

VIETNAM NATIONAL UNIVERSITY,
HO CHI MINH CITY

UNIVERSITY OF SCIENCE
FACULTY OF INFORMATION TECHNOLOGY

Massive Open Online Courses (MOOCs) Report

CSC10004 – DATA STRUCTURES AND ALGORITHMS

Ngo Nguyen The Khoa – 23127065 – 23CLC09

May 20, 2024

Contents

1	Student's information	2
2	Courses' information	3
2.1	Foundations of User Experience (UX) Design	4
2.2	Start the UX Design Process: Empathize, Define, and Ideate	6
2.3	Build Wireframes and Low-Fidelity Prototypes	8
2.4	Conduct UX Research and Test Early Concepts	10
2.5	Create High-Fidelity Designs and Prototypes in Figma	12
2.6	Build Dynamic User Interfaces (UI) for Websites	14
2.7	Design a User Experience for Social Good & Prepare for Jobs . . .	16

1 Student's information

- **Name:** Ngo Nguyen The Khoa
- **Student ID:** 23127065
- **Class:** 23CLC09
- **Email:** nntkhoa23@clc.fitus.edu.vn

2 Courses' information

- Google UX Design Professional Certificate has 7 course series ([more info](#)).
- The finish date of each course is shown as below



Figure 1: Course Finish Date

- The date I enrolled each course is shown in the following table (export from Coursera):

ENROLLMENT INFORMATION

Course Name	Enrollment Date	Paid Y/N	Grade Achieved
Create High-Fidelity Designs and Prototypes in Figma	2024-06-08	N	89.86
Build Wireframes and Low-Fidelity Prototypes	2024-05-14	N	92.58
Build Dynamic User Interfaces (UI) for Websites	2024-07-06	N	90.00
Design a User Experience for Social Good & Prepare for Jobs	2024-07-24	N	92.85
Conduct UX Research and Test Early Concepts	2024-05-29	N	94.38
Start the UX Design Process: Empathize, Define, and Ideate	2024-04-04	N	88.75
Foundations of User Experience (UX) Design	2024-03-14	N	95.56

Coursera Data Release - successful Hộp thư đến x

Coursera <no-reply@t.mail.coursera.org> 15:05 (7 giờ trước) ☆ ☹ ↶ ⋮

coursera

USER INFORMATION

Email: trieuvanbd123@gmail.com
Name: Ngo Nguyen The Khoa
Country: VN
Gender: N/A
Date of birth: N/A
Last Access IP: 192.168.1.100
Browser Language: N/A
Account created: 2021-11-07
Account last login: 2024-08-10

PAYMENT INFORMATION

Product Type	Payment Date	Payment amount (in USD)	Was this refunded? Y/N
N/A	N/A	N/A	N/A

(a) Enrollment Information P1

(b) Enrollment Information P2

Figure 2: Enrollment Information

2.1 Course 1 – Foundations of User Experience (UX) Design

Information

- **Course Name:** Foundations of User Experience (UX) Design
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** March 14, 2024
- **Finished on:** April 4, 2024
- **Grade Achieved:** 95.56%

Certificate



Figure 3: Course 1 Certificate

Visit the online certificate for more info [here](#)

Summary

What I have learned after completing this course:

- Identify common job responsibilities of entry-level UX designers and other teams I might work with.
- Understand foundational concepts in UX design, such as user-centered design, the design process, accessibility, and equity-focused design.

- Explain why design sprints are an important and useful part of a UX designer's work.

Details

Module 1: Introducing User Experience Design

- I have been introduced to the world of UX and the factors that contribute to great user experience design. I have understand the job of a UX designer and teams that UX designers often work with.
- I have also got to know more about the expectations of the Google UX Design Certificate.

Module 2: Thinking like a UX Designer

- I have been introduced to user-centered design and one of the design frameworks that UX designers use on the job.
- I have also learnt about design best practices, including the importance of inclusive design and accessibility when designing.
- In addition, I have learnt how to think across platforms to design seamless user experiences.

Module 3: Joining design sprints

- I have explored the world of design sprints, including the phases of a design sprint and how to plan and participate in one.
- I have also learn about retrospectives, which is a way to constructively reflect on a design sprint and identify areas of improvement to implement next time.

Module 4: Integrating research into the design process

- I have explored the role of research in the design process to help me better understand and empathize with users.
- I have also learnt about the benefits and drawbacks of common UX research methods.
- And, I have identified and accounted for biases that can arise when conducting research.

2.2 Course 2 – Start the UX Design Process: Empathize, Define, and Ideate

Information

- **Course Name:** Start the UX Design Process: Empathize, Define, and Ideate
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** April 4, 2024
- **Finished on:** April 30, 2024
- **Grade Achieved:** 88.75%

Certificate



Figure 4: Course 2 Certificate

Visit the online certificate for more info [here](#)

Summary

What I have learned after completing this course:

- Empathize with users to understand their needs and pain points.
- Develop problem statements to define user needs.

- Generate ideas for possible solutions to user problems.

