

SYLLABUS
PART I
EDISON STATE COMMUNITY COLLEGE
IMD 225S USER EXPERIENCE DESIGN
3 CREDIT HOURS

COURSE DESCRIPTION

Fundamentals of designing, prototyping, previewing, and sharing user experiences/interfaces for various media using appropriate software. Creating and importing graphics, adding images and text, organizing content, and using effects, repeat grids, and responsive resize techniques as they relate to user experiences will also be explored. Prerequisite: IMD 121S. Lab fee.

COURSE GOALS

The student will:

Bloom's Level		Program Outcomes
3	1. Demonstrate a technical understanding of the use of appropriate software in designing, prototyping, previewing, and sharing user experiences.	4, 5, 6
3	2. Apply the principles of effective design to user interfaces.	3, 5, 6
5	3. Create, import, and organize content for use in user interfaces.	3, 5, 6, 7
5	4. Create and preview prototypes to visualize the navigation between screens using appropriate software.	3, 5, 6
5	5. Design and develop a user experience design for inclusion in a portfolio.	5, 6, 9
5	6. Critique, analyze, and discuss own work, the work of peers, and the work of other web designers.	2, 4, 8

CORE VALUES

The Core Values are a set of principles that guide Edison State in creating its educational programs and environment. They will be reflected in every aspect of the College. Students' educational experiences will incorporate the Core Values at all levels, so that a student who completes a degree program at Edison State will not only have been introduced to each value, but will have had them reinforced and refined at every opportunity.

TOPIC OUTLINE

1. Getting Started with User Experience Design
2. Setting Up a Project
3. Creating and Importing Graphics
4. Adding Images and Text
5. Organizing Content
6. Working with Assets and Libraries
7. Using Effects, Repeat Grids, and Responsive Resize
8. Creating a Prototype
9. Previewing a Prototype
10. Sharing Documents, Prototypes, and Design Specs
11. Exporting and Integration