Introduction to User eXperience, Part 2 of 2: Design Tools

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: In this course you will learn about the full spectrum of UX design and working with UX inside a variety of tools and techniques and more importantly focus on understanding the principles of UX design as applies to software applications.

Course outline:

Paint
• Introduction
• Mood Boards to Programming
• Design World Tools
• Demo: Paint.NET
• Demo: Layers
• Demo: Tools
• Demo: Magic Wand
• Demo: History & Tools
• Demo: Color Picker Tool
• Demo: Menus
• Demo: Saving
• Summary

Balsamiq Blend
• Introduction
• Balsamiq
• Demo: Control Types
• Demo: Containers
• Demo: Toolbar
• Demo: Expression Blend Primer
• Demo: Design Surface
• Demo: Layout properties
• Demo: Transforms
• Demo: Copying Styles
• Summary
• Introduction
• Glueing Adobe and Microsoft
• Best Practices Design
  Deliverables
• Demo: Expression Blend
• Demo: Selection Browser

• Demo: Split View
• Summary

Where Do We Go From Here?
• Introduction
• Where do we go from here?
• Back to the mood board
• The UX Design and QA...
• On Designing
• Examples
• Summary

Creative Process
• Introduction
• The Creative Process
• Understanding Emotions
• Using Behavior Response
• Emotional Experience Build
• Robert Pluchiks Emotional
  Wheel
• Emotional Experience Build
• Usability Design vs Emotional
• A Scientific Approach to IA
• How do we do it?
• Getting Feedback
• A/B Testing
• Application Heat Maps
• Decomposing Results
• Applying to the Design
• Design Addiction
• The Design Process
• The UX Process
• Summary