would recommend doing mini activities as holding questionnaire

sessions, etc frequently to gain awareness, increase attention, and promote thinking in ways that will help students learn principles or process.

Lively Discussions & Forums:
Having discussions and forums help these graduates to ask questions or answer them, promoting thinking and community teamwork. They also add to resources for learning new experiences from different people.

Learning Progression or Path:
Learning Path helps to create a strategy and simple steps to gain understanding from easy to master UX principles or methods. It also adds to the excitement for completing each step in a strategic way.

Using Diagrams & Flowcharts:
Using diagrams and flowcharts encourage fast and easy learning. They are easy to remember and improves understanding without repetition.

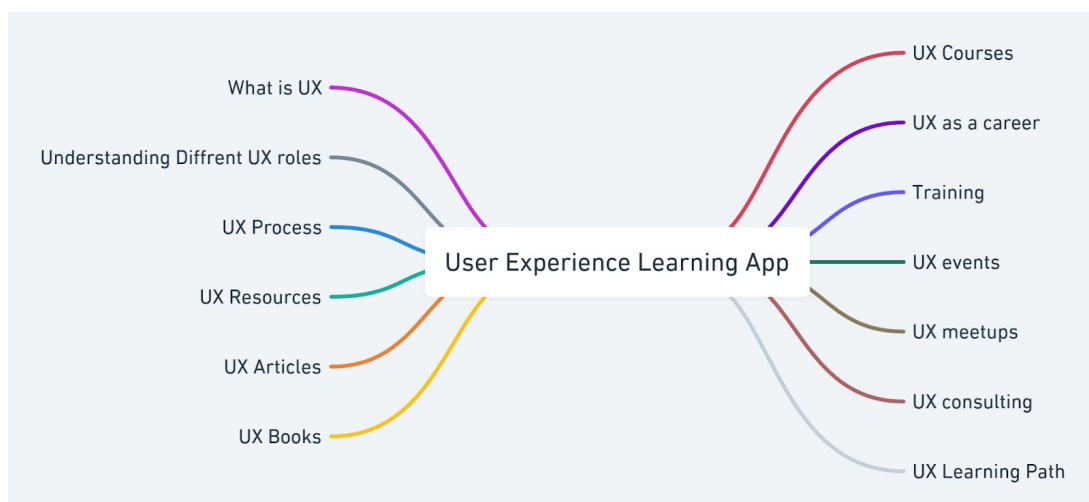**Goals & Objectives for Learning:**
Giving clear goals for learning will help them to aim and focus on completing a task. It also adds to time management and having a clear goal to learn UX.

Assessments for Goals:
We need to have some feedback or assessment to know if students have reached their goals and how was their performance and if they need any assistance along the way. This can also encourage students to observe their thinking and learning processes.

UX Learning App
With these brainstorming ideas in mind, I went ahead to design an app for them to learn from. I went ahead with creating a mind-map now for an App.


Mind-map:
What is UX
Understanding Diffrent UX roles
UX Process
UX Resources
UX Articles
UX Books
User Experience Learning App
UX Courses
UX as a career
Training
UX events
UX meetups
UX consulting
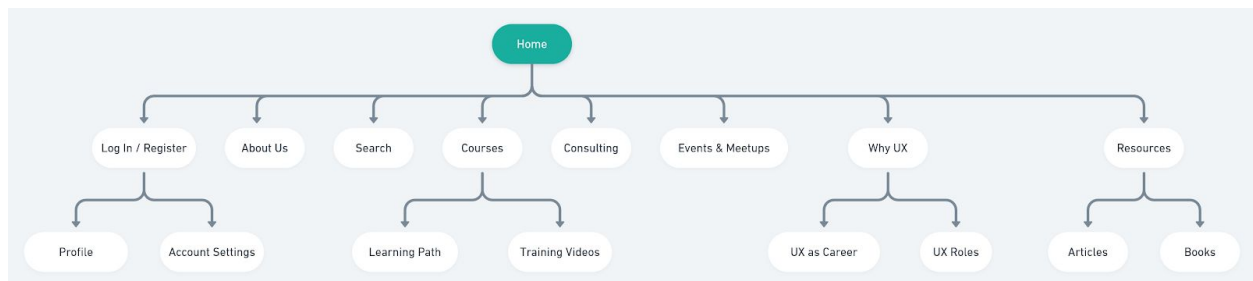UX Learning Path

