

Art311 Intro to UX Syllabus 2025

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CLASS SUPPLIES:

1. Pencil case
2. 3M Sticky pads (Red, Green, Yellow)
3. 3 Black Sharpies
4. Dry Erase markers
5. Painters tape
6. Composition Book
7. ChatGPT App - mobile
8. The Design of Everyday Things – Don Norman

AUGUST

WEEK 1

Topic: Intro to UX Design – Class Exercise: Purchase airline tickets. What is a UX designer?
Review UX job descriptions to get an understanding of the criteria for UX jobs and salary ranges.
Intro Triple Diamond Process. Review syllabus and class expectations.

Book: Purchase The Design of Everyday Things – Don Norman
Purchase class supplies

SEPTEMBER

WEEK 2

Topic: Class exercise: Pizza App and Whole Foods field trip. Problem Solving and understanding the end user through Journey Maps.

Weekly Assignment: Expand on class exercise (Mobile screen samples, Journey Map, sketch workflow)

Book: Chpt. 1

WEEK 3

Topic: Triple Diamond Process – Discover. Design Thinking/Strategy methodologies and practices. Introduce various types of personas and why they are important to product design. Class project discussion.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Book: Chpt. 2
Project: SMP1 – Research
Special Video Guest: Zoom video (subject to availability)

WEEK 4 | Design

Topic: Triple Diamond Process – Define. UX design methods to product design. Understanding why user stories are critical to application design. Class project discussion.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Book: Chpt. 3

Homework: SMP1 – Create workflows

WEEK 5 | Evaluate

Topic: Triple Diamond Process – Design. User testing and validation of concepts and designs with end users. Learn about the various types of user testing processes and tools. //Class project discussion.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Book: Chpt. 4

Homework: SMP1 – Create pencil wireframes

OCTOBER

WEEK 6 | Develop

Topic: Triple Diamond Process – Align. Discuss the development lifecycle for producing applications. Introduce prototyping: Low vs. High – fidelity. Introduction to paper, Figma, coded prototypes. Class project discussion.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Book: Chpt. 5

Homework: SMP1 – Create wireframes

Figma: Figma for beginners: Explore Ideas tutorial

Special Video Guest: Zoom video (subject to availability)

WEEK 7 | Monitor

Topic: Triple Diamond Process – Build. Review how companies create new enhancements and features. Usability and Validation. How to find participants and conduct usability testing on concepts. Present SMP1 to class

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Book: Chpt. 6

Homework: SMP1 – Project review

Figma: Figma for beginners: Create Designs tutorial

WEEK 8

Topic: Present SMP 1 to class. Discuss SMP2 project and expectations.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Book: Chpt. 7

Homework: SMP2 – Design Strategy/Planning/Research

Figma: Figma for beginners: Create Designs tutorial

WEEK 9

Topic: Wireframes and Prototyping – Traditional methods

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Homework: SMP2 – Wireframes

Figma: Figma for Beginners: Prepare for Handoff tutorial
Special Video Guest: Zoom video (subject to availability)

WEEK 10

Topic: Figma Wireframes & Prototyping – AI methods

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Homework: SMP2 – Wireframes

Figma: Figma for education: Learning Auto Layout

NOVEMBER

WEEK 11

Topic: Figma Wireframes & Prototyping – AI methods cont.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Homework: SMP2 – Prototype

Figma: Figma for education: Animation Basics

WEEK 12

Topic: Story boarding and SMP2 review and progress to completion.

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples

Homework: SMP2 – User Testing Validation

Figma: Figma for education: Prototyping 101

WEEK 13

Topic: SMP2 Class Review

Weekly Assignment: Expand on class exercise (Users, Mobile screen samples, Updated sketch workflow)

Figma Weekly Journal: Collect 3 examples
Homework: SMP2 Final Prep

WEEK 14

Topic: Make up class (TBD)

DECEMBER

WEEK 15

Topic: SMP2 Presentation R1

WEEK 16

Topic: SMP2 Presentation R2