



BAKER COLLEGE
STUDENT LEARNING OUTCOMES

WEB2050 – Essentials of UI/UX Design
3 Semester Credit Hours

Student Learning Outcomes and Enabling Objectives

1. Compare UI and UX
 - a. Define UI and UX
 - b. Identify UI and UX components or elements
 - c. Identify best practices
 - d. Discuss how UI and UX complement each other
2. Identify standards that are relevant to UI/UX design
 - a. Inventory applicable standards
 - b. Identify audience, region, and platform
 - c. Discuss ethical, privacy, and security concerns
3. Evaluate a usability test
 - a. Define the type of test and/or evaluation
 - b. Execute the defined evaluation
 - c. Analyze results
 - d. Determine next steps
4. Develop a storyboard or prototype
 - a. Explore techniques of wireframing, prototyping, and storyboarding
 - b. Choose the appropriate technique(s)
 - c. Implement the chosen technique(s)

Big Ideas and Essential Questions

Big Ideas

- Differences between UI and UX/Best Practices
- Compliance and Standards
- Design Testing and Evaluation of user experience
- Prototyping and storyboarding

Essential Questions

1. Why is UI and UX important in design?
2. Why is compliance with standards important?
3. How do testing and evaluation impact user experience?
4. How are prototyping and storyboarding used to impact user experience?

These SLOs are approved for experiential credit.

Effective: Fall 2024