

User Experience Design

# Learning Objectives

This lesson provides instruction to help you demonstrate:

**Competency 4021.2.1: UX Design Processes**

Establishes Timeframes: The learner establishes timeframes for user experience projects based on business requirements.

**Competency 4021.2.3: Usability Testing**

Conducts Usability Testing: The learner conducts formal and informal usability testing as part of application design prototyping.

## Learning Objectives

Consider the following learning objectives as you move through the lesson:

- Identify internal and external users.
- Identify the needs of the stakeholders.
- Plan to recruit a representative sample from personal profiles for the usability test.

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