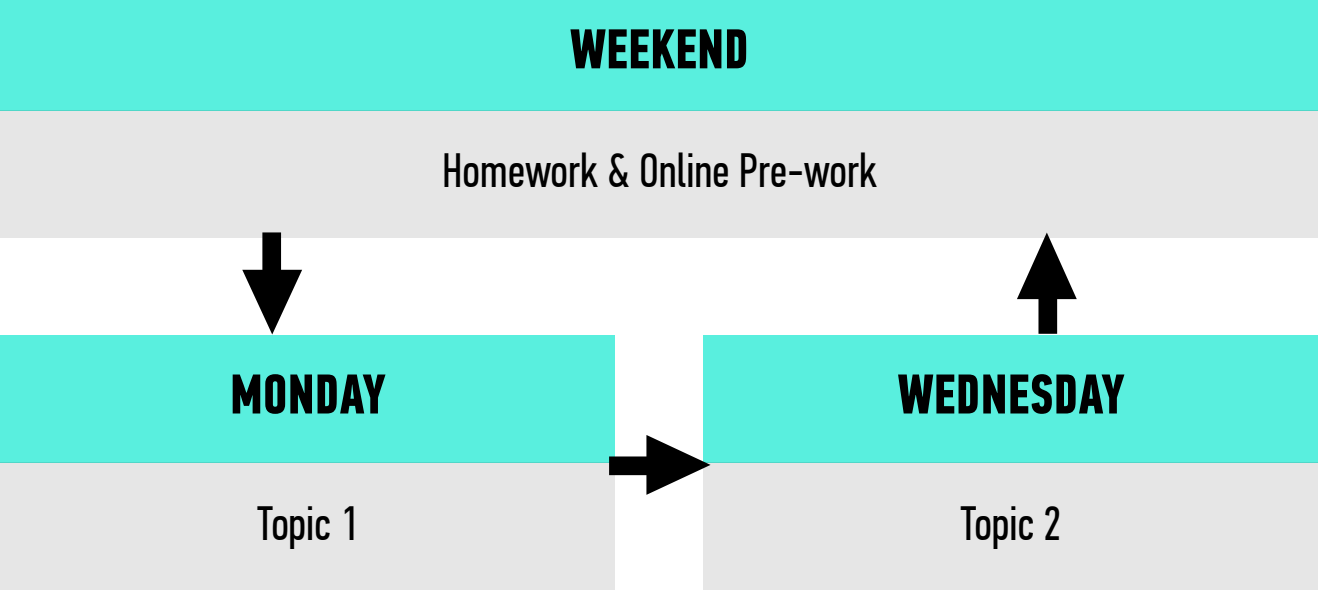


<div><div></div>DESIGN PROCESS</div> <div><div></div>RAPID PROTOTYPE</div> <div><div></div>HI-FI PROTOTYPE</div> <div><div></div>REFINE</div> <div><div></div>PRESENT</div>				
	PRE-WORK	DAY 1	DAY 2	DELIVERABLE
WEEK 1	N/A	Intro to UX and Dive into Design Process	Lo-fi prototypes, Feedback and Critique	Select Final Project Topic
WEEK 2	Conducting User and Competitive Research	User Research	Competitive Research	User Interviews and Competitive Analysis for Your Final Project
WEEK 3	Synthesizing Research, Personas, User Goals and User Flows	Synthesizing Research and Creating Personas	Defining User Goals, Problem Statements and User Flows	Problem Statement, Personas, and User Flow for Your Final Project
WEEK 4	Invision Prototyping, Project and Feature Requirements	Paper Prototyping and Usability Testing Basics	User Stories and Feature Prioritization	Paper Prototype, Feature Prioritization, and Final Project Proposal
WEEK 5	Information Architecture, Responsive/Native and Design Patterns	IA & Navigation	Responsive/Native Design and Design Patterns	Card Sorting, IA, and Key Screen Sketching
WEEK 6	Wire framing Tools & Visual Design	Wireframing	Visual Design Basics	Build wireframes and Use Visual Design Checklist
WEEK 7	Prototyping & Usability Testing	High Fidelity Prototyping	Advanced Usability Testing	Prototyping and Usability Testing for Final Project
WEEK 8	Onboarding and Behavior Change	Onboarding, Behavior Change	Workshop: Iterate and/or Additional Topics	Fill in the Conceptual Gaps, Add in Onboarding Experience
WEEK 9	N/A	UX Mini-Project	Presentations 1	Create a 5 Minute Presentation from Your Project Documents.
WEEK 10	Portfolios & Job Resources	Presentations 2	Next Steps/ Portfolios	Portfolios & Job Resources

WEEKLY FLOW



WEEKLY TIME COMMITMENT

PRE-WORK	1 hour
HOMEWORK	2-3 hours
TOTAL	3-4 hours

Weekly Online Pre-work

Each week students will be given online pre-work to do on Schoology. This pre-work is directly related to the in-class activities and should not be skipped.

Weekly Homework

There is one homework assignment per week. Each week's homework assignment will relate to the final project and build on the week before.

Class Time

This class is designed to be highly interactive in order to get students to be able to apply the concepts they're learning. In-class time is heavy on group activities, critique, and workshop time.