



Global Network Week March 2021

Fundamentals of User Experience & Designing User Experience for Extended Reality

Fundamentals of User Experience

Foundations of user experience (UX); definition of key terms and concepts. Introduction to UX research. Exploratory, formative and summative user studies. An overview of user research methods used in UX. Introduction to UX design process and principles.

Design for Augmented and Virtual Reality

Introducing the concepts of extended reality (XR); discