WDNR300: User Experience II: Building Compelling User Experiences

This course builds upon User Experience I and will teach you how to build effective user experiences through a rigorous process of implementing best practices, testing designs, and iterating. You will also cover topics such as branding, color palettes, user journeys, and designing for multiple platforms. By the end of this course, you will be able to build a mobile app or website prototype and iterate upon it based on user feedback.

Credit Hour(s): 3
Prerequisites:
ART121
WDNR200
Department: Mathematics, Physics, and Computer Science