

Creation date: March 2025

Revision date:

## SAMPLE COURSE OUTLINE

### Course Code, Number, and Title:

DGMD 2225: User Experience II

### Course Format:

[Course format may vary by instructor. The typical course format would be:]

Lecture 1.0 h + Seminar 1.0 h + Laboratory Hours 2.0 h

**Credits:** 3.0

**Transfer Credit:** For information, visit [bctransferguide.ca](http://bctransferguide.ca)

### Course Description, Prerequisites, Corequisites:

Students apply the user experience strategies acquired in User Experience I and expand their toolkit with additional methods and approaches. Using the design process, they guide their projects through multiple stages, from initial concept to final implementation. They research and analyze the user's behaviors and experience while exploring various tools and techniques to find efficient and creative solutions to a specific problem. They use information architecture tools to organize and structure the content. Through experimental approaches and problem-solving, they learn to apply UX design principles to promotional and e-commerce products.

Prerequisites: A minimum "C" grade in DGMD 1125

### Learning Outcomes:

Upon successful completion of this course, students will be able to...

1. Apply user experience methods and tools to design a creative solution to a problem
2. Apply the design thinking process to move through the different design phases of creating a new product, or fixing an existing product
3. Evaluate distinct user requirements across demographics in interactive design, emphasizing how mental models inform web and application environments.
4. Analyze research components to determine the user's needs
5. Apply design principles to organize the information of an interactive product
6. Apply usability, accessibility and inclusiveness standards in the design of an interactive product
7. Develop advanced prototypes to evaluate and test the designed elements and interfaces

**Instructor(s):** TBA  
**Office:** TBA  
**Office Hours:** TBA

**Phone:** (604) 323-XXXX  
**Email:** TBA

*"This Sample Course Outline is for planning purposes only".*

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### Textbook and Course Materials:

[Textbook selection may vary by instructor. An example of texts and course materials for this course might be]

Norman, D. *Design for a Better World: Meaningful, Sustainable, Humanity-Centred*. USA. 2023

For textbook information, visit [https://mycampusstore.langara.bc.ca/buy\\_courselisting.asp?selTerm=318](https://mycampusstore.langara.bc.ca/buy_courselisting.asp?selTerm=318)

Note: *This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.*

### Assessments and Weighting:

Final Exam

Other Assessments 100%

[An example of other assessments might be:]

Assignments: 50%

Lab Work: 30%

Participation: 20%

**This course has been approved by Education Council for Prior Learning Assessment (PLAR).**

#### PLAR eligibility requirements/criteria:

1. To be determined (See Department)

If you meet the eligibility criteria and are enrolled in a program, please contact the department chair for more information. For information on policy, visit [E2004: Prior Learning Assessment & Recognition](#).

### Grading System:

Specific grading schemes will be detailed in each course section outline.

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### Topics Covered:

[Topics covered may vary by instructor. An example of topics covered might be:]

1. Design Principles
2. UI Heuristics
3. Mental Models
4. Mid/Hi Fidelity Prototypes
5. Inclusive, Responsible and Ethical User Experience
6. Brainstorming tools such as 5 Whys, Crazy Eights
7. E-Commerce Principles
8. Interface Usability
9. Accessibility
10. Inclusivity
11. User Testing and Focus Groups

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

### College Policies:

E1003 - Student Code of Conduct

F1004 - Code of Academic Conduct

E2008 - Academic Standing - Academic Probation and Academic Suspension

E2006 - Appeal of Final Grade

F1002 - Concerns about Instruction

E2011 - Withdrawal from Courses

### Departmental/Course Policies:

*Information unavailable, please consult Department for details.*

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