1. What is UX?

UX Design Overview

What is interaction design?
David Hogue
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What are UX and UI design?
Paul Trani
https://www.linkedin.com/learning/adobe-xd-for-designers/what-are-ux-and-ui-design

You're already a UX designer
Billy Hollis
https://www.linkedin.com/learning/ux-design-for-developers/you-re-already-a-ux-designer

Stage One: Research

UX Research and strategy
Chris Nodder
https://www.linkedin.com/learning/getting-started-in-user-experience/ux-research-and-strategy

Why is user experience research important?
Amanda Stockwell
https://www.linkedin.com/learning/ux-foundations-research/why-is-user-experience-research-important

UX research overview
Amanda Stockwell
https://www.linkedin.com/learning/ux-research-for-agile-teams/ux-research-overview

Stage Two: Conceptualize

What is card sorting?
Amanda Stockwell
https://www.linkedin.com/learning/ux-research-methods-card-sorting/what-is-card-sorting

What is a card sort?
Chris Nodder
https://www.linkedin.com/learning/ux-insights-weekly/what-is-a-card-sort

Sitemap and flow diagram
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-structure/sitemap-and-flow-diagram

Flow diagrams
Bill Shander
https://www.linkedin.com/learning/data-visualization-storytelling/flow-diagrams-2

Building a prototype
Chris Nodder
https://www.linkedin.com/learning/ux-design-6-paper-prototyping/building-a-prototype

Paper prototyping techniques
Diane Cronenwett
https://www.linkedin.com/learning/ux-foundations-prototyping-2/paper-prototyping-techniques

Stage Three: Design

What is a wireframe?
Chris Nodder
https://www.linkedin.com/learning/ux-insights-weekly/what-is-a-wireframe

Creating wireframes
Justin Putney
https://www.linkedin.com/learning/responsive-design-workflows/creating-wireframes

Rough out a digital sketch
Sue Jenkins
https://www.linkedin.com/learning/web-design-efficient-workflow/rough-out-a-digital-sketch

Preparing for digital prototyping
Diane Cronenwett
https://www.linkedin.com/learning/hands-on-mobile-prototyping-for-ux-designers/preparing-for-digital-prototyping

Choosing the right fidelity
Diane Cronenwett
https://www.linkedin.com/learning/ux-foundations-prototyping-2/choosing-the-right-fidelity

High-fidelity prototyping
Diane Cronenwett
https://www.linkedin.com/learning/ux-foundations-prototyping-2/high-fidelity-prototyping

Interactive click-through prototype
Tom Green
https://www.linkedin.com/learning/uxpin-for-ux-design/interactive-click-through-prototype

Stage Four: Test

Quick and simple user testing
Lauren Bacon
https://www.linkedin.com/learning/web-career-clinic/quick-and-simple-user-testing

User testing and rapid prototyping
Peni Acayo and Andy Schwanbeck
https://www.linkedin.com/learning/learning-design-research/user-testing-and-rapid-prototyping

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Usability testing
Amanda Stockwell
https://www.linkedin.com/learning/ux-foundations-research/usability-testing

Who does what?

User research
Cory Lebson
https://www.linkedin.com/learning/planning-a-career-in-user-experience/user-research

Learning Design Research
Peni Acayo and Andy Schwanbeck
https://www.linkedin.com/learning/learning-design-research/welcome

Transitioning from graphic design to UX/UI
Paul Trani
https://www.linkedin.com/learning/adobe-xd-for-designers/transitioning-from-graphic-design-to-ux-ui

Acessibility Matters

UX Foundations: Accessibilty
Derek Featherstone
https://www.linkedin.com/learning/ux-foundations-accessibility/welcome

UX Foundations: Interaction Design
David Hogue
https://www.linkedin.com/learning/ux-foundations-interaction-design/welcome

2. Research : So who will use it?

Make the business case

Creating a research plan: KWHL table
Peni Acayo and Andy Schwanbeck
https://www.linkedin.com/learning/learning-design-research/crafting-a-research-plan-kwhl-table

UX research and strategy
Chris Nodder
https://www.linkedin.com/learning/getting-started-in-user-experience/ux-research-and-strategy

Methodology overview
Amanda Stockwell
https://www.linkedin.com/learning/ux-foundations-research/methodology-overview

The role of the stakeholder

Working with primary and extended stakeholders
Cory Lebson
https://www.linkedin.com/learning/strategies-for-successful-ux-freelancers/working-with-primary-and-extended-stakeholders

Team communication (business, legal, and contract)
Brian Wood
https://www.linkedin.com/learning/freelance-ux-managing-projects/team-communication-business-legal-and-contract

What do we need to make this work?

