

User Experience (UX) Design Training for Successful Software Development Course Outline

Module 1: Defining UX Design

- Creating a design process
- Choosing tools for rich and lean UX processes
- Building a UX/UI toolbox

Module 2: Crafting Personas and Scenarios

Recognising the user

- Exploring the reality of the user
- Assessing what the audience values
- Deriving the critical details that drive the UX design
- Prioritising your personas

Writing scenarios

- Characteristics of a useful scenario
- Assessing the user's mental model
- Identifying the user's gratification point

Establishing context

- Stepping back to look at the complete experience
- Creating a scenario from the task and the context
- Recognising the nature of the mobile UX

Architecting UI structure

- Categorising to develop labelling systems
- Drafting the conceptual design

Testing your architecture

- Enriching your information artefacts
- Specifying the navigation map
- Integrating search and browse

Module 3: Creating a Static Design

Leveraging the modelling process

- Creating the conceptual model
- Generating options for the initial design
- Distinguishing between low-fidelity and high-fidelity mock-ups

Dealing with complex tasks

- Constructing complex interactions
- Guiding users with feedback and feedforward
- Making complex information accessible
- Leveraging location cueing in the UI design
- Applying the three-step error handling pattern

Module 4: Shaping the Interactive Experience

Integrating UX design patterns

- Applying the three perspectives: interactive, emotional, environmental
- Selecting UX design patterns based on user expectations and interaction vocabulary
- Guiding users with feedback and feedforward

Assembling a low-fidelity model

- The role of sketches, wireframes and storyboards

- Implementing the sketch
- Building wireframes with key components of the interface
- Documenting decisions to deliver stakeholder value

Module 5: Designing for Mobile Devices

Addressing the mobile context

- Integrating the features of the mobile experience into a genuinely mobile design
- Fashioning tasks in the mobile context

Developing a mobile design

- Adjusting for the impact of ubiquity and pervasiveness
- Taking advantage of options in mobilising applications

Module 6: Generating a Dynamic Model

Prototyping your UI

- Working with prototypes
- Uniting usability, human factors, and stakeholder needs
- Applying the three perspectives to generate the initial design
- Writing interaction scripts to identify UX barriers

Developing a high-fidelity design

- Composing the interactive experience
- Implementing embedded and supplemental navigation

Module 7: Refining the Design through Testing

Preparing for testing

- The role of usability testing in refining the UX design
- Preparing for usability tests based on goals

Performing usability tests

- Conducting tests that provide concrete direction
- Analysing the results to revise the design