Details

Module 1: Empathizing with users and defining pain points

- I have thought through the needs of my potential users to build empathy maps and create personas. These hands-on activities helped me understand user perspectives and pain points.

Module 2: Creating user stories and user journey maps

- I have continued to empathize with users of the mobile app and crafted user stories and develop user journey maps.
- I have also learnt about the importance of considering accessibility when empathizing with users.

Module 3: Defining user problems

- I have moved from the empathize phase into the define phase of the design process.
- To define the problem my designs will solve, I have built a problem statement, a hypothesis statement, and a value proposition.
- In addition, I have explored how psychology and human factors influence design.

Module 4: Ideating design solutions

- I have considered everything I've learnt about the users I'm designing for and the problems they're facing in order to brainstorm ideas for design solutions.

2.3 Course 3 – Build Wireframes and Low-Fidelity Prototypes

Information

- **Course Name:** Build Wireframes and Low-Fidelity Prototypes
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** May 14, 2024
- **Finished on:** May 29, 2024
- **Grade Achieved:** 92.58%

Certificate



Figure 5: Course 3 Certificate

Visit the online certificate for more info [here](https://coursera.org/verify/CB39V5303ALU)

Summary

What I have learned after completing this course:

- Create storyboards to come up with ideas about solutions to user needs.
- Create wireframes on paper and digitally in the design tool Figma.
- Build paper prototypes to create interactive designs.

- Design low-fidelity prototypes in Figma.

Details

Module 1: Storyboarding and wireframing

- I have learnt how to use research findings to inform ideation during the design process.
- I have created two types of storyboards: big picture and close-up.
- I have drawn my first wireframes, and explored the benefits of wireframing.

Module 2: Creating paper and digital wireframes

- I have learnt Figma about how to best use their tool.
- I have applied Gestalt Principles, like similarity, proximity, and common region, to my wireframes.

Module 3: Building low-fidelity prototypes

- I have transitioned to a digital low-fidelity prototype in Figma.
- I have explored ways to recognize potential bias in my designs and learnt how to avoid deceptive patterns.

2.4 Course 4 – Conduct UX Research and Test Early Concepts

Information

- **Course Name:** Conduct UX Research and Test Early Concepts
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** May 29, 2024
- **Finished on:** June 8, 2024
- **Grade Achieved:** 94.38%

Certificate



Figure 6: Course 4 Certificate

Visit the online certificate for more info [here](https://coursera.org/verify/UJR29HCKGUEZ)

Summary

What I have learned after completing this course:

- Plan and conduct moderated and unmoderated usability studies.
- Synthesize observations from usability studies and come up with insights.
- Share research methodology and insights using persuasive presentation skills.

- Modify low-fidelity designs based on research insights.

Details

Module 1: Planning UX research studies

- I have learnt how to plan a UX research study.
- I have explored each of mentioned seven elements in detail, and I have created my own research plan to test the designs I developed in the previous course (Course 3).
- I have also learnt how to respect user privacy and data when conducting UX research.

Module 2: Conducting research with usability studies

- I have conducted a usability study, which is a research method that assesses how easy it is for participants to complete core tasks in a design.
- I have also explored how to reduce bias and be inclusive when conducting usability studies.
- I have taken notes while observing participants in a usability study.

Module 3: Analyzing and synthesizing research results

- I have analyzed and synthesized all of the feedback from my research.
- I have gathered data and observations in one place, organized the data using an affinity diagram, found themes, and come up with actionable insights.

Module 4: Sharing research insights for better designs

- I have learnt techniques for presenting insights to various audiences, and improved my presentation skills to grab my audience's attention.
- I have iterated on my designs, which means making revisions to create new-and-improved designs, based on insights from my research.

2.5 Course 5 – Create High-Fidelity Designs and Prototypes in Figma

Information

- **Course Name:** Create High-Fidelity Designs and Prototypes in Figma
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** June 8, 2024
- **Finished on:** July 6, 2024
- **Grade Achieved:** 89.86%

Certificate



Figure 7: Course 5 Certificate

Visit the online certificate for more info [here](https://coursera.org/verify/BOV73K9KNCW)

Summary

What I have learned after completing this course:

- Build mockups and high-fidelity prototypes in the design tool Figma.
- Define and apply common visual design elements and principles.

- Demonstrate how design systems can be used to organize, standardize, and enhance designs.
- Understand the role of design critique sessions and feedback while iterating on designs.

Details

Module 1: Starting to create mockups

- I have used visual design elements, like typography, color, and iconography to create mockups.
- I have applied visual design learnings to build on the mobile app designs I've been working on throughout the certificate program.

Module 2: Applying visual design principles to mockups

- I have used visual design principles to refine mockups and emphasis to guide users to the most important parts of a page.
- I have applied hierarchy, scale, and proportion to organize the elements on each page of my app.
- I have revisited Gestalt Principles, like similarity, proximity, and common region, to help users interpret my designs easily.

