

## **User Experience Immersive - Subject/Module Outline**

### **Subject Title: Unit 1 - Intro to UX Design and Design Thinking**

#### **Modules:**

- Introduction to UX Design = 2 = 6%
  - History of UX Design = 1
  - Disciplines of UX Design = 0.5
  - UX Professions = 0.5
- Human centred design = 2 = 6%
  - Mindsets and Methods = 1
  - Case Study = 1
- Design thinking = 2 = 6%
  - Mindsets and Methods =1
  - Case Study =1
- Research and Interviews = 6 = 20%
  - Conducting Research =3
  - How to Conduct Interviews =3
- Ideation = 6 = 20%
  - Concept Development =2
  - Inspiration gathering =2
  - Storyboarding =2
- Prototyping = 4 = 13%
  - Asset Collection =0.5
  - Writing development 0.5
  - Requirement gathering 0.5
  - Prototype assembly 1.5
- Wireframe development = 3 = 10%
  - Introduction to Wireframing = 1.0
  - Wireframe development = 2.0
- Review and Presentations = 5 = 16%
  - Review work and unit = 2.0
  - Team Presentations = 3.0

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### **Subject Title: Unit 2 - UX Research & Strategy**

#### **Modules:**

- Project Ideation = 8 = 20%

- Ux Strategy - 3
  - Product Vision - 0.5
  - Value Proposition - 3
  - Business Canvas - 1.5
  - User Research = 8 = 20%
    - Research Methods - 3
    - Interviews - 3
    - Assumptions & Hypothesis testing - 2
  - Mapping = 8 = 20%
    - Experience Mapping -4
    - Empathy Mapping - 4
  - Information Architecture & User Stories = 8 = 20%
    - User Stories - 4
    - Information Architecture - 4
  - Product Management = 8 = 20%
    - Project Lifecycle - 1
    - Strategy - 2
    - Workflows - 3
    - Scrum -2
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### **Subject Title: Unit 3 - Wireframing**

#### **Modules:**

- App Design = 10 = 25%
    - Application devices - 4
    - Responsive Design - 2
    - UI Inspiration - 4
  - Sketching Wireframes = 10 = 25%
    - Wireframes - 4
    - Concept Sketching & Refinement - 2
    - Peer Review - 4
  - Sketch: Software = 20 = 50%
    - Software introduction - 2
    - Keyframes - 1
    - Exporting & Plugins - 2
    - Designing Wireframes - 10
    - Frontend Web Development Introduction - 5
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### **Subject Title: Unit 4 - Prototyping**

**Modules:**

- Prototyping and Invision = 6 = 15%
    - Prototyping - 2.5
    - Invision - 3.5
  - User Testing = 30 = 75%
    - User Testing Process and Practices = 20
    - Heuristics - 3
    - Revisions - 7
  - Front End Web Development = 4 = 10%
    - HTML - 2
    - CSS - 2
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**Subject Title: Unit 5 - Design Sprint II****Modules:**

- Design Sprint Review from Unit 1
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**Subject Title: Unit 6 - Design Fundamentals****Modules:**

- Colour & Typography - 10 = 25%
  - History - 2
  - Best Practices - 2
  - Typography Anatomy - 3
  - Colour Theory - 3
- Logo Design - 10 = 25%
  - Flat Design - 5
  - Form Design - 5
- Grids - 6 = 15%
  - Grid Theory - 3
  - Sketch UI - 2
  - Applications - 1
- Case Studies = 14 = 35%
  - Mobile App Redesign Case Study : Music Player - 8
  - Mobile App Redesign Case Study : Shop - 6

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## **Subject Title: Unit 7 - App Design**

### **Modules:**

- UI Libraries = 3 = 1%
    - Research and Investigation - 1
    - Export and Sketch Integration - 2
  - App Design = 15 = 37%
    - Design studio - 5
    - Material Design - 3
    - HIG - 3
    - App Sketching/Wireframing -4
  - App Prototyping = 15 = 37%
    - Invision Layering -3
    - Device Installation -4
    - Prototype Development - 8
  - App Iconography = 7 = 17%
    - Mobile Icon Design - 3
    - Icon Library Development - 4
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## **Subject Title: Unit 8 - Final Project - Desktop Sites**

### **Modules:**

- Wireframing - 15 = 37%
  - Prototyping - 15 = 37%
  - Designs -10 = 25%
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## **Subject Title: Unit 9 - Final Project - Mobile Site**

### **Modules:**

- Motion Design - 10
  - Introduction to animation - 2

- Adobe After Effects - 6
    - Web Animations - 2
  - Wireframes - 10
  - Prototyping - 10
  - Designs - 10
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**Subject Title: Unit 10 - Professional Development**

**Modules:**

- Mock Interviews -10 = 25%
- Portfolio Prep -15 = 37%
  - Resume Building - 10
  - Online Presence - 5
- Presentations - 15 = 37%