Introduction to User eXperience, Part 1 of 2: Design

Meet the expert: David Kelley is a Silverlight MVP with over 10 years of experience building Targeted Customer eXperiences. He is currently the Principal User eXperience Architect for [wire] stone specializing in touch experiences such as digital price tags and Silverlight-based kiosks for retail. David publishes a blog called Hacking Silverlight and helps to run the Seattle Silverlight User Group and Interact Seattle, Seattle's Designer Developer Interaction Group.

Prerequisites: This course assumes that students have some programming and a background in building user interfaces on the Microsoft platform.

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Course description: Basic principles of UX (User Experience) design as applied to UI (User Interface) design and Microsoft tools including everything from basic wireframing, UX design in the abstract, how to write a user story and Information Architecture. The UX design course also covers what makes a good UX design team, from the roles of each member to design inspiration.

Course outline:

Introduction
- Introduction
- User eXperience or UX
- User eXperience Design is not
- Typography
- What is Typography
- Sample UI
- User eXperience Design is not
- More Sample UIs
- User eXperience Design is not
- User eXperience Design is
- ROI
- Discoverability
- The User
- Involving the Users
- Wire Frame Example
- Summary

Build a Wire Frame
- Introduction
- Demo: Expression Blend
- Demo: Building a Wire Frame
- Demo: A Simple Wire Frame
- Demo: More Customization
- Involving The Users
- ROI
- Why Software Fails
- ROI a scenario
- Involving The Users
- Summary

Abstract
- Introduction
- UX Design in the Abstract
- Ideas from things like
- UX Design in the Abstract
- Phase 1: Requirements
- That Demographic
- Phase 2: Our Persona: Hanna
- Phase 3: The Story
- Writing Your Stories
- Writing this Story
- User Story
- Information Architecture
- The User Study - Set 1
- The User Study - Set 2
- The User Study - Set 3
- The User Study - Set 4
- Understanding the Results
- Summary

UX Team
- Introduction
- The UX Team
- Roles inside our UX Team
- The Role of the Designer
- The Role of the Developer
- The Role of the IA
- The Role of the Integrator
- The Role of the Manager
- The Role of the Persona
- The Role of the Sponsor
- Taxonomical Taxonomy
- Team Dynamics and Communication
- As Seen By Each Other
- The Composite Team
- Composite Team Anti-Patterns
- UX Design Implementation
- UX Design Inspiration
- Yes but... Mood boards?
- Summary