

## **COURSE OUTLINE**

### **UX/UI Fundamentals**

#### **Course Description**

ID 113. UX/UI Fundamentals. 3 credit hours. Prerequisite: ID 101 with a C or better.

This course will enable the student to explain and use the principles of User Experience Design and User Interface Design. The student will utilize Adobe XD and other software to demonstrate the processes, design, and creation of effective and current UX/UI instances and the creation of assets for that purpose.

#### **Required Materials**

For complete material(s) information, refer to <https://bookstore.butlercc.edu>

Subscription to Adobe Creative Cloud. Butler Community College is an Adobe Creative Campus and all students can download the Adobe Creative Cloud for free and use it while enrolled at Butler. Please see the External Software Page in the introductory module in Canvas.

Portable storage device (portable hard drive recommended)

Earbuds/headphones for lab use

#### **Butler-Assessed Outcomes**

The intention is for the student to be able to do the following:

1. Communicate principles related to UX/UI design.
2. Demonstrate competent use of UX/UI principles.
3. Plan, build and publish professional-quality UX/UI assets and projects.

#### **Learning PACT Skills that will be developed and documented in this course**

Through involvement in this course, the student will develop ability in the following PACT skill area(s):

##### **Technology Skills**

- Discipline-specific technology-Through the selection and application of software and hardware to projects, the student will develop animation skills

#### **Major Summative Assessment Task(s)**

These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:

1. Creating a portfolio of UX/UI designs and assets.

#### **Skills or Competencies**

These actions are essential to achieve the course outcomes:

1. Describe UX/UI concepts.

2. Implement UX/UI design in many platforms.
3. Demonstrate effective, efficient use of Adobe XD

## **Learning Units**

- I. UX and UI
  - A. Definitions
  - B. Theory
  - C. Best practices
  - D. Industry standards
- II. Wireframe
  - A. Plan the process
  - B. Design and develop
- III. Adobe XD introduction
- IV. Projects
  - A. Creating a new project
  - B. Saving and revisions
  - C. Collaboration
- V. Content creation
  - A. Images and text
  - B. Creating graphics
  - C. Organization
- VI. Assets and libraries
  - A. Effects
  - B. Grids
  - C. Custom and stock assets
- VII. Prototypes
  - A. Processes
  - B. Sharing
- VIII. Export and delivery

## **Learning Activities**

Learning activities will be assigned to assist the student in achieving the intended learning outcomes through lectures, class discussions, team research, individual research, readings, viewing tutorials and study material, quizzes, tests, and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

**Grade Determination**

The student will be graded on the learning activities and assessment tasks. Grade determinations may include the following: class participation, projects, team and individual participation, research assignments, quizzes, tests, and other methods of evaluation at the discretion of the instructor.