

USER EXPERIENCE (UX)

UX 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: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 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: Graduate standing.

Pre/corequisite: UX 60102.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60117 USER EXPERIENCE LEADERSHIP 3 Credit Hours

The importance of user-centered design to organizational success is increasing, and user experience professionals are moving into higher level roles within their organizations. This course will teach UX professionals about leadership, followership, the ethics of design and how to become an effective leader within an organization.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60501 INTRODUCTION TO USER EXPERIENCE 3 Credit Hours

This course provides a comprehensive overview of User Experience (UX) from various perspectives, including the origins of UX as a professional discipline, the goals and values of UX within organizations, and elements of UX practice. It further introduces roles and contributions of specialization areas within UX, as well as the principles of user experience design. Students will develop and document their professional development goals.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60502 USER EXPERIENCE PROCESSES AND PRACTICE 3 Credit Hours

Students engage in a structured walkthrough of the major goals, responsibilities, and elements of User Experience (UX) in an agile environment. This course introduces important models of iterative design processes and the professional practices of research, design, prototyping, testing and team communication. Students will explore personal goals for specialization in UX.

Prerequisite: Graduate standing.

Pre/corequisite: UX 60501.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60503 FUNDAMENTALS OF INTERACTION DESIGN 3 Credit Hours

This course offers students a comprehensive understanding of interaction design principles and their practical implementation. It covers the concept of prototyping, enabling students to create their own prototypes, and refine them based on peer feedback.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60504 ACCESSIBILITY AND UNIVERSAL DESIGN 3 Credit Hours

This course will provide user experience researchers and designers with the skills to evaluate technology 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

UX 60511 INFORMATION ARCHITECTURE FUNDAMENTALS 3 Credit Hours

Introduction to the fundamental concepts of information architecture (IA) and underlying cognitive processes of concept structure and information categorization. Students develop practical skills for content analysis and the design and evaluation of information architectures. Major topics include organization, navigation, labeling and design for finding.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60521 DATA-DRIVEN INTERACTION FUNDAMENTALS 3 Credit Hours

Recent technological advances, particularly in machine learning (ML) and artificial intelligence (AI), have ushered in a new era of data-driven interactions between users and technology. This course is designed to prepare students for UX careers in these data-driven environments by providing a fundamental understanding of data, databases, ML, and AI. Students will explore the future of user experience shaped by ML and AI and discuss the ethical dimensions of this evolution, including issues of fairness, accountability and transparency.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60531 DISCOVERY RESEARCH FUNDAMENTALS 3 Credit Hours

In order to design a successful user experience, UX professionals seek to discover users' needs, goals and tasks. This course covers discovery research methods such as interviews, surveys, diary studies and other methods applicable to the formative stages of the design process.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60541 USER EXPERIENCE EVALUATION FUNDAMENTALS 3 Credit Hours

Evaluating prototypes and products is a critical component of user experience design. This course covers qualitative and quantitative evaluation methods, such as heuristic evaluation, cognitive walkthrough, usability testing, A/B testing and experimental design. Students will learn how to choose evaluation methods, how to conduct them and how to communicate the results of evaluations.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 3 lecture

Grade Mode: Standard Letter

UX 60691 SEMINAR IN USER EXPERIENCE 1-3 Credit Hours

(Repeatable for credit) (Slashed with UX 80691) Advanced research by students who are qualified to examine problems of certain special areas in user experience.

Prerequisite: Graduate standing.

Schedule Type: Seminar

Contact Hours: 1-3 other

Grade Mode: Standard Letter

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

(Repeatable for credit) Intensive examination of special topics of interest to those involved in user experience.

Prerequisite: Graduate standing.

Schedule Type: Workshop

Contact Hours: 1-3 other

Grade Mode: Satisfactory/Unsatisfactory

UX 60792 ELECTIVE INTERNSHIP IN USER EXPERIENCE 2-3 Credit Hours

(Repeatable for credit) 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).

Prerequisite: Graduate standing; and special approval.

Schedule Type: Practical Experience

Contact Hours: 6.33-10 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UX 61095 SPECIAL TOPICS IN USER EXPERIENCE 1-3 Credit Hours

(Repeatable for credit) (Slashed with UX 81095) Offered irregularly as resources and or opportunities permit. Topics could include current or emerging issues in user experience.

Prerequisite: Graduate standing.

Schedule Type: Lecture

Contact Hours: 1-3 lecture

Grade Mode: Standard Letter

UX 61096 INDIVIDUAL INVESTIGATION IN USER EXPERIENCE 1-3 Credit Hours

(Repeatable for credit). Individual investigation in areas not covered by the existing curriculum for master's level students.

Prerequisite: Graduate standing; and special approval.

Schedule Type: Individual Investigation

Contact Hours: 3-9 other

Grade Mode: Standard Letter-IP

UX 66080 PROFESSIONAL PORTFOLIO DEVELOPMENT 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: UX 60504; 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

UX 66092 MASTER'S INTERNSHIP IN USER EXPERIENCE 3 Credit Hours

Supervised work experience of an advanced professional nature that concentrates on developing skills in areas of user experience and integrates their knowledge from all UX courses and experiences.

Prerequisite: UX 60501, UX 60502, UX 60503 and UX 60504; 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

UX 66099 MASTERS PROJECT IN USER EXPERIENCE 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.

Prerequisite: UX 60501 and UX 60502 and UX 60503 and UX 60504; and minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Project or Capstone

Contact Hours: 3 other

Grade Mode: Satisfactory/Unsatisfactory-IP

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

Under the advisement of a faculty member, students will complete a research paper that serves as a culminating experience for the User Experience master's degree.

Prerequisite: UX 60501 and UX 60502 and UX 60503 and UX 60504; and minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Research

Contact Hours: 9 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UX 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.

Prerequisite: UX 60501 and UX 60502 and UX 60503 and UX 60504; and a minimum 3.000 overall GPA; and graduate standing; and special approval.

Schedule Type: Masters Thesis

Contact Hours: 6-18 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UX 66299 THESIS II 2 Credit Hours

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

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

Schedule Type: Masters Thesis

Contact Hours: 6 other

Grade Mode: Satisfactory/Unsatisfactory-IP

UX 80691 SEMINAR IN USER EXPERIENCE 1-3 Credit Hours

(Repeatable for credit) (Slashed with UX 60691) Advanced research by students who are qualified to examine problems of certain special areas in user experience.

Prerequisite: Doctoral standing.

Schedule Type: Seminar

Contact Hours: 1-3 other

Grade Mode: Standard Letter

UX 81095 SPECIAL TOPICS IN USER EXPERIENCE 1-3 Credit Hours

(Repeatable for credit) (Slashed with UX 61095) Offered irregularly as resources and or opportunities permit. Topics could include current or emerging issues in user experience.

Prerequisite: Doctoral standing.

Schedule Type: Lecture

Contact Hours: 1-3 lecture

Grade Mode: Standard Letter

UX 81096 INDIVIDUAL INVESTIGATION IN USER EXPERIENCE 1-3**Credit Hours**

(Repeatable for credit). Research or individual investigation in areas not covered by the existing curriculum for doctoral level students.

Deliverables determined with instructor of record.

Prerequisite: Doctoral standing; and special approval.

Schedule Type: Individual Investigation

Contact Hours: 3-9 other

Grade Mode: Standard Letter-IP