VCIM-2572: USER EXPERIENCE STUDIO

Cuyahoga Community College

Viewing: VCIM-2572 : User Experience Studio

Board of Trustees:

January 2023

Academic Term:

Fall 2023

Subject Code

VCIM - VC-Interactive Media

Course Number:

2572

Title:

User Experience Studio

Catalog Description:

Course offers broad possibilities for the conception and creation of advanced interactive projects. Students are encouraged to explore concepts and techniques beyond the parameters of previous coursework. Individual students work with the instructor to set the criteria, research, and ultimately complete the project.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

5

Requisites

Prerequisite and Corequisite

VCIM-2380 Interactive Media II or concurrent enrollment; or departmental approval.

Outcomes

Course Outcome(s):

Identify a unique problem statement to be solved throughout the semester.

Essential Learning Outcome Mapping:

Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Objective(s):

a. Apply user research and collaboration techniques to identify a unique problem statement.
b. Support peers through collaborative efforts to arrive at their problem statement.

Course Outcome(s):

Apply the design thinking process to arrive at a solution to the problem statement.

Essential Learning Outcome Mapping:

Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Objective(s):
a. Use multiple design thinking methodologies, including collaboration and user research, to validate or modify your problem statement.
b. Create a functional prototype of your solution.
c. Test your solution with users and peers, make corrections and test again to arrive at your best solution.

Course Outcome(s):
Document and present design process, user research, failures, and successes.

Essential Learning Outcome Mapping:
Written Communication: Demonstrate effective written communication for an intended audience that follows genre/disciplinary conventions that reflect clarity, organization, and editing skills.

Objective(s):
a. Analyze and evaluate your project as a whole to prepare a final presentation package that can be included in your portfolio.

Methods of Evaluation:
a. Written materials, including research, proposals and plans
b. Achieving agreed upon goals
c. Purposeful and productive, positive, participation in critiques

Course Content Outline:
a. Outline of how studio class will function, peer participation expectations.
b. Project outline follows same design thinking process covered in previous classes, but student will lead the process with guidance input from instructor and peers.
c. Project outline – entire semester.
  i. Consider problems that you might solve and could be solved within one semester.
  ii. Define a problem statement.
  iii. Ideate possible solutions.
  iv. Prototype the best solution.
  v. Test your solution.
  vi. Circle back to prototype and test until solution is its best.
  vii. Reflect on experience.

Resources

Albert Bill, and Tom Tullis. *Measuring the User Experience: Collecting, Analyzing, and Presenting UX Metrics (Interactive Technologies)*. 3rd ed. Morgan Kauffman, 2022.

Lewrick, Michael, Patrick Link, and Larry Leifer. *The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable Innovation Methods* . Wiley, 2020.

McElroy, Kathryn . *Prototyping for Designers: Developing the Best Digital and Physical Products*. 1. O'Reilly Media, 2017.

Marsh, Stephanie. *User Research: Improve Product and Service Design and Enhance Your UX Research*. 2nd ed. Kogan Page, 2022.

Norman, Don. *The Design of Everyday Things: Revised and Expanded Edition* . Revised Edition. Basic Books, 2013.

Pereyra, Irene. *Universal Principles of UX: 100 Timeless Strategies to Create Positive Interactions between People and Technology.* Rockport Publishers, 2023.

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