Get data to analyze
Chris Nodder
https://www.linkedin.com/learning/ux-design-2-analyzing-user-data/get-data-to-analyze

Who do we need to build it?

Collaborative Design: Managing a Team
Lauren Bacon
https://www.linkedin.com/learning/collaborative-design-managing-a-team/welcome

Building a design team
Billy Hollis
https://www.linkedin.com/learning/ux-design-for-developers/building-a-design-team

Who will use it (Personnas)

Create a persona
Chris Nodder
https://www.linkedin.com/learning/ux-design-3-creating-personas/create-a-persona

What will they do (User Stories)

Levels of design: Flow
David Hogue
https://www.linkedin.com/learning/ux-foundations-interaction-design/levels-of-design-flow

How will they use it? (User scenarios)

Defining scenarios
Diane Cronenwett
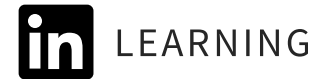https://www.linkedin.com/learning/interaction-design-projects-and-platforms/defining-scenarios-3

The benefits of scenarios and storyboards
Chris Nodder
https://www.linkedin.com/learning/ux-design-5-creating-scenarios-and-storyboards-2/the-benefits-of-scenarios-and-storyboards

How will they move through it? (User Flows)

What is UX mapping?
Amanda Stockwell
https://www.linkedin.com/learning/ux-deep-dive-mapping/what-is-ux-mapping

Building a journey map
Amanda Stockwell
https://www.linkedin.com/learning/ux-deep-dive-mapping/building-a-journey-map
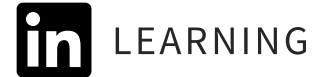
3. Conceptualize: So what does it look like?

Sketching your ideas

Sketching on paper
Sue Jenkins
https://www.linkedin.com/learning/web-design-efficient-workflow/sketching-on-paper

The design charette ideation techniques
Chris Nodder
https://www.linkedin.com/learning/ux-design-4-ideation/the-design-charrette-ideation-techniques

Ideation
Chris Nodder
https://www.linkedin.com/learning/design-thinking-understanding-the-process/ideation

Low-fidelity prototyping
Diane Cronenwett
https://www.linkedin.com/learning/ux-foundations-prototyping-2/low-fidelity-prototyping

Task Flow Diagrams

Overview of page-level elements
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-structure/overview-of-page-level-elements

Identifying key tasks and activities
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-flow/identifying-key-tasks-and-activities

The infamous white board

UX Design: 4 Ideation
Chris Nodder
https://www.linkedin.com/learning/ux-design-4-ideation

Get data to analyze
Chris Nodder
https://www.linkedin.com/learning/ux-design-2-analyzing-user-data/get-data-to-analyze

The Content Wireframe determines what goes where

Create a content wireframe
Tom Green
https://www.linkedin.com/learning/uxpin-for-ux-design-2/create-a-content-wireframe

Building the bones with wireframes

What is a wireframe?
Jason Osder
https://www.linkedin.com/learning/omnigraffle-6-for-ux-design/what-is-a-wireframe

Create a low-fidelity wireframe
Tom Green
https://www.linkedin.com/learning/uxpin-for-ux-design-2/create-a-low-fidelity-wireframe

Low-fidelity prototyping
Diane Cronenwett
https://www.linkedin.com/learning/ux-foundations-prototyping-2/low-fidelity-prototyping

Using UX and wireframing
Sue Jenkins
https://www.linkedin.com/learning/web-design-efficient-workflow/using-ux-and-wireframing

The role of paper prototypes

Paper prototyping
Chris Nodder
https://www.linkedin.com/learning/design-thinking-understanding-the-process/paper-prototyping

