

## SAMPLE COURSE OUTLINE

### Course Code, Number, and Title:

DSGN 1122: User Experience II – Ideation and Wireframes

### 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](https://bctransferguide.ca)

### Course Description, Prerequisites, Corequisites:

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.

Prerequisites: none

### Learning Outcomes:

Upon successful completion of this course, students will be able to...

Explore a variety of tools to plan and to guide the content development. Implement the principles of usability to optimize the user experience. Examine and apply the design principles to organize the information of an interactive product. Implement the principles of usability to optimize the user experience.

**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](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”.***

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### Assessments and Weighting:

Final Exam %

### Other Assessments

[An example of other assessments might be:]

Assignments 90%

Participation 10%

### 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:]

- Information Architecture: Site Map.
- User Journeys: User Flow.
- Usability Principles: Wireframes.

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.*

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