UX Design

Topics:

- Defining UX Design

    - Creating a design process

    - Choosing tools for rich and lean UX processes

    - Building a UX/UI toolbox

- Crafting Personas and Scenarios

    Recognizing the user

    - Exploring the reality of the user

    - Assessing what the audience values

    - Deriving the critical details that drive the UX design

    - Prioritizing your personas

    Writing scenarios

    - Characteristics of a useful scenario

    - Assessing the user's mental model

    - Identifying the user's gratification point

    Establishing context

    - Stepping back to look at the complete experience

    - Creating a scenario from the task and the context

- - Recognizing the nature of the mobile UX

  Architecting UI structure

  - Categorizing to develop labeling systems

  - Drafting the conceptual design

  Testing your architecture

  - Enriching your information artifacts

  - Specifying the navigation map

  - Integrating search and browse

- Creating a Static Design

  Leveraging the modeling process

  - Creating the conceptual model

  - Generating options for the initial design

  - Distinguishing between low-fidelity and high-fidelity mock-ups

  Dealing with complex tasks

  - Constructing complex interactions

  - Guiding users with feedback and feedforward

  - Making complex information accessible

  - Leveraging location cuing in the UI design

  - Applying the three-step error handling pattern

- Shaping the Interactive Experience

  Integrating UX design patterns

- Applying the three perspectives: interactive, emotional, environmental

- Selecting UX design patterns based on user expectations and interaction vocabulary

- Guiding users with feedback and feedforward

Assembling a low-fidelity model

- The role of sketches, wireframes and storyboards

- Implementing the sketch

- Building wireframes with key components of the interface

- Documenting decisions to deliver stakeholder value

- Designing for Mobile Devices

  Addressing the mobile context

  - Integrating the features of the mobile experience into a genuinely mobile design

  - Fashioning tasks in the mobile context

  Developing a mobile design

  - Adjusting for the impact of ubiquity and pervasiveness

  - Taking advantage of options in mobilizing applications

- Generating a Dynamic Model

  Prototyping your UI

  - Working with prototypes

  - Uniting usability, human factors, and stakeholder needs

  - Applying the three perspectives to generate the initial design

  - Writing interaction scripts to identify UX barriers

  Developing a high-fidelity design

- - Composing the interactive experience

  - Implementing embedded and supplemental navigation

- Refining the Design through Testing

  Preparing for testing

  - The role of usability testing in refining the UX design

  - Preparing for usability tests based on goals

  Performing usability tests

  - Conducting tests that provide concrete direction

  - Analyzing the results to revise the design