Click here to preview the mind map -

User Flow & Information Architecture

After creating a mind map I then created a user flow followed by Information Architecture (IA) to think of all the information which will be present in the app to help reach user goal.
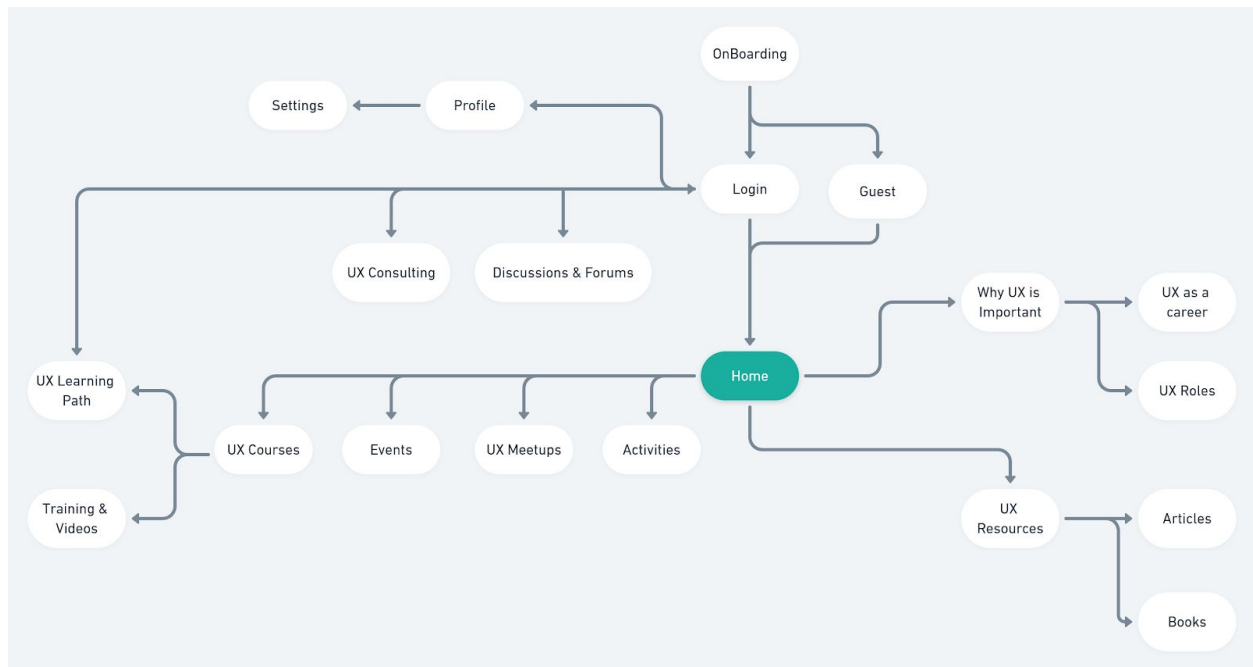
Click here to preview the User Flow -

