



UWP 110: DESIGNING THE USER EXPERIENCE

Spring 2022 | TR 12:10-1:30

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User Experience (UX) design is about people, not technology. The goal is to design artifacts that allow the users to meet their needs in the most effective, efficient, and satisfying manner.

In this course, we will examine various UX design approaches that can be used for the creation of websites, mobile devices, and other technologies. Through readings, activities, and projects, we will investigate how UX

professionals conduct ethnographic research to learn about their audience, convey those findings to their clients, design wireframes, develop prototypes, ensure accessibility, and

validate designs through testing. The best way to learn how to do UX is to *do* UX, so this class will be a project-based course. Students will work in development teams for the entire quarter.