



UX Fundamentals

Conclusion

transforming performance
through learning

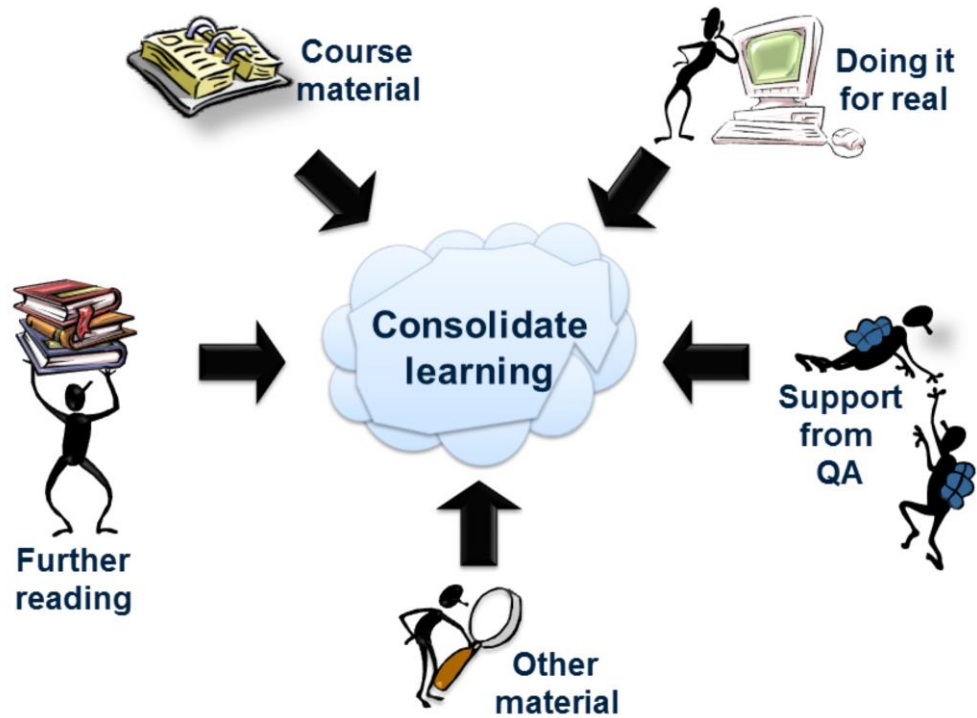
Chapter overview

- **Checking objectives**
- **References**
- **What next?**

Review aims and objectives

- **We hope by now you are able to:**
 - Understand the core concepts of UX, IA and Usability
 - Consider the basis of human psychology in system design
 - Understand a UX methodology (i.e. Five Plane Model)
 - Implement key UX research technique
 - Apply UCD data to system and process development
 - Validate and test experience in a UCD way

What Next?



Recommended Reading

- **Core Reading:**
 - The Elements of User Experience – Jesse James Garrett
 - The UX Book – Rex Hartson
- **Research Techniques:**
 - Card Sorting – Donna Spencer
 - Interviewing Users – Steve Portigal
 - Mental Models – Indi Young
 - Storytelling for the User Experience – Whitney Quesenbery
- **IA and Patterns**
 - A Practical Guide to Information Architecture – Donna Spencer
 - Mobile User Experience – Adrian Mendoza

Help from QA

- **Ever increasing range of courses**
 - Web development and design
 - UX – Designing for Devices
 - Responsive Web Development
- **Web site**
 - www.qa.com



In closing...

