Career Research Assignment Worksheet

1. Student Name: Mark Luber

2. Job Description: UX Designer

3. Salary: $73,000 - $110,000 However, the salary range can differ from $57,000 to $154,000 This wider range of pay is due to factors such as the type of degree you hold and experience levels. It appears as though individuals who have associate degrees generally earn less when initially starting out than those with bachelors degrees or masters degrees.

4. Working Conditions: UX designers usually work from either an office or studio, at a client's business, at a clients home, or from the comfort of their own home. These days working from home is becoming more popular and it's easy to do that as a UX designer because all you really need to work as a UX designer is a computer and desk. However, as a UX designer you my need to go out into the field to conduct user testing & research, perform surveys, or gather data. As a UX designer you may also have to travel from time to time. Collaboration with other co-workers including researchers, analysts, architects, testers, and other designers can also be a large part of your job as a UX designer. In terms of working hours you may be required to work anywhere from 37 - 60+ hours per week depending on the company your working for, the project your working on, and whether you work part-time or full-time.

5. Education Requirements: Usually you need at least an associate degree or higher in a subject that is relevant to UX design. These subjects include a wide range of topics/degrees to choose from: computer science, web development, mobile development, web programming, graphic design, media technology, visual design, software engineering, information architecture, interactive media design, and many more.

6. What classes would be helpful for success in this field?   Design or artistic based classes would definitely be helpful such as classes in: graphic design, user interface design, web & mobile design, adobe photoshop, adobe illustrator, flash, and regular art classes. Also more technical classes are important such as HTML 5, CSS, C++, JAVA, SQL, Objective-C, Javascript, jQuery, and classes in both front-end & back-end development.

7. Job Outlook: The UX Design field is diverse and it covers a broad spectrum of potential jobs. The job outlook is good for UX designers and the field is only growing as time goes on. This is due to the face that most individuals and companies alike are very reliant on technology because it solves problems and makes things easier and better for everyone. Additionally the job market for employment in the UX design field is expected to grow 17 percent from 2014 - 2024. This is fantastic for those looking to go into the field.

8. Overall Pros and Cons:

Pros:
Wide range of jobs to choose from
High demand for jobs in UX design
The work is creative
Ability to work on different things/projects
Great pay
Ability to find solutions and solve problems
You get to collaborate with other people

Cons:
Not many
For those who don't like to work with other people, having to collaborate with other people could potentially be a con (however I think collaboration is quite vital to the design process)
Be able to take constructive criticism (not really a con in my opinion)
Sometimes the results of a project, research, or design process can be ambiguous, confusing, or vague, things aren't always going to go perfectly (not really a con but something to note)

9. Advancement Opportunities: There are many opportunities to advance in the UX design field. This includes higher management positions such as director, lead, or senior positions. Senior positions include becoming a chief experience officer, becoming a principal UX designer, a UX researcher, UX consultant, UX writer or even UX engineer.

10. Why this job may fit you? This job would definitely be a good fit for me because I enjoy not only the problem solving aspect of UX Design, but also the more artistic, visual side such as graphic design. I've always enjoyed doing this type of stuff for years now. I really enjoy designing user interfaces for websites and mobile apps through the graphic design process, however, I also really enjoy creating websites and mobile apps by programming in HTML5 and Objective-C. I'm also fascinated with and a firm believer in UCD - user centered design. I have experience with HTML 5, CSS, Objective-C, C, C++, JAVA, SQL, and graphic design with Photoshop. Once I complete my associates degree I really hope to get a job in the UX design field or a similar field! I'm looking forward to a career in this field!

References:
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