NIRMA UNIVERSITY COMMUNICATION DESIGN PROGRAM **Bachelor of Design, Department of Design** Year III, Semester VI

L	Т	Р	С
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Course Code	CDPR 321	
Course Title	UI - UX II (App Design)	

Course Learning Outcomes (CLO):

At the end of the course the students will:

- 1. Apply the knowledge and learnings from this course to their own professional work as a User Experience Designer, UX Designer, Information Architect, Usability Engineer etc.
- 2. Apply learnings in designing Mobile applications, Enterprise and consumer software products and applications.

Syllabus:

Unit 1: Introduction to UX/UI

- 1. User Interaction with products, applications and services Cognitive Model/Mental Model
- 2. Why UX/UI Design
- 3. What is UX/UI Design and user psychology

Unit 2: Elements of UI –UX Design

- 1. Research methods and tools
- 2. Ideation on idea
- 3. Business Goals and existing applications
- 4. Customer Group and 'persona' development
- 5. Contextual inquiry
- 6. Storyboards, Understanding information flow and Information Architecture

Unit 3: UX Design Process and Research methodology

- 1. Interaction pattern and Current trends in the market
- 2. Elements of UI-UX Design
- 3. Wire frame and paper prototyping
- 4. User testing and feedback

Teaching hours: 105

Teaching hours: 18

Teaching hours: 18

Teaching hours: 18

Unit 4: UX Design prototype

- 1. Final flow and interaction
- 2. Graphical User Interface
- 3. Hands-on assignments for prototyping Apps
- 4. Marketing USP

Unit 5: Software Tools

Teaching hours: 33

- 1. MIT App Inventor
- 2. Android GUI development (Basic level)
- 3. Mobile web development

Suggested Readings:

- 1. *The Elements of User Experience: User-Centered Design for the Web* by Jesse James Publisher: New Riders
- 2. *Observing the User Experience: A Practitioner's Guide to User Research* by Mike Kuniavsky, Publisher: Morgan Kaufmann
- 3. *Sketching User Experiences: Getting the Design Right and the Right Design Book* by Bill Buxton, Publisher: Morgan Kaufmann
- 4. Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests (Paperback) by Jeffrey Rubin, Publisher: John Wiley & Sons

w.e.f. Academic year _2019 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit