

A large teal circle with a thin white border, centered on a white background. Inside the circle, the text "UI to UX Design" is written in a large, white, sans-serif font, and "lesson plan" is written below it in a smaller, white, italicized sans-serif font.

UI to UX

Design

lesson plan

Objectives

- To teach and make students understand the difference between UI and UX
- To understand how to do research to help create a UI design
- Work on a active UX design

What is the topic of the lesson?

To have students understand UI and UX, how to create a website or app and making sure that it is also active.

What do I want students to learn?

Students will learn how to create a website or app and making sure that it is also active.

What do I want them to understand and be able to do at the end of class?

Students will understand how to create a persona, sitemap, mood board. Students will also learn how to creative prototype

What do I want them to take away from this particular lesson?

Learn the difference between UI and UX. Learning what are sitemaps, prototypes, mood boards, and how to make them.

Teach students how to do research for certain user and understand the user's needs and desires. Creating prototypes and experimenting on the usage with individuals

Lesson Plan

Week 1:

1.1 Knowing what is UI and UX

- Defining User interface and User Experience
- What does UI /UX designers do
- What material you need in order to create an active website and app prototype

Materials:

The Difference Between UX and UI Design Finally Explained

<https://www.webdesign.org/the-difference-between-ux-and-ui-design-finally-explained.22527.html>

What's New in Photoshop for Web, UI/UX, and App Design

<https://www.youtube.com/watch?v=eoil5Qw3lLc>

1.2 Where to start on a project

- Brainstorming what to make a project out of and what does the student wants to accomplish
- Talking to different user and see what they need and want for the website or app
- Creating personas from the research they used

Material:

How to create personas

<https://knowledge.hubspot.com/contacts-user-guide-v2/how-to-create-personas>

Continue -->

UI to UX
Design

the lesson plan

Week 2:

2.1 Making a Prototype

Materials:

Web Design Tutorial: Getting Started with Wireframes

<https://www.codementor.io/design/tutorial/getting-started-with-wireframes>

Free sketch templates for web, mobile and tablet platforms

<http://www.interfacesketch.com/>

2.2 Testing prototype with different users

- *Asking user why they would or would not use the website or app*
- *Does it function simpler for all users?*

Week 3:

3.1 creating a mood board and Style Tile:

- Define what mood and location where typical user will

Materials:

16 great tools for creating mood boards

<http://www.creativebloq.com/graphic-design/16-great-tools-creating-mood-boards-91412793>

Web Design Tutorial: Getting Started with Wireframes

<https://www.codementor.io/design/tutorial/getting-started-with-wireframes>

Week 4:

4.1 Creating an active prototype

learn how to you Adobe XD and Power Point

Material:

Adobe Experience Design Basics (Adobe XD Tutorial #1)

<https://www.youtube.com/watch?v=gX6ugkc5gsY>

4.2 Test Prototype with difference Users

Week 5:

5.1 Finalize looks on prototype and conclude the class