

IIBA® International User Experience Design and Usability

Duration: 2 Days

Description

The training starts with the basics of user-oriented design and user experience design processes and continues with subjects such as prototyping techniques and visual design principles.

Delegates will learn how to:

- User Oriented Experience Design and Fundamentals of User Experience
- User Experience Design/ User Experience Design Process

Who Should Attend

Business Analysts, System Analysts, Project Managers, Team Leaders / Managers and Enterprise Architects,

Individuals Assuming the Role of Product Owner in Scrum Teams,

Those who want to improve their knowledge and increase business performance in the fields of Business Analysis and Project Scope Management,

Mid and Upper Level IT Managers who manage Business Analysis teams or Business Analysis processes

Outline

User Oriented Screen Design and Fundamentals of User Experience

- What is usability?
- What is the user experience?
- Usability problems
- Rate of Return on usability investment

Screen Design / User Experience Design Process

- Strategy Layer

- Determining the purpose of the application / website
- Determining User Needs
- User Profiling / Creating Persona,
- Persona Studies,
- Mental Model Determination,
- Defining User Scenarios
- Context Analysis
- Scope Layer
- Determining Functional Requirements
- Use Cases
- Determining Content Requirements
- Structural Design Layer
- Interaction Design
- Information Architecture
- Database Based Arrangement
- Hierarchical Arrangement
- Narrow-Deep etc.
- Broad-Shallow Arrangement
- Hypertext Arrangement
- Skeleton Layer
- International Design Principles and Rules
- Low Fidelity Prototyping
- Sketching
- Screen Mockups
- Storyboards
- Wireframing
- High Fidelity Prototyping Widgets (Primary / Secondary Windows, Message Boxes, Dialog Boxes, Tabs, Menus, Tool Bars, Command Buttons, Option Buttons, Check Boxes, List Boxes, Text Boxes)
- Interaction styles
- Menu Selection
- Form-Fill
- Direct Manipulation
- Anthropomorphic
- Command Lines
- Menu Design (Card Sorting)
- Navigation Design
- Interface Design

- Visual design
- Psychological Principles
- Visual Design Principles
- Visual Design Principles

Prerequisites

There are no prerequisites.