This practice-based course introduces the fundamentals of user interface and interaction design. Students will engage in an iterative design process that starts with understanding user needs, and ends with designing and prototyping novel interfaces that address the tasks and users identified through research. The class will explore interaction design in a broad range of contexts and applications including both screen-based and non-traditional interfaces (tangible, virtual, etc). Through a series of case studies and hands-on projects, students will learn the critical importance of user interface design as the expression of a holistic user-centered design process.

Students walk away with a portfolio-quality project that exhibits their understanding of UX/UI best practices with an emphasis on designing for the user.