

USER EXPERIENCE DESIGN (UXD)

UXD 20001 INTRODUCTION TO USER EXPERIENCE DESIGN 3 Credit Hours

Students explore the context within which User Experience Design exists and the fundamental research that explains human behavior and how that research informs design decisions. Students are also introduced to the basic design processes and deliverables employed by UXD professionals.

Prerequisite: Advertising, communication studies, digital media production, digital sciences, journalism, photography, public relations, user experience design or visual communication design major or minor.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 40101 INFORMATION ARCHITECTURE 3 Credit Hours

Introduction to the fundamental concepts and practices of information architecture (IA). Students develop practical skills for comparing, analyzing, critiquing and design of IA. Major topics include organization, navigation, labeling and search systems for web and mobile architectures.

Prerequisite: UXD 20001; and user experience design minor.

Schedule Type: Laboratory, Lecture, Combined Lecture and Lab

Contact Hours: 2 lecture, 2 lab

Grade Mode: Standard Letter

UXD 40104 USABILITY 3 Credit Hours

Provides a conceptual and practical overview of the processes and methods of usability testing such as development of test protocols, goals, facilitation, analysis and reporting of results. Actual usability tests are performed, using quantitative and qualitative methods and employing emerging software tools to facilitate data collection and analysis.

Prerequisite: UXD 20001; and user experience design minor.

Schedule Type: Laboratory, Lecture, Combined Lecture and Lab

Contact Hours: 2 lecture, 2 lab

Grade Mode: Standard Letter

UXD 41095 SPECIAL TOPICS IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Topics could include current or emerging issues in user experience design. Topics will be announced in schedule of classes. Offered irregularly as resources and opportunities permit.

Prerequisite: None.

Schedule Type: Lecture

Contact Hours: 1-3 lecture

Grade Mode: Standard Letter

UXD 41096 INDIVIDUAL INVESTIGATION IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Research or individual investigation in areas not covered in the existing curriculum for baccalaureate level students at or above the junior level.

Prerequisite: Special approval.

Schedule Type: Individual Investigation

Contact Hours: 3-9 other

Grade Mode: Standard Letter-IP

UXD 60001 USER EXPERIENCE DESIGN PRINCIPLES AND CONCEPTS 3 Credit Hours

(Slashed with UXD 80001) Students explore the context in which User Experience Design exists and the various methods employed by designers in various fields related to design research, the generation of ideas and implementation of designs. Students are introduced to methods of design evaluation and to the conceptual framework of the related curricula.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60002 USER EXPERIENCE DESIGN IN PRACTICE 3 Credit Hours

Students learn and employ methods for engaging in creative problem solving. Introduce students to design research methods and current research on human behavior as it applies to user experience design. A core set of design deliverables are examined. Students begin to develop individual portfolio materials.

Prerequisite: Graduate standing.

Pre/corequisite: UXD 60001.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60101 INFORMATION ARCHITECTURE I 3 Credit Hours

(Slashed with UXD 80101) Introduction to the fundamental concepts and practices of information architecture (IA). Students develop practical skills for comparing, analyzing, critiquing and designing information architectures. Major topics include organization, navigation, labeling, search and other core IA concepts. Students learn to create blueprints, wireframes, process flows and other documents used to communicate an information architecture design.

Prerequisite: UXD 60001 and UXD 60002 with a minimum C grade; and graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60102 PRINCIPLES OF INTERACTION 3 Credit Hours

This course provides students with an overview of interaction design principles and concepts. It is divided into five modules.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60103 RESEARCHING THE USER EXPERIENCE I 3 Credit Hours

(Slashed with UXD 80103) Design research seeks to understand user needs, goals and tasks. Deals with research methods for human-centered design of information-rich artifacts and experiences. Covers interviews, surveys, diary studies and other methods applicable to the formative stages of the design process. Students learn to distill research findings into audience segments, user profiles, personas, scenarios and other documents that model user behavior.

