Section Introduction

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Let's get started by learning more about UX projects and the research we need to do before beginning these projects. You will also explore the various instruments we use to conduct this research, and why it's important to know what the 'other guys' are doing.

This section covers the following competencies:

Competency 4021.2.1: UX Design Processes
Establishes Timeframes: The learner establishes timeframes for user experience projects based on business requirements.

Competency 4021.2.2: UX Design Tools & Techniques
Designs Wireframes and Prototypes: The learner designs application wireframes and prototypes using industry standard tools and techniques.

Competency 4021.2.3: Usability Testing
Conducts Usability Testing: The learner conducts formal and informal usability testing as part of application design prototyping.

Lessons

You'll work through the following five lessons:

- Lesson 1 - Processes and Projects

- Lesson 2 - Research and Evaluation Tools

- Lesson 3 - Design Tools and Techniques

- Lesson 4 - Planning, Conducting, and Analyzing a Usability Test

- Lesson 5 - Competitor Benchmarking

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