

UX and the Liberal Arts

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To design means to intend, to put thought into a thing.

UX is the attempt to make digital products make sense.

UX Designers assume fault in design, not in people.

Students of the liberal arts make the best UX Designers.



UX involves **research** and **design**.

Information Architecture

User interviews
Personas
User stories
Card sorts
Sitemaps

Interaction Design

Wireframes
Prototypes
Usability tests

You listen to learn;
you uncover patterns and tensions;
you're multidisciplined;
you act on possibilities.

To Do

1. Read about UX
2. Deconstruct design
3. Learn the web
4. Be resourceful
5. Make things

Examples

TurboTax
Airbnb
Spotify
Amazon
Adaptive Path
Gov.uk
IDEO
frog design

On UX

Usability.gov
Boxes and Arrows
Information Architects blog
Google Design blog
UXmag.com
Aaron Walter
Whitney Hess
Abby Covert

Design Principles

Dieter Rams' Principles of Design
Gov.uk Design Principles
Google Material Design
Apple's OS X Human Interface Guidelines
Joshua Porter's Principles of Product Design
Jakob Nielsen's Usability Heuristics

Web Design

Codecademy.com
Codrops.com
Lynda.com
HTML5doctor.com
CSS-tricks.com

*"Technology alone is not enough...it's technology married with liberal arts,
married with the humanities, that yields us the result that makes our heart's sing."*