Prerequisite: UXD 60001 and UXD 60002 with a minimum C grade; and graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60104 USABILITY I 3 Credit Hours

(Slashed with UXD 80104) Provides a conceptual and practical overview of the processes and methods of usability testing, such as Think Aloud protocols, performance measurements and eye-tracking analysis. Actual usability testing is performed, using quantitative and qualitative methods and employing current and emerging software tools to facilitate data collection and analysis.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60106 CONTENT STRATEGY I 3 Credit Hours

(Slashed with UXD 80106) Introduces the field of content strategy and its relationship to user experience design. Includes history and practices of content strategy, how to analyze user needs for content, the production of written materials related to content strategy and content audits and governance models. This course is the conceptual basis behind content strategy.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60111 INFORMATION ARCHITECTURE II 3 Credit Hours

(Slashed with UXD 80111) This course will cover current topics in architecting for a changing web environment. Conceptual and technical aspects of Web 2.0 and Rich Internet Applications (RIA) have created the need for different types of design deliverables and usability considerations. In order to understand how to architect for Web 2.0, we must come to an understanding of what it is and how it works at least at a basic level. In addition, design tools to aid information architects are becoming more advanced and can aid IAs, making them more effective and efficient. These tools will be covered in depth.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Pre/corequisite: UXD 60101.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60112 INTERACTION IN PRACTICE 3 Credit Hours

This course provides students with experience planning, designing and prototyping interactions. Students will learn common interaction design (IxD) methodologies, what is expected of interaction designers, and what deliverables a designer typically provides. Students will practice interaction design by specifying content organization, hierarchy and user journeys for a mobile application in wireframe form. Students will create a functional prototype, building in the basic functionality needed for navigation and process funnels. Finally, students will test their prototypes formally.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Pre/corequisite: UXD 60102.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60113 RESEARCHING USER EXPERIENCE II 3 Credit Hours

(Slashed with UXD 80113) In order to design and develop effective user interfaces, task analysis process and theory are explored and applied via principles drawn from anthropology, ethnography, cognitive psychology, document and instruction systems design and market research. Practical techniques and methodologies are presented to improve interface design through all phases of the design process.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Pre/corequisite: UXD 60103.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60114 USABILITY II 3 Credit Hours

(Slashed with UXD 80114) Provides students with an understanding of qualitative and quantitative research methods appropriate for conducting advanced studies of human interaction with computers. In addition, students learn how to evaluate, purchase, implement and operate equipment for usability labs in a manner consistent with research methods.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Pre/corequisite: UXD 60104.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60117 USER EXPERIENCE DESIGN LEADERSHIP 3 Credit Hours

As User Experience Design professionals are increasingly sought out not only to solve specific experience problems but also for business strategies, this course will teach students business terms and principles to become viable leaders within their organizations. Students will learn business concepts like market forces, business models innovation and design, basic accounting and finance, and how to interact with their colleagues as leaders.

Prerequisite: UXD 60001 and UXD 60002; and graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60118 ACCESSIBILITY EVALUATION AND UNIVERSAL DESIGN 3 Credit Hours

This course will provide user experience researchers and designers with the skills to evaluate software and hardware for accessibility, as well as an understanding of the principles of universal design and how they guide and influence the design of digital experiences.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 60691 SEMINAR IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Advanced research by students who are qualified to examine problems of certain special areas related to concentrations of study in user experience design.

Prerequisite: Graduate standing.

Schedule Type: Seminar

Contact Hours: 1-3 other

Grade Mode: Standard Letter

UXD 60693 VARIABLE TITLE WORKSHOP IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Intensive examination of special topics of interest to those involved in user experience design. Maximum number of workshop credits for the MS-UXD major is 4 semester hours.

Prerequisite: Graduate standing.

Schedule Type: Workshop

Contact Hours: 1-3 other

Grade Mode: Satisfactory/Unsatisfactory

UXD 60792 ELECTIVE INTERNSHIP IN USER EXPERIENCE DESIGN 2-3 Credit Hours

Supervised work experience in user experience design of a professional nature of not less than 100 clock hours (for 2 credit hours) or 150 clock hours (for 3 credit hours) with directed readings and preparation of a paper.

Prerequisite: Graduate standing; and special approval.

