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

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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