

Lesson	Objectives	Outcome
Lesson 1 Empathy within Design	<ol style="list-style-type: none"> 1. Teach the students the meaning of empathy 2. Learn the link between empathy and design 3. Introduce students to three different topics for their own projects and let them pick one. 	<p>I know what empathy is and how important it is for design. I have chosen a topic for my project.</p>
Lesson 2 Empathy and UX Design	<ol style="list-style-type: none"> 1. Learn how to show empathy for people 2. Find out what UX Designers do and what UX stands for 3. Getting to know the Design Thinking Process 	<p>I know who a user is and what UX Design stands for. I can use empathy to improve designs</p>
Lesson 3 User and Interviews	<ol style="list-style-type: none"> 1. Teach students how to find out what users want 2. Learn how to conduct an interview 3. Learn how to create a survey 	<p>I know (and can use) 2 different methods to find out the needs and pain point of my users</p>
Lesson 4 Persona	<ol style="list-style-type: none"> 1. Learn how to use the data from the surveys and interviews. 2. Teach the students how to create a persona and why we need personas. 	<p>I know how to use my research findings to create a persona and why personas are important.</p>
Lesson 5 User Journeys	<ol style="list-style-type: none"> 1. Learn what a user journey is and what it is used for. 2. Teach the students how to create a user journey based on their personas. 	<p>I know how to create a user journey based on my persona and why it is important.</p>
Lesson 6 Design Aims	<ol style="list-style-type: none"> 1. Learn what design aims are and why design aims are important. 2. Teach the students how to create a design aims. 	<p>I know how to create a design aim and why it is important.</p>
Lesson 7 Ideation	<ol style="list-style-type: none"> 1. Learn how to use our research and design aims to generate ideas. 2. Teach the students a technique to come up with new ideas. 	<p>I know how to use my research and design aims to generate new creative ideas.</p>
Lesson 8 Storyboards	<ol style="list-style-type: none"> 1. Learn why storyboards are important. 2. Teach the students how to create storyboards. 	<p>I know how to create storyboards and why they are important.</p>
Lesson 9 Wireframes & Low Fidelity Prototypes	<ol style="list-style-type: none"> 1. Learn what wireframes are 2. Teach the students how to create lo-fi wireframes 	<p>I know how to create lo-fi wireframes and why they are important.</p>

<p>Lesson 10</p> <p>High Fidelity Prototypes</p>	<ol style="list-style-type: none"> 1. Teach the students about hi-fi wireframes 2. Learn how to create paper prototypes and animate them with the wizard-of-oz method 	<p>I know about hi-fi prototypes, paper prototypes, and the wizard-of-oz method.</p>
<p>Lesson 11</p> <p>Testing</p>	<ol style="list-style-type: none"> 1. Teach the students what usability testing is and what types of tests there are. 2. Learn how to create user tasks and how to plan a test. 	<p>I know about different types of testing and how to plan a usability test</p>
<p>Lesson 12</p> <p>Evaluation and Presentation</p>	<ol style="list-style-type: none"> 1. Teach the students how to evaluate the test results to improve their designs. 2. Learn how to present their projects. 	<p>I know how to use the testing results to improve my prototype and how to present my work</p>