Schedule Type: Practical Experience

Contact Hours: 6-9 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 61095 SPECIAL TOPICS IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Offered irregularly as resources and or opportunities permit. Topics could include current or emerging issues in user experience design.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 1-3 lecture

Grade Mode: Standard Letter

UXD 61096 INDIVIDUAL INVESTIGATION IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Research or individual investigation in areas not covered by the existing curriculum for master's level students. Maximum 6 credit towards the user experience design major within the master of science degree.

Prerequisite: Graduate standing; and special approval.

Schedule Type: Individual Investigation

Contact Hours: 3-9 other

Grade Mode: Standard Letter-IP

UXD 66080 PROFESSIONAL PORTFOLIO DESIGN AND ASSESSMENT 3 Credit Hours

Students complete the assembly and evaluation of their work throughout the User Experience Design program in the form of a professional portfolio that will be used in efforts to gain employment or freelance work. Evaluation is done through critique by User Experience Design faculty and by peers.

Prerequisite: LIS 60636, UXD 60001, UXD 60002, UXD 60101, UXD 60104, UXD 60106; and a minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 66092 MASTER'S INTERNSHIP IN USER EXPERIENCE DESIGN 3 Credit Hours

Supervised work experience of an advanced professional nature that concentrates on developing skills in areas of user experience design and integrates their knowledge from all UXD courses and experiences. Students must have completed a minimum of 30 credit hours towards the user experience design major prior to registration.

Prerequisite: LIS 60636, UXD 60001, UXD 60002, UXD 60101, UXD 60103, UXD 60104 and UXD 60106; and minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Practical Experience

Contact Hours: 9 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 66098 MASTERS PROJECT IN USER EXPERIENCE DESIGN 3 Credit Hours

Provides a means for the application of the knowledge, research and competencies learned through study in user experience design to the development of an information system, product, setting or service. Cumulative GPA of 3.000 is required prior to enrolling in the course. Students must have completed 30 credit hours towards the MS-UXDE program prior to registration.

Prerequisite: LIS 60636, UXD 60001, UXD 60002, UXD 60101, UXD 60103, UXD 60104 and UXD 60106; and minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Master's Project

Contact Hours: 3 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 66198 MASTER'S RESEARCH PAPER IN USER EXPERIENCE DESIGN 3 Credit Hours

Under the advisement of a faculty member, students will complete a research paper that serves as a culminating experience for the M.S.-UXD degree. Students must have completed 30 credit hours towards the MS-UXDE program prior to registration.

Prerequisite: LIS 60636, UXD 60001, UXD 60002, UXD 60101, UXD 60103, UXD 60106; and minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Master's Project

Contact Hours: 3 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 66199 THESIS I 2-6 Credit Hours

Thesis students must register for a total of 6 hours, 2 to 6 hours in a single semester distributed over several semesters if desired. Students must have completed 30 credit hours towards the MS-UXDE program prior to registration.

Prerequisite: LIS 60636, UXD 60001, UXD 60002, UXD 60101, UXD 60103, UXD 60104 and UXD 60106; a minimum 3.000 overall GPA; and graduate standing.

Schedule Type: Masters Thesis

Contact Hours: 2-6 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 66299 THESIS II 2 Credit Hours

Thesis students must continue registration each semester until all degree requirements are met.

Prerequisite: UXD 66199; and graduate standing; and special approval.

Schedule Type: Masters Thesis

Contact Hours: 2 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UXD 80001 USER EXPERIENCE DESIGN PRINCIPLES AND CONCEPTS 3 Credit Hours

(Slashed with UXD 60120) Students explore the context in which User Experience Design exists and the various methods employed by designers in various fields related to design research, the generation of ideas and implementation of designs. Students are introduced to methods of design evaluation and to the conceptual framework of the related curricula.

Prerequisite: Doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80002 USER EXPERIENCE DESIGN IN PRACTICE 3 Credit Hours

(Slashed with UXD 60002) Students learn and employ methods for engaging in creative problem solving. Introduce students to design research methods and current research on human behavior as it applies to user experience design. A core set of design deliverables are examined. Students begin to develop individual portfolio materials.

