

UX Bootcamp

1 WEEK | 40 HRS | IN PERSON

PROGRAM GOAL

Build a full suite of UX documentation for a digital product that could be handed off to a developer to be built. Build confidence in using industry standard tools such as Sketch and Invision to prototype and wireframe design solutions in response to customer insight.

LEARNING OBJECTIVES

By the end of the program, participants will be able to:

- Identify problem spaces and how to ideate solutions
- Articulate and defend design decisions
- Participate in effective design critique
- Explain how UX designers work with others on a product team
- Produce UX documentation, including personas, information architecture, user flows and annotated wireframes.

MEASURING SUCCESS

% of usage increase in a digital product by improving the User Experience

AUDIENCE

- Product Managers looking to improve their design skills
- Engineers who want to learn how to make their applications and websites more usable

Deliverables

User Research Insights & Validated Assumptions

Personas

User Flows

Sitemaps & Taxonomy

Sketches and lo-fi Prototypes

Wireframes

Feature Prioritization

Competitive Analysis

Final Project

Students design a solution for a problem that a specific group is experiencing and solve it in a way that is best for that target audience.



UX Bootcamp At A Glance

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
	Intro to UX & Design Thinking	Defining The Problem	Structuring The Content	Going Higher Fidelity	Telling Your Story
9.00-10.30am	Intro to UX & Design Thinking	Synthesizing Research (Affinity Mapping)	Responsive-Native Design & Design Patterns	Refining Wireframes	Refining Your Design
Break (15 min)					
10.45-12.30pm	Project Selection	Creating Personas	Information Architecture, Card Sorting & Navigation	Hi-Fi Prototyping	UX Documentation & Storytelling
Lunch (60 min)					
1.30-2.45pm	Competitive Research	Defining User Goals & User Flows	UI Kits & Human Interface Guidelines	Advanced Usability Testing	Project Presentations
Break (15 min)					
3.00-4.30pm	User Research	Paper Prototyping and Usability Basics	Creating Wireframes	Design Critique	Bring It On Home