Paper prototyping
Diane Cronenwett
https://www.linkedin.com/learning/hands-on-mobile-prototyping-for-ux-designers/paper-prototyping

What is a low-fidelity prototype?
Chris Nodder
https://www.linkedin.com/learning/ux-insights-weekly/what-is-a-low-fidelity-prototype

Testing and iteration

Tips for user testing prototype interfaces
Chris Nodder
https://www.linkedin.com/learning/ux-design-6-paper-prototyping/tips-for-user-testing-prototype-interfaces

Show your prototypes to customers: Usability Test
Chris Nodder
https://www.linkedin.com/learning/design-thinking-implementing-the-process/show-your-prototypes-to-customers-usability-test

Feedback and iteration

Feedback in UX
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-design-patterns-as-building-blocks/feedback-in-ux

4. Design: Here is what it really looks like

The UI Designer's Role

What are UX and UI design?
Pault Trani
https://www.linkedin.com/learning/adobe-xd-for-designers/what-are-ux-and-ui-design

What is UI?
Emily Kay
https://www.linkedin.com/learning/prototyping-a-wordpress-project-in-adobe-xd/what-is-ui

UX workflow
Emily Kay
https://www.linkedin.com/learning/prototyping-a-wordpress-project-in-adobe-xd/ux-workflow

The Medium Fidelity Prototype

Choosing the right fidelity
Diane Cronenwett
https://www.linkedin.com/learning/ux-foundations-prototyping-2/choosing-the-right-fidelity

Low-fidelity prototyping
Diane Cronenwett
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Preparing for digital prototyping
Diane Cronenwett
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The Medium Fidelity Toolbox

The unique role of Photoshop in UX
Dennis Meyer
https://www.linkedin.com/learning/photoshop-for-ux-design/the-unique-role-of-photoshop-in-ux

Sketch is for everyone
Shauna Bybee
https://www.linkedin.com/learning/sketch-for-ux-design-2/sketch-is-for-everyone

Practical tools for every UX Designer
Drew Bridewell
https://www.linkedin.com/learning/practical-ux-weekly-season-one/practical-tools-for-every-ux-designer

Imaging: What's with all the X's?

How pixels can go wrong
Dennis Meyer
https://www.linkedin.com/learning/photoshop-for-ux-design/how-pixels-can-go-wrong

Export settings overview
Shauna Bybee
https://www.linkedin.com/learning/sketch-for-ux-design-2/export-settings-overview

The role of SVG

What are SVG files?
David Karlins
https://www.linkedin.com/learning/svg-graphics-for-the-web-with-illustrator/what-are-svg-files

Illustrator and UX design
Brian Wood
https://www.linkedin.com/learning/illustrator-for-ux-design/illustrator-and-ux-design

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Asset export
Brian Wood
https://www.linkedin.com/learning/illustrator-for-ux-design/asset-export

Export SVG files from Sketch
Chris Converse
https://www.linkedin.com/learning/sketch-creating-responsive-svg/export-svg-files-from-sketch

Copywriting: Words make all the difference

People scan; they don't read
Chris Nodder
https://www.linkedin.com/learning/learning-to-write-for-the-web/people-scan-they-don-t-read

People look for supporting evidence
Chris Nodder
https://www.linkedin.com/learning/learning-to-write-for-the-web/people-look-for-supporting-evidence

Feedback and Iteration

Feedback in UX
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-design-patterns-as-building-blocks/feedback-in-ux

Getting client and user feedback
Brian Wood
https://www.linkedin.com/learning/freelance-ux-managing-clients/getting-client-and-user-feedback

5. Design: The Design System

What is a Design System?