Prerequisite: UXD 80001 with a minimum C grade; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80101 INFORMATION ARCHITECTURE I 3 Credit Hours

(Slashed with UXD 60101) Introduction to the fundamental concepts and practices of information architecture (IA). Students develop practical skills for comparing, analyzing, critiquing and designing information architectures. Major topics include organization, navigation, labeling, search and other core IA concepts. Students learn to create blueprints, wireframes, process flows and other documents used to communicate an information architecture design.

Prerequisite: UXD 80001 and UXD 80002 with a minimum C grade; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80103 RESEARCHING THE USER EXPERIENCE I 3 Credit Hours

(Slashed with UXD 60103) Design research seeks to understand user needs, goals and tasks. Deals with research methods for human-centered design of information-rich artifacts and experiences. Covers interviews, surveys, diary studies and other methods applicable to the formative stages of the design process. Students learn to distill research findings into audience segments, user profiles, personas, scenarios and other documents that model user behavior.

Prerequisite: UXD 80001 and UXD 80002 with a minimum C grade; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80104 USABILITY I 3 Credit Hours

(Slashed with UXD 60104) Provides a conceptual and practical overview of the processes and methods of usability testing, such as Think Aloud protocols, performance measurements and eye-tracking analysis. Actual usability testing is performed, using quantitative and qualitative methods and employing current and emerging software tools to facilitate data collection and analysis.

Prerequisite: UXD 80001 and UXD 80002; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80106 CONTENT STRATEGY I 3 Credit Hours

(Slashed with UXD 60106) Introduces the field of content strategy and its relationship to user experience design. Includes history and practices of content strategy, how to analyze user needs for content, the production of written materials related to content strategy, and content audits and governance models. This course is the conceptual basis behind content strategy.

Prerequisite: UXD 80001; and UXD 80002; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80111 INFORMATION ARCHITECTURE II 3 Credit Hours

(Slashed with UXD 60111) Web site design from emerging directions, such as the separation of content from presentation, with e.g., the use of Cascading Style Sheets (CSS) for formatting web-based documents. The course includes considerations of making web sites compliant with federal regulations or other standards and validation for various markup guidelines.

Prerequisite: Minimum C grade in UXD 80001, UXD 80002 and UXD 80101; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80113 RESEARCHING THE USER EXPERIENCE II 3 Credit Hours

(Slashed with UXD 60113) In order to design and develop effective user interfaces, task analysis process and theory are explored and applied via principles drawn from anthropology, ethnography, cognitive psychology, document and instruction systems design and market research. Practical techniques and methodologies are presented to improve interface design through all phases of the design process.

Prerequisite: Minimum C grade in UXD 80001, UXD 80002 and UXD 80103; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80114 USABILITY II 3 Credit Hours

(Slashed with UXD 60114) Provides students with an understanding of qualitative and quantitative research methods appropriate for conducting advanced studies of human interaction with computers. In addition, students learn how to evaluate, purchase, implement and operate equipment for usability labs in a manner consistent with research methods.

Prerequisite: UXD 80001, UXD 80002 and UXD 80104; and doctoral standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UXD 80691 SEMINAR IN USER EXPERIENCE DESIGN 1-3 Credit Hours

(Repeatable for credit) Advanced research by students who are qualified to examine problems of certain special areas related to concentrations of study in user experience design.

Prerequisite: Doctoral standing.

Schedule Type: Seminar

Contact Hours: 1-3 other

Grade Mode: Standard Letter

UXD 81095 SPECIAL TOPICS IN USER EXPERIENCE DESIGN 1-3

Credit Hours

(Repeatable for credit) Offered irregularly as resources and or opportunities permit. Topics could include current or emerging issues in user experience design.

Prerequisite: Doctoral standing.

Schedule Type: Lecture

Contact Hours: 1-3 lecture

Grade Mode: Standard Letter

UXD 81096 INDIVIDUAL INVESTIGATION IN USER EXPERIENCE DESIGN 1-3 Credit Hours

Research or individual investigation for doctoral level students.

Prerequisite: Doctoral standing; and special approval.

Schedule Type: Individual Investigation

Contact Hours: 3-9 other

Grade Mode: Standard Letter-IP