

UX Design /UI Design Methods Training

Course Summary

Description

UI Design Methods includes:

- A proven design approach for designing easy to use UI's.
- Prioritizing designs for user needs.
- Design patterns and best practices.
- Designing software vs. web applications.
- Usability design guidelines and best practices.
- How to select UI elements for maximum ease of use.
- How to detect usability issues by evaluating your designs early on.
- Websites vs. Web applications
- Identifying users and tasks
- Design principles
- Designing navigation systems
- Interaction Design techniques
- Choosing design widgets
- Rich Internet Application and AJAX design
- Applying best practices
- Proofing your designs
- And much more...

Objectives

After taking this course, students will be able to:

- Identify design best practices.
- Identify the correct use of design elements, widgets and controls.
- Identify design metaphors that apply to your design.
- Understand web vs. software design differences.
- Distinguish between poor design and usable design elements.
- Approach your design from a task-oriented design perspective.
- Learn how to apply the USE scorecard for usability/ feature assessment.

Topics

- Designing for tasks
- Designing for users
- Designing the user interface
- Choosing design widgets
- Applying best practices

Duration

One Day

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Course Outline

- I. *Designing For Tasks*
 - A. 10 Web Application usability mistakes
 - B. Introduction to Task-centered design
 - C. Exercise: Design a Task-centric remote
- II. *Designing For Users*
 - A. Identifying User and tasks
 - B. Exercise: Prioritizing users- Persona Weighting
- III. *Designing the User Interface*
 - A. Guidelines
 - B. Principles and patterns
- IV. *Choosing Design Widgets*
 - A. Widget behavior/Design decisions
- V. *Applying Best Practices*
 - A. Measuring USE scorecard
 - B. Exercise: Reviewing your design's usability