Addenda and Errata

SUMMER 2024

KEY

This document is a record of the changes made to the Summer Calendar 2024 after it was originally published.

The following are the types of changes noted in this document:

- Items marked as addenda (*) were approved after the Calendar was published.
- Items marked as errata (**) are corrections to errors or omissions that were approved prior to the original publication of the Calendar.
- Items that are <u>underlined</u> are additions or edits to previously published curricula.
- Items that are ~~struck through~~ are deletions from previously published curricula.

User Experience Fundamentals

Department: Design Formation
Division: Creative Arts & Industries
Program Intake: January, May

OPTION(S)

· User Experience Fundamentals

GENERAL INFORMATION

In digital design fundamentals students will explore the behaviours, attitudes, and expectations of the user. The user experience must be determined before the designers design the artwork or the developers develop the software. This discipline is comprised of the two fields of user experience (UX) and user interface (UI). Both UX and UI use the human-first approach to design.

ADMISSION REQUIREMENTS

Academic Requirements

Domestic Applicants: BC Grade 12 Graduation (or equivalent) or 19 years of age or older

International Applicants: BC Grade 12 Graduation (or equivalent)

English Language Requirement

Category 3

Applicant Notes

1. Admission to a program at Langara College does not guarantee registration in required courses.

2. Students interested in the program are strongly encouraged to check individual course prerequisites and submit relevant documents to Registrar & Enrolment Services well in advance of the registration period.

Please refer to the program application dates on the Application Information section.

USER EXPERIENCE FUNDAMENTALS

CURRICULUM

TOTAL CREDITS: 3

Course No.	Credits
All of	
DSGN 1121	1
DSGN 1122	1
DSGN 1123	1

A minimum "C" grade is required in DSGN 1121, 1122, and 1123 to progress through and graduate from the program.

Program Notes:
It is recommended that students take the courses in sequential order as the knowledge is cumulative.

Design Formation (DSGN)

DSGN 1121 (1 CREDIT) (0:0:7)
User Experience I - Research and Definition
Students explore various tools and techniques to identify the user's needs and preferences. They conduct an analysis of comparable products on the market and document their observations. Students establish the design requirements for an interactive product.

DSGN 1122 (1 CREDIT) (0:0:7)
User Experience II - Ideation and Wireframes
Students analyze and interpret the user requirements to start the ideation phase followed by the exploration of a variety of tools to structure the main features of the interactive design. Students integrate the principles of usability to optimize the user experience.

DSGN 1123 (1 CREDIT) (0:0:7)
User Experience III - Prototyping
Students create a prototype to validate the content and enhance the interface design phase of an interactive product. They implement the fundamental principles of user experience (UX) and user interface (UI) in their interactive prototype to enhance the user experience.