User Experience Design (UXD)

UXD 6100. UX Innovation. 3 Hours.
This course offers an in-depth introduction to the methodologies, techniques, and tools for conducting user experience research. Students will use design thinking methodologies to gather user data, analyze behaviors and opinions, and implement actionable insights for design improvements. Course Learning Outcomes (CLOs): 1. Understand and apply various UX research methodologies. 2. Demonstrate proficiency in gathering and analyzing user data. 3. Identify appropriate methods for conducting user tests and interviews. 4. Develop actionable insights to improve design and user experience. Prerequisites: Admission to the Masters program. FA.

UXD 6140. Cultural and Global Perspectives in UX. 3 Hours.
This course delves into the complexities of designing for global users by examining cultural, social, and regional factors influencing user behavior and expectations. Students will gain practical experience conducting cross-cultural usability tests, researching international design principles, and implementing globally-minded UX strategies. CLOs: 1. Recognize how culture and social norms shape user expectations and behavior. 2. Plan and execute usability tests that account for cultural differences. 3. Create design prototypes that are culturally sensitive and globally adaptable. 4. Incorporate ethical and inclusive practices in global UX design. Prerequisites: Admission to Masters program. FA.

UXD 6180. UX Methods. 3 Hours.
This course provides an in-depth exploration of industry-standard tools and methodologies for UX design. Students will gain hands-on experience in wireframing, prototyping, and employing analytics tools to make data-driven design decisions. The course emphasizes practical application and includes regular feedback loops for iterative design improvement. **COURSE LEARNING OUTCOMES (CLO)s** 1. Mastering industry-standard tools to create wireframes and prototypes that effectively communicate design concepts. 2. Gain the skills to employ analytics tools for collecting, interpreting, and applying user data to inform design decisions. 3. Implement feedback loops to continually refine and improve designs based on user interactions and data. 4. Learn to generate comprehensive UX documentation, such as user flows and design specifications, using relevant software platforms. Prerequisite: Admission to Masters program. FA.

UXD 6200. Advanced Interaction Design. 3 Hours.
Explore advanced interaction design techniques, focusing on creating sophisticated interfaces and intricate user flows that enhance user engagement and satisfaction. Complex UX problem solving resulting in simpler, intuitive solutions. **COURSE LEARNING OUTCOMES (CLOs)** 1. Design user flows and interactions. 2. Apply advanced principles of visual design in UI. 3. Evaluate the impact of design decisions on user engagement. 4. Create interactive prototypes that emulate the final product experience. Prerequisite: Successful completion of all UXD 6100 courses. SP.

UXD 6240. Tech Entrepreneurship. 3 Hours.
This course focuses on fostering entrepreneurial mindset and skills, with a particular emphasis on applying UX principles to start-up environments. **COURSE LEARNING OUTCOMES (CLOs): 1. Understand the fundamentals of entrepreneurship. 2. Apply UX principles in the context of start-up culture. 3. Develop a business plan incorporating UX strategy. 4. Analyze market demands for UX design within emerging industries. Prerequisite: Enrolled in Masters Program and has completed all of the UXD 6100 series courses. SP.

UXD 6280. Advanced User Interface. 3 Hours.
Building on previous coursework, this advanced course focuses on cutting-edge UI design principles, emphasizing aesthetics, functionality, and user-centric design. *COURSE LEARNING OUTCOMES (CLOs)* 1. Apply advanced UI design principles to digital products. 2. Create visually stunning interfaces that prioritize user needs. 3. Understand and implement UI design patterns. 4. Evaluate the success of a UI design through usability testing. Prerequisite: Admission to the Master's program and completion of all UXD 6100 series courses. SP.

UXD 6300. Multi-Platform UX Design. 3 Hours.
This course covers the design principles and best practices specific to web and mobile platforms, preparing students for a multi-platform design environment. **COURSE LEARNING OUTCOMES (CLOs)** 1. Understand the constraints and opportunities of web and mobile platforms. 2. Design responsive interfaces that work across multiple devices. 3. Apply platform-specific guidelines in UX design. 4. Optimize user flows for web and mobile experiences. Prerequisite: Enrolled in the Masters UXD Program and have completed all of the UXD 6200 level courses. SU.

UXD 6340. Advanced User Experience. 3 Hours.
An advanced course that synthesizes all the skills and knowledge acquired throughout the program, focusing on creating end-to-end user experiences that are both meaningful and effective. **COURSE LEARNING OUTCOMES (CLOs)** 1. Integrate research, HCI principles, and design thinking in UX projects. 2. Develop comprehensive UX strategies for complex digital products. 3. Implement advanced analytics and feedback loops. 4. Create a portfolio showcasing a range of UX skills and projects. Prerequisite: Enrolled in Masters Program and completed all UXD 6200 courses.

UXD 6600. Capstone I. 3 Hours.
This foundational course serves as the first part of a two-course capstone sequence. Students will initiate their capstone projects by applying the UX design skills and methodologies acquired throughout the program. The course focuses on project planning, initial prototyping, and design documentation. Students will present their preliminary work to a panel of faculty and industry experts for initial feedback. **COURSE LEARNING OUTCOMES (CLOs)** 1. Apply UX design skills to plan and initiate a capstone project relevant to industry needs. 2. Work in multidisciplinary teams to outline project objectives, scope, and initial deliverables. 3. Create initial wireframes, prototypes, or other design artifacts relevant to the project's objectives. 4. Present preliminary project designs and plans to a panel for initial critique and guidance. Prerequisite: Must be enrolled in Masters Program and have completed the UXD 6200 series courses.

UXD 6650. Capstone II. 3 Hours.
This final course in the sequence builds upon the foundational work done in Capstone I. Students will refine, test, and finalize their capstone projects, culminating in a polished presentation to an expanded panel of faculty, industry experts, and peers. Additional emphasis will be placed on evaluation metrics, user testing, and professional-level presentation skills. **COURSE LEARNING OUTCOMES (CLOs) 1. Apply iterative design processes to refine and finalize the capstone project based on user testing and feedback. 2. Conduct usability testing to gather qualitative and quantitative data and implement changes based on findings. 3. Create a portfolio-ready presentation of the capstone project, including case studies, design decisions, and evaluations. 4. Effectively communicate the project's objectives, processes, and outcomes to a diverse panel, incorporating best public speaking and presentation practices. Prerequisites: Must be enrolled in the Masters Program and must have completed UXD 6600.