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