

HackerYou Course Syllabus

Advanced UX

CLASS 1

Emotional Design

Kicking off Advanced UX Design students will advance their critiquing skills, and learn about Visceral, Behavioural, and Reflective Design.

CLASS 2

Emotional Design

How do you keep a project on track? It's all about scope! We'll talk about problem definition, and a systematic approach to design. We'll also introduce Project One.

PROJECT ONE

CLASS 3

Empathy Mapping

It's all about the DISCOVERY phase today! Students will gain a high-level understanding of user needs, and will begin to gain a sense of what their initial prototypes will look like!

CLASS 4

Empathy Mapping

Students will learn about emotional mapping by creating an Empathy Map. They will also learn about 'Wicked Problems' – a facet of design thinking.

CLASS 5

Systematic Design

Today we will introduce Qualitative and Quantitative researching skills to help obtain benchmarks. We will also cover basic copywriting techniques for writing clear and concise information on the web.

CLASS 6

Systematic Design

Designers often work in groups. What are some tips for team dynamics? Students will learn ways to combat specific personality types and techniques on how to communicate the importance of their ideas with stakeholders.

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CLASS 7

PROJECT ONE

Human Centred Design

Building on knowledge from the Intro course, we'll talk about end users and transformation design. We'll also re-visit interviews, and learn how to create a framework for interviewing.

CLASS 8

Human Centred Design

How does human behaviour inspire design? We'll look at personality, emotional and anthropomorphism as means of inspiring human-centered design.

CLASS 9

User Testing

Using real-life examples, we'll dive into error handling, an aspect of UX that is often overlooked. Students will create their own models for addressing error handling in their own practice.

CLASS 10

User Testing

What does the future hold? Looking forward, students will prototype ideas that are impossible today, but will be possible tomorrow.

CLASS 11

Ideating the Impossible

This class will be entirely devoted to testing each other's work! Get feedback on your project and prioritize how to fix errors and handle feedback.

CLASS 12

Ideating the Impossible

Students will have the opportunity to work together with mentors to finish projects and get feedback.

PROJECT ONE

Using all that they've learned, students will be given full autonomy to solve any problem they'd like using design thinking.