

## Spring 2017

INF 385T - Design Thinking II

Unique: 28000

Room: UTA 1.204

Mon 9:00am - 12:00pm

## Instructor

Eric Nordquist

eric.nordquist@ischool.utexas.edu

## Office Hours:

UTA 5.426

Mon 3:00pm - 4:00pm

and by appointment

## TA

Elizabeth Harp

msbharp@gmail.com

## Course Description

In the increasingly competitive job market for User Experience professionals, it is essential that students entering the job market have a portfolio representing the student's knowledge of the common tools used in industry as well as highlighting the common 'hot' topics. This course will build on the underlying philosophy and principles presented in the Design Thinking I course, picking up from the research phase, and will include topics such as high- and low-fidelity wireframing, prototyping, UX evaluations, measuring the ROI of projects, and soft skills such as creating presentations, knowing your customer, and how to 'sell' your work.

This is an interactive, project-based course that will result in each student leaving with an on-line portfolio displaying their work in multiple areas including Mobile, Software Applications, and Web design.

Students will learn some of the more common industry tools used in the workforce including Balsamiq, Sketch, and video creation tools.

The class will cover three major areas:

1. taking insights learned during the research phase and translating them into design phase
2. iterating on low-fidelity designs after conducting UX evaluations
3. creating high-fidelity designs and creating a presentation that shows the ROI of the work

The course will entail four major instructional techniques:

1. lecture on the UCD process and industry best practices
2. self-guided exercises to familiarize students with the necessary tools
3. individual design thinking project
4. group design thinking project

## Objectives:

The student successfully completing this class will:

- understand the entire Design Thinking process from research to delivery
- learn various methods and tools used for wireframing, prototyping, iteration, and presentation
- understand why user experience matters and be able to justify it showing a project's ROI
- build a portfolio showcasing their knowledge of design thinking using various project.



## Spring 2017

INF 385T - Design Thinking II

Unique: 28000

Room: UTA 1.204

Mon 9:00am - 12:00pm

## Instructor

Eric Nordquist

eric.nordquist@ischool.utexas.edu

## Office Hours:

UTA 5.426

Mon 3:00pm - 4:00pm

and by appointment

## TA

Elizabeth Harp

msbharp@gmail.com

## Misc:

- If you have a question, please ask. I will be very receptive to emails at any time.
- Attendance matters. When you aren't here, you deprive your classmates of your shared wisdom.
- Any student with a documented disability (physical or cognitive) who requires academic accommodations should contact the Services for Students with Disabilities area of the Office of the Dean of Students at 471-6259 (voice) or 471-4641 (TTY for users who are deaf or hard of hearing) as soon as possible to request an official letter outlining authorized accommodations.
- Policy on Scholastic Dishonesty: Students who violate University rules on scholastic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and/or dismissal from the University.

## Textbooks:

Hartson, H. Rex., and Pardha S. Pyla. *The UX Book: Process and Guidelines for Ensuring a Quality User Experience*. Amsterdam: Elsevier, 2012. Print.

Clark, Josh. *Tapworthy: Designing Great iPhone Apps*. Beijing: O'Reilly, 2010. Print. (available cheap on Kindle)

## Other Readings:

Krug, Steve. *Don't Make Me Think!: A Common Sense Approach to Web Usability*. Berkeley, Calif: New Riders Pub., 2006. Print.

Weinschenk, Susan. *100 Things Every Designer Needs to Know about People*. Berkeley, CA: New Riders, 2011. Print.

User Experience Practical Techniques Volume 1. Published by Smashing Magazine

This is Responsive by Brad Frost - website

Schedule:

CLASS	DATE	TOPICS	COME PREPARED TO DISCUSS
1	1/23	Course logistics, and syllabus review. - Design Thinking I - Project presentations - review - Decision on path forward for both projects	
2	1/30	- Hartson Ch. 1, 2, 9 - Int'l School Project - Kickoff	- Read Hartson Ch. 1, 2, 9 - Watch Lynda.com - UX Design Tools: Axure with Brian Thurston Bralczyk - Reference - <a href="http://www.axure.com/learn">http://www.axure.com/learn</a>
3	2/6	- Hartson Ch. 10, 11 - ROI whitepaper - Project work - Req to Design (Axure)	- Read Hartson Ch. 10, 11 - Read ROI whitepaper - Watch Lynda.com - UX Design Tools: Balsamiq Mockups with Justin Putney
4	2/13	- Presentation of first drafts - Hartson Ch. 12, 13 - Iterate first drafts	- First Drafts - Read Hartson Ch. 12, 13 - Watch Lynda.com - UX Design Tools: Illustrator with Justin Putney
5	2/20	- Hartson Ch. 14, 15 - Present evaluation plan - High-Fidelity with Illustrator	- Read Hartson Ch. 14, 15 - Create Evaluation Plan - Watch Lynda.com - Illustrator for Web Design with Justin Seeley
6	2/27	- Present evaluation findings - Iterate based on findings - Hartman Ch. 16, 17	- Present Evaluation Findings - Read Hartman Ch. 16, 17
7	3/6	- Present to Int'l School	- Final Delivery and Presentation
3/13 NO CLASS - SPRING BREAK			
8	3/20	- Review comdesreview.com - Create portfolio piece - Discuss mobile project - Hartman Ch. 18, 19	- Begin mobile project ideation - Read Hartman Ch. 18, 19
9	3/27	- iOS Human Interface Guidelines - Clark Ch. 1, 2 - Mobile Project - Reqs gathering	- Read Clark Ch. 1, 2 - Start watching Lynda.com - After Effects CC Essential Training with Ian Robinson
10	4/3	- Clark Ch. 3, 4 - Mobile Project - Wireframing	- Read Clark Ch. 3, 4 - Continue watching Lynda.com - After Effects CC Essential Training with Ian Robinson
11	4/10	- Clark Ch. 5, 6 - Mobile Project - Test Plan	- Read Clark Ch. 5, 6 - Finish watching Lynda.com - After Effects CC Essential Training with Ian Robinson
12	4/17	- Clark Ch. 7, 8, 9	- Read Clark Ch. 7, 8, 9 - Present Evaluation Findings
13	4/24	- Clark Ch. 10, 11 - Iterate Designs based on findings	- Read Clark Ch. 10, 11
14	5/1	Final Presentations	