Module 3: Exploring design systems

- I have known the parts of a design system, as well as the benefits of using a design system.
- I have examined various companies' design systems, and had an opportunity to use them in my own mockups.
- I have also learnt how to use and create sticker sheets in Figma.

Module 4: Creating high-fidelity prototypes

- I have turned my mockups into a prototype that's ready for testing.
- I have explored two new concepts, gestures and motion, which can help enrich the user experience and increase the usability of prototypes.

Module 5: Testing and iterating on designs

- I have conducted a usability study to test my high-fidelity prototype of a mobile app and learnt how to hand off designs to engineers for production.
- I have analyzed the feedback I received to come up with actionable insights and iterate on my designs.
- I have turned everything I learnt about user research, ideation, wireframes, designs, and prototypes into a case study for my professional UX portfolio.

2.6 Course 6 – Build Dynamic User Interfaces (UI) for Websites

Information

- **Course Name:** Build Dynamic User Interfaces (UI) for Websites
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** July 6, 2024
- **Finished on:** July 29, 2024
- **Grade Achieved:** 90.00%

Course is done

Module 4 Challenge: Document design work and search for jobs

coach

Ready to review what you've learned before taking the quiz? I'm here to help.

[Help me practice](#) [Let's chat](#)

☒ Submit your assignment [Try again](#)


Due Jul 29, 11:59 PM +07 Attempts 3 every 24 hours

☒ Receive grade

To Pass 80% or higher

Your grade **85%** [View Feedback](#)

We keep your highest score

 Build Dynamic User Interfaces (UI) for Websites
Google


Course Material

- ☒ Module 1
- ☒ Module 2
- ☒ Module 3
- ☒ Module 4

Reset deadlines [How it works](#)

You've successfully completed the course! To access up-to-date cc deadlines.

[Reset my deadlines](#)

 Congratulations on completing your course!

You've completed the Build Dynamic User Interfaces (skills you learned, you may find these courses helpful



 UX Design Fundamentals  Visual E

Figure 8: Course 6 - Done

Summary

What I have learned after completing this course:

- Apply each step of the UX design thinking framework (empathize, define, ideate, prototype, test) to create a dynamic website.
- Plan information architecture and sitemaps for website designs.
- Apply common layouts for web pages.
- Complete a design project and include it in your professional UX portfolio.

Details

Module 1: Plan a responsive website

- I have completed the empathize and define phases.

Module 2: Create and test prototypes

- I have learnt how to build a low-fidelity prototype.
- I have made changes to my low-fidelity designs based on insights from my research.

Module 3: Participating in design critique sections

- I have explored common website layouts, and created paper wireframes.
- I have known a few elements and components that are commonly used in responsive website design.
- I have updated and refined my wireframes to enhance accessibility.

Module 4: Document design work and search for jobs

- I have learnt how to prepare and handoff designs to engineers, who will build the final product.
- I have also added a case study to my professional UX portfolio featuring my responsive website designs.
- I have learnt tips and tricks to scan job postings, and created a compelling resume that highlights my new UX skills.

2.7 Course 7 – Design a User Experience for Social Good & Prepare for Jobs

Information

- **Course Name:** Design a User Experience for Social Good & Prepare for Jobs
- **Instructor:** Google Career Certificates
- **Level:** Beginner
- **Enrolled on:** July 24, 2024
- **Finished on:** August 16, 2024
- **Grade Achieved:** 92.85%

Course is done

Weekly Challenge 3

[Review Learning Objectives](#)

coach

Ready to review what you've learned before taking the quiz? I'm here to help.

✦ Help me practice

✦ Let's chat

✓ Submit your assignment

[Try again](#)

Due Aug 16, 11:59 PM +07 Attempts 3 every 24 hours

✓ Receive grade

To Pass 80% or higher

Your grade

97.50%

[View Feedback](#)

We keep your highest score



Design a User Experience for
Social Good & Prepare for Jobs
Google

✓ Course Material

✓ Module 1

✓ Module 2

✓ Module 3



Congratulations on completing your course!

You've completed the Design a User Experience for Social Good & Prepare for Jobs course. Based on the skills you learned, you may find these



[Attract and Engage Customers with Digital Marketing](#)

Google

★★★★★

Rate this course

Figure 9: Course 7 - Done

Summary

What I have learned after completing this course:

- Apply each step of the UX design thinking framework (empathize, define, ideate, prototype, test) to create a project focused on social good.
- Build wireframes, mockups, and low-fidelity and high-fidelity prototypes for a dedicated mobile app and a responsive website.
- Prepare to successfully interview for an entry-level UX design job.
- Determine if freelance design work is a good career fit.

Details

Module 1: Design for social good and strengthen your portfolio

- I have designed a dedicated mobile app and a responsive website focused on social good that showcases everything I've learned in the program.

Module 2: Build a professional presence

- I have created a portfolio to showcase my upcoming work.
- I have also learnt about the importance of having a personal brand and building an online presence.

Module 3: Finding a UX job

- I have made final adjustments to my portfolio to ensure it's ready to share in job applications.
- I have examined the UX design interview process and develop strategies to succeed in various types of interview.