

# UX Immersive

**UXDI | 10 WEEKS FULL TIME**

## PROGRAM GOAL

The User Experience Design Immersive program helps individuals transition into a UX design career. Students work across six class projects to build a portfolio that demonstrates core UX skills. The final project involves working with a real company, increasing the employability of UXDI graduates.

## PRE-REQUISITES

UX Fundamentals - 30 Hours of Online Pre-work.

## AUDIENCE

Individuals looking to enter the world of UX design professionally. Graphic designers, creative directors, journalists, architects, entrepreneurs, recent college graduates, etc.

12-WEEKS OUTLINE	
WEEK 1	<b>UX Foundations</b> Build foundational knowledge of UX methodology. Explore the full range of the design process, from research to testing, including design thinking and rapid prototyping as key concepts.
WEEK 2	
WEEK 3	<b>UI Foundations</b> Explore how to bring delight and function to users through combining the worlds of UX and UI. Design screens, pages and visual elements that enable users to interact with products in an intuitive way.
WEEK 4	
WEEK 5	<b>Design Iteration and Development</b> Dive deeper into core UX methodology to compound your learning. Expand and apply the entire design process of user research, ideation, prototyping, interaction design, interface design, and usability testing.
WEEK 6	
WEEK 7	<b>Working With A Product Team</b> Learn how to work in an agile development environment, simulating the handoff points between product managers and developers. Build on interpersonal skills in creative confidence and conversational storytelling to develop your portfolio and get industry ready.
WEEK 8	
WEEK 9	<b>UX In The Real World</b> Translate the culmination of your design skills into a professional client engagement. Students work with real-world clients to deliver UX research and designs for an app, website, or product in a three-week design sprint.
WEEK 10	
WEEK 11	
WEEK 12	<b>UX Career Planning</b> Get yourself industry ready and take your designs to the next level. Explore the basics of service design, design operations and design leadership to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences. Explore the traits that make you unique as a designer and continue preparation for starting your UX Career.