

Hello!



Intro to User Experience Design

What You'll Be Saying...



I can make recommendations for improving a user's experience.

I can use sketching as a tool to generate and communicate ideas.

I understand what a UX designer does every day, the skills they need, and the tools they use.

I can make a lo-fi prototype to quickly test my ideas.

I can discuss what makes a product or feature delightful (or not so much).

Where We're Going

What We'll Cover

- What's UX design, anyway?
- What do UX designers do on a daily basis?
- Which skills and tools do UX designers use in their work?
- How can I become a UX designer?

What to Keep in Mind

So We're on the Same Page...

- This is an intro class, so we're going to be working from a foundational level.
- We'll take a bird's-eye view to give you an idea of what UX is and provide some hands-on experience.
- There will be time at the end for Q&A.



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What Is User Experience Design, Anyway?



What Exactly *Is* UX?

We all instinctively know what a

bad

user experience looks like...

