

SAMPLE COURSE OUTLINE

Course Code, Number, and Title:

DSGN 1121: User Experience I – Research and Definition

Course Format:

[Course format may vary by instructor. The typical course format would be:]

Lecture 0.0 h + Seminar 0.0 h + Lab. 7.0 h

Credits: 1.0

Transfer Credit: For information, visit bctransferguide.ca

Course Description, Prerequisites, Corequisites:

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.

Prerequisites: none

Learning Outcomes:

Employ strategies to define and frame a problem within the design thinking process. Research and differentiate the characteristics of different user needs in the context of website and application design. Analyze empathy maps to determine the user's needs. Elaborate personas to illustrate the user profile.

Instructor(s): TBA

Office: TBA

Office Hours: TBA

Phone: (604) 323-XXXX

Email: TBA

Textbook and Course Materials:

[Textbook selection may vary by instructor. An example of texts and course materials for this course might be:]

For textbook information, visit https://mycampusstore.langara.bc.ca/buy_courselisting.asp?selTerm=3|8

Note: This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.

"This Sample Course Outline is for planning purposes only".

SAMPLE COURSE OUTLINE

Assessments and Weighting:

Final Exam %

Other Assessments

[An example of other assessments might be:]

Assignments 90%

Participation 10%

Typical Proportion of individual work and group work

100% Individual

Grading System: Letter Grade

Specific grading schemes will be detailed in each course section outline.

Passing Grade: D

Topics Covered:

[Topics covered may vary by instructor. An example of topics covered might be:]

- Intro to user experience.
- Human-Centred Design: Empathy Map and Persona.
- UX Research: Competitors Analysis.

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

College Policies:

[E1003 - Student Code of Conduct](#)

[F1004 - Code of Academic Conduct](#)

[E2008 - Academic Standing - Academic Probation and Academic Suspension](#)

[E2006 - Appeal of Final Grade](#)

[F1002 - Concerns about Instruction](#)

[E2011 - Withdrawal from Courses](#)

Departmental/Course Policies:

Information unavailable, please consult Department for details.

“This Sample Course Outline is for planning purposes only”.