

# UX Design Foundations

This UX class will provide an overview of the key concepts of user experience (UX) design. Class material will be a mix of lecture, discussion, industry examples, and classroom activities. You'll leave the class with a broad understanding of how UX designers work with other team members, fundamentals of the industry, and how designers move from research insights to design concepts.

Group classes in NYC and onsite training is available for this course. For more information, email [hello@nobledesktop.com](mailto:hello@nobledesktop.com) or visit: <https://www.nobledesktop.com/classes/ux-design-foundations>



[hello@nobledesktop.com](mailto:hello@nobledesktop.com) • [\(212\) 226-4149](tel:(212)226-4149)

## Course Outline

### What is UX Design?

- UX Design vs. UI Design
- UX Design Principles

### Disciplines in UX Design

### Common UX Design Tools

### What is UX Research?

- Iterative Design Process
- Research Methods

### Product Requirements & Problem Definition

- User Needs vs. Business Needs
- Business Constraints
- What is an MVP?

### What are UX Deliverables/Artifacts?

- Market Research
- Competitive Analysis

- Analytics
- Stakeholder Interviews
- User Interviews
- Surveys

## Product Requirements

- What do users need to accomplish and what features support these goals?
- How do time, budget, and resources affect what we are building?

## Information Architecture + Navigation

### Organizing Content

- Sitemap
- Taxonomy
- Content Inventory
- User Flows

## Wireframing & Prototyping

### Sketching

- How do we turn ideas into designs?
- Focus on testing assumptions before moving to high-fidelity deliverables
- If the ideas don't work on paper, they won't work in high-fidelity digital

### Wireframing

- Define the structure, hierarchy, and scale of the interface
- What level of fidelity is appropriate?
- Creating an interface language or methodology
- What are some common programs used to create wireframes?

### Prototyping

- What are the different types of prototypes and when is each used?
- What does a prototype accomplish?
- How do we test our prototypes

## Usability Testing

- What are the different types of usability testing and when is each used?
- What does user feedback tell us and how does we incorporate it?

## UX Design Documentation

## Presenting UX Design Research