USER EXPERIENCE AND INTERFACE DESIGN (UX/UI) - ONE YEAR CERTIFICATE OF COMPLETION (CC1)

*Pending approval from the Higher Education Coordinating Commission.

Description

The User Experience and Interface Design (UX/UI) One-Year Certificate of Completion#provides a thorough foundation in the fundamentals of creating information visualizations, conducting user research, designing digital products and applying them using industry-standard approaches. Students apply current production methods and techniques to relevant projects that consider target market. Courses#cover user experience research methods, design principles, interface design, and usability testing.#This combination of courses is intended to give students the knowledge and skillset to augment their transfer degree and/or initiate a career as an entry level UX/UI designer or researcher.

Program Learning Outcomes

Upon successful completion of the certificate, students will be able to:

- 1. Develop research methods and problem-solving skills.
- 2. Evaluate designs using industry-standard principles.
- 3. Create designs with industry-standard software and principles.
- 4. Model effective and professional communication when collaborating with industry professionals and clients.
- 5. Produce a portfolio that demonstrates the variety of skills and problem-solving skills developed.

Entrance Requirements

Academic Entrance Requirements

Recommended:

- High school diploma or GED
- Completion of <u>WR 065</u> Rhetoric and Critical Thinking II or higher or minimum placement Wr/Comm Level 7
- Completion of <u>MTH 060</u> Beginning Algebra or higher or minimum placement Math Level 10
- Basic computer competency or <u>CIS 010</u> Computer Keyboarding

Additional Costs (Beyond Standard Tuition/Fees and Textbooks)

Material Costs

- 32GB to 2TB portable storage (USB drive or SSD): \$20 to \$100
- A desktop or laptop computer capable of running the latest version of the Adobe Creative Cloud, Figma, and the latest version of Microsoft Windows or Apple macOS: approximately \$500 to \$2000
- Reliable high-speed internet access

Course Requirements

Course	Title	Credits
Core Courses		
ART 102	Introduction to Art and Design Careers	3
ART 110	Beginning Graphic Design	4
ART 141	Vector Art Illustration	4

DSGN 103	User Experience (UX) Research Methodologies	4		
DSGN 104	UX Design Principles	4		
DSGN 202	User Interface Design (UI)	4		
DSGN 203	Usability Testing	4		
DSGN 297UX	Capstone Project: UX/UI	4		
Choose one of th	e following:	4		
ART 115	Basic Design: 2-D			
PSY 216	Social Psychology			
SOC 250	Sociology of Popular Culture			
Other Requirements				
ART 295	Portfolio Development and Business Practices ¹	3-4		
or BA 214	Business Communications			
or WR 121Z	Composition I			
MTH 105Z	Math in Society (or choose one course from the	4		
	foundational requirements math list)			
Total Credits		42-43		

¹ BA 214 Business Communications and ART 295 Portfolio and Business Practices do not fulfill the foundational writing requirement for the AAOT with a focus in Art.

Advising Notes

Planning is important. Some courses are offered only once per academic year, offered in only one delivery format, and many courses need to be taken in sequence. Speak with the program director or an advisor about course scheduling.

Program may take longer than a year to complete depending on support courses necessary to meet minimum course requirements.

Program Performance Standards

- Academic Requirements:
 - Students must have a 2.0 cumulative GPA to earn a COCC certificate or degree.
 - All courses in the program must be completed with a grade of C or higher.

Sample Plan

First Year		
First Term		Credits
ART 102	Introduction to Art and Design Careers	3
ART 141	Vector Art Illustration	4
DSGN 103	User Experience (UX) Research Methodologies	4
DSGN 104	UX Design Principles	4
	Credits	15
Second Term		
ART 110	Beginning Graphic Design	4
DSGN 202	User Interface Design (UI)	4
DSGN 203	Usability Testing	4

Choose one of the following:		
ART 115	Basic Design: 2-D	
PSY 216	Social Psychology	
SOC 250	Sociology of Popular Culture	
	Credits	16
Third Term		
ART 295 or BA 214 or WR 121Z	Portfolio Development and Business Practices ¹ or Business Communications or Composition I	3-4
DSGN 297UX	Capstone Project: UX/UI	4
MTH 105Z	Math in Society (or choose one course from the foundational requirements math list)	4
	Credits	11-12
	Total Credits	42-43

¹ BA 214 Business Communications and ART 295 Portfolio and Business Practices do not fulfill the foundational writing requirement for the AAOT with a focus in Art.