

HackerYou Course Syllabus

UX Design Fundamentals

CLASS 1

Cognitive Design Patterns

Welcome to Intro to UX Design! In this class we'll discuss how design can help startups, and give you an intro to different types of design (IxD, UI, UX).

CLASS 2

Cognitive Design Patterns in UI & UX

Today we'll dive into UI design principles – proximity, similarity, continuity, closure, and cognitive load.

CLASS 3

Microinteractions Principles

In this class, we'll go over microinteraction principles – visual polish, personality, humour and microcopy, purposeful transition, and invisibility. We'll also introduce your first project!

CLASS 4

Microinteractions Principles

Students will begin building their design resources, such as colour tools and moodboards, and will begin to create a design language.

CLASS 5

Personas and Mental Models

Users are the most important part of UX & UI, so today students will be getting to know their users. They'll be asked to interview people on the street, and will create personas for different users.

CLASS 6

Personas and Mental Models

In conducting interviews, students must define and gather requirements and will learn the importance of asking exploratory questions.

CLASS 7

Interaction Design Foundations

Today's class is divided into two parts, exploring how to visualize solutions. Students will begin establishing visual principle foundations through hands-on exercises.

PROJECT ONE

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CLASS 8

PROJECT ONE

Interaction Design Foundations

Content is king, so we will begin to talk about content strategy today, and how it interacts with other aspects of design. Students will create an interaction concept model to reveal the power of iteration and creativity.

CLASS 9

Observe First, Design Second: Interviewing Users

Students will begin to create the functional specifications of the projects they are working on – they will interview HackerYou alumni to test out their prototypes to gain real insights on their designs.

CLASS 10

Observe First, Design Second: Interviewing Users

What does it mean to observe? It's an art that we'll work on through observing and annotating other websites. We will also explore how to accept, prioritize and deliver feedback.

CLASS 11

Visual Language Principles

Students will begin creating design compositions and style guides using introductory colour theory and typography.

CLASS 12

Visual Language Principles

Students will have the opportunity to work in class on their first project and receive feedback.

PROJECT ONE

Our first project is all about transportation. What problems can we solve for people using the TTC? Its employers? Drivers who have to interact with streetcars every day as part of their commute? What about cyclists? Students will explore frustrations and tackle the myriad of problems that arise with transit in a major city.