The Design system
Chris Nodder
https://www.linkedin.com/learning/ux-foundations-style-guides-and-design-systems/the-design-system

UX Foundations: Style Guides
Chris Nodder
https://www.linkedin.com/learning/the-crux-of-the-course-key-takeaways-from-linkedin-learning/ux-foundations-style-guides

What is a design system?
Demian Borba
https://www.linkedin.com/learning/creating-a-design-system-with-adobe-xd-2/what-is-a-design-system

Why design systems are important
Anne Grundhoefer
https://www.linkedin.com/learning/creating-a-design-system-with-sketch/why-design-systems-are-important

Use a UI kit to create a pixel-perfect design
Dennis Meyer
https://www.linkedin.com/learning/photoshop-for-ux-design/use-a-ui-kit-to-create-a-pixel-perfect-design-2

The role of typography

How legibility and readability differ
Ina Saltz
https://www.linkedin.com/learning/graphic-design-foundations-typography/how-legibility-and-readability-differ

Examining factors affecting legibility
Ina Saltz
https://www.linkedin.com/learning/graphic-design-foundations-typography/examining-factors-affecting-legibility

Typography and legibility
Diane Conenwett
https://www.linkedin.com/learning/interaction-design-interface/typography-and-legibility

People scan; they don't read
Chris Nodder
https://www.linkedin.com/learning/learning-to-write-for-the-web/people-scan-they-don-t-read

Fonts in UI kits
Brian Wood
https://www.linkedin.com/learning/adobe-xd-using-ui-kits/fonts-in-ui-kits

The role of color

Work with colors and typography
Emmanuel Henri
https://www.linkedin.com/learning/uxpin-developer-workflow/work-with-colors-and-typography

Add colors
Tom Green
https://www.linkedin.com/learning/developing-a-design-system-with-uxpin/add-colors

Power and importance of color
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-interface/the-power-and-importance-of-color

Icons and icon tools

Use icons
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-interface/use-icons

Using Design Patterns

What is a design pattern?
Diane Cronenwett
https://www.linkedin.com/learning/interaction-design-design-patterns-as-building-blocks/what-is-a-design-pattern

Design pattern library vs. style guides
Diane Conenwett
https://www.linkedin.com/learning/interaction-design-design-patterns-as-building-blocks/design-pattern-library-vs-style-guides

Imaging Tools and Screen Resolution

Image size and resolution
Deke McCelland
https://www.linkedin.com/learning/photoshop-cc-2018-one-on-one-fundamentals/image-size-and-resolution

Retina displays
Emily Kay
https://www.linkedin.com/learning/photoshop-for-web-design/retina-displays

Image types for the web
Emily Kay
https://www.linkedin.com/learning/photoshop-for-web-design/image-types-for-the-web

Export As
Emily Kay
https://www.linkedin.com/learning/photoshop-for-web-design/export-as

6. Prototyping and User Testing

An overview of prototyping

Prototyping interactions and transitions
Paul Trani
https://www.linkedin.com/learning/adobe-xd-for-designers/prototyping-interactions-and-transitions

Auto-Animate: Overview
Tom Green
https://www.linkedin.com/learning/learning-adobe-xd-2/overview

Using the share menu
Tom Green
https://www.linkedin.com/learning/uxpin-for-ux-design-2/using-the-share-menu

Choosing a prototyping tool

Learning Adobe XD
Tom Green
https://www.linkedin.com/learning/learning-adobe-xd-2/welcome

UXPin for UX design
Tom Green
https://www.linkedin.com/learning/uxpin-for-ux-design-2/uxpin-for-ux-design

InVision Essential Training: Studio
Drew Bridewell
https://www.linkedin.com/learning/invision-essential-training-studio/design-prototype-and-animate-all-with-invision-studio

The role of motion in a prototype

Microinteractions: Motion
David Hogue
https://www.linkedin.com/learning/ux-foundations-interaction-design/microinteractions-motion

Prototyping motion
Tom Green
https://www.linkedin.com/learning/after-effects-for-ux-design/prototyping-motion

Why prototype microinteractions

Defining microinteractions
David Hogue
https://www.linkedin.com/learning/ux-foundations-interaction-design/defining-microinteractions

Refining Microinteractions

After Effects for UX Design
Tom Green
https://www.linkedin.com/learning/after-effects-for-ux-design/welcome

An overview of User Testing

User testing and rapid prototyping
Peni Acayo and Andy Schwanbeck
https://www.linkedin.com/learning/learning-design-research/user-testing-and-rapid-prototyping

User testing
Emmanuel Henri
https://www.linkedin.com/learning/invision-for-ux-design/user-testing