Click here to preview the Information Architecture (IA) -

Wireframing

After creating user flow and IA, it was time to create some low-fidelity wireframes to create a structure for the app.
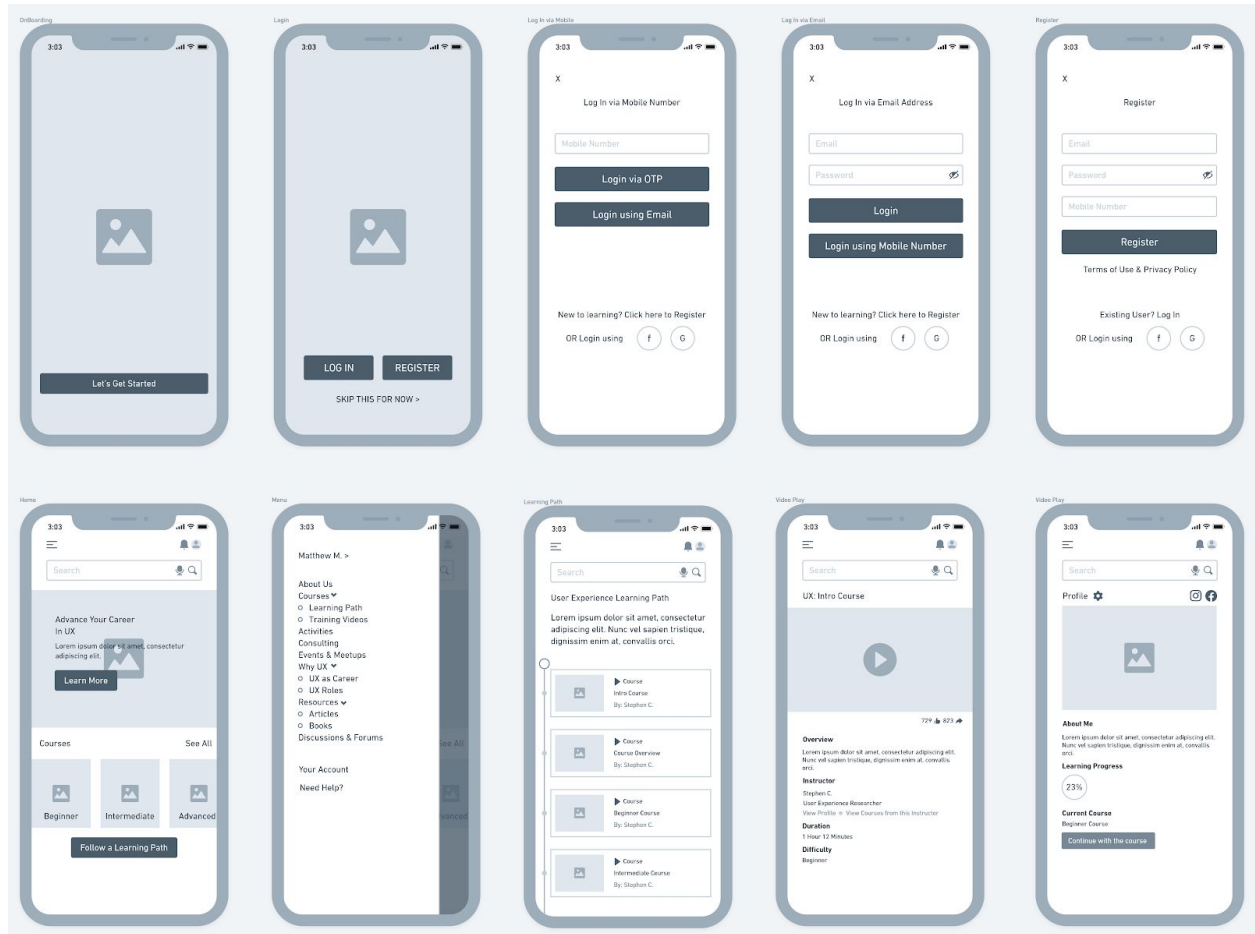
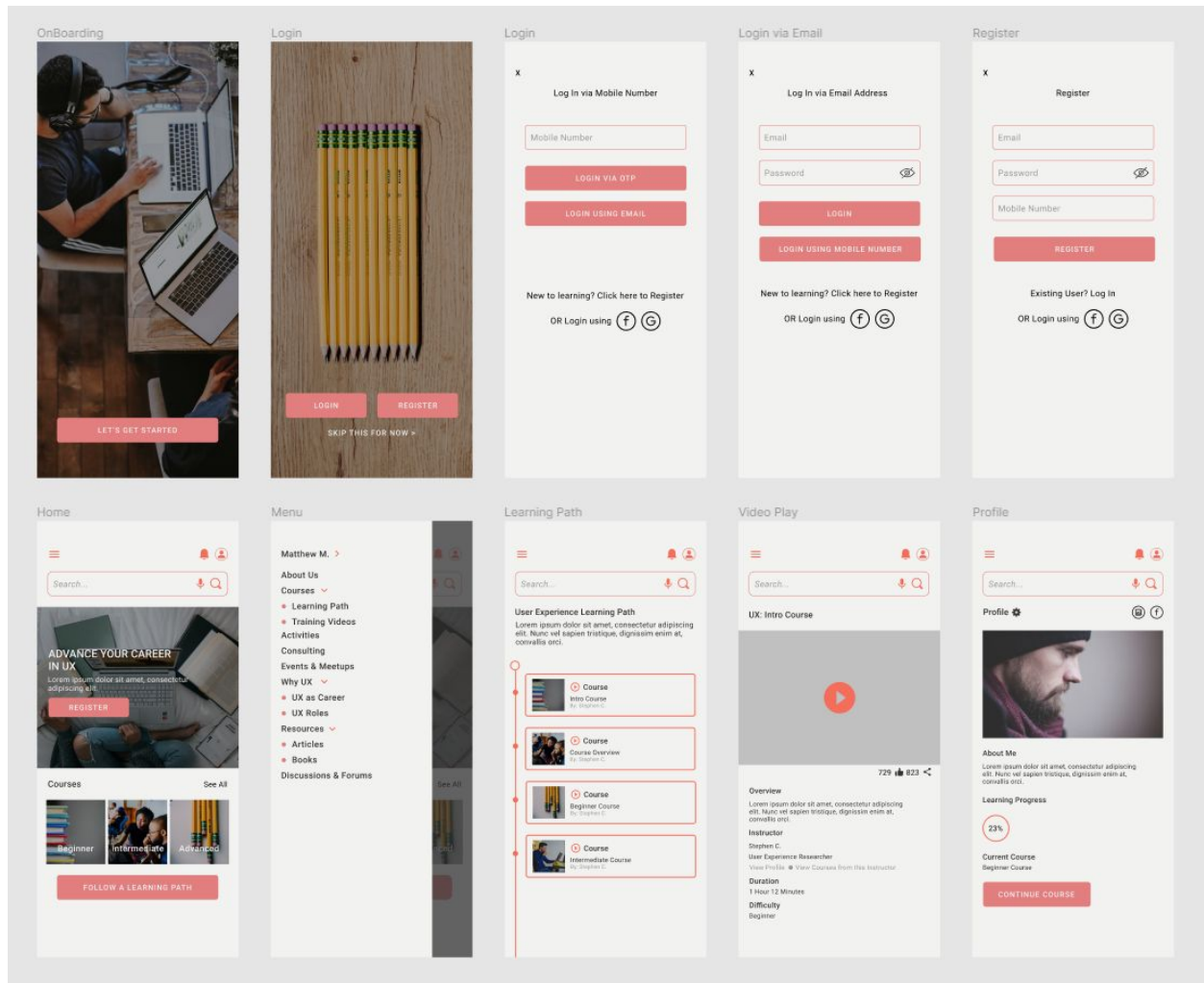**Click here to preview the wireframe -**
https://drive.google.com/file/d/15SMhae6BTUEqtSBJOXTCVJkzgvm48H3J/view?usp=sharing

Wireframe Live Preview - https://whimsical.com/SNjrfNxKf991mxQT3ciNY1

High-Fidelity Wireframe

After creating a low-fidelity wireframe, I went ahead to create a high fidelity wireframe to know the look and feel of the app.

Click here for a live preview of High-Fidelity Wireframe -
https://www.figma.com/file/43PgOZKf0lYPY523ZtqLlG/Learn-UX?node-id=0%3A1

Regards,
Anurag Vaishnav
+91-9920-64-7179