Design Thinking: UX/UI

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Course Overview

In this 6 week course, students will be introduced to Design Thinking, which is a process for creatively and systematically solving problems by putting people and their needs first. Through lectures with professional examples, interactive team activities, and individual, as well as team assignments, students will learn both the theory and practice behind the design thinking process. Ultimately, the course will use design thinking to take students through the design of the User Experience (UX) and User-Interface (UI) of a product or service of their creation.

Since Design Thinking is collaborative in nature, student work will center on a team project throughout the course. This will help speak to the importance of teamwork and how to best balance varying skillsets and schedules. However, there will also be individual assignments and select readings to help students reflect on their experience and help assess for the class learning objectives.

Course Outline

6 weeks 2 classes/wk 3 hours/class

Week 01 - Introduction to Design Thinking + Team Project Kickoff
The first week of class will act as an introduction to the Design Thinking process by leading students through a workshop that highlights fast paced ideation, collaboration, and how design even relates to organizations and their business models.

Class A - Introduction to Design Thinking: UX/UI
● Kickoff class project
● Assemble Teams
● Models of Impact(MOI) Workshop  (Phases: Learn, Invent, Program, Report)
● Start Impact Canvas based on team’s selected interface project idea

Class B - Report Back
● Share updated impact canvas, discuss selected interface project idea

Week 02 - User Research Phase + Project Ideation
Students will dive deeper into the crucial design research process to understand who their users are and ideate how they might

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best meet their needs through design.

Class A - User research
Class B - Storyboarding

Week 03 - User Experience(EX) Prototyping
In this week, students will test their storyboards on potential users to gain further insight before creating the information architecture of how their project or service ought to be organized.

Class A - User Studies on first storyboards
Class B - IA how it applies to interface projects

Week 04 - Further UX Prototyping
Through an iterative process, students will take what they’ve learned about their users and apply their interface flow to a set of prototypes or wireframes that can be tested and reconfigured.

Class A - UX (wireframes + sketched prototypes)
Class B - User Studies

Week 05 - User Interface, Visual Design, Presenting Work
Students will get an overview of how visual elements can affect their users and enhance the user experience as well as their presentation for the final week.

Class A - UI and visual design Introduction
Class B - Presenting your work

Week 06 - Report
The final week will be focused on finalizing team projects and students presenting their work in a cohesive and compelling manner.

Class A - Desk critiques/workshopping for help refine student projects
Class B - Final Report