Course: Vision on UX/UI

credits: 5

Course code	GTVP21VOU
Name	Vision on UX/UI
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	S.S.A. Vonk

Modes of delivery	Assignment
Assessments	Vision on UX/UI - Other assessment

Learning outcomes

Learning Outcomes

LOL C Level 1 - the student can elaborate under guidance simple digital prototypes.
LOL B Level 1 - the student identifies their own and other's assumptions under guidance to address a simple, structured problem.
LOL D Level 1 - the student acquires knowledge of user experience methods and techniques.
LOL D Level 1 - the student can conduct simple evaluations under guidance
LOL E Level 1 - the student identifies own and others' assumptions under guidance to address a simple, structured problem.

Content

The student will be offered several cases of products that can benefit from an improved user interface and user experience. They select one case to focus on and analyse the current UI and UX. During workshops general principles of UI and UX will be discussed. Students will work with methods (tools) of front-end prototyping that enable them to redesign the product of their case based on their just acquired insights.

UI and UX principles will be offered in the slides and by referencing general available sources online. As a book on UX design, human factors, and usability the book ‘The Gamer’s Brain’, by Celia Hodent will be used. This book is written for multimedia professionals in the creative media and game technology industry to better understand what UX is, its importance, how to improve games (or other multimedia products), and in what way UX can be integrated in in their production pipeline in different phases of production.

The workshops on UI design will use an industry standard prototyping tool. The student will learn to create low-fidelity prototypes to test new setups and how to iterate on them towards a high-fidelity prototype for testing more fleshed-out ideas. Having developed a high-fidelity prototype, students will conduct a short evaluation to find out whether their redesign has achieved its design goal. As a closure for the course the student will digitally hand in their prototypes and a report outlining their design rationale.

Included in programme(s)

Creative Media & Game Technologies

School(s)

Arts, Design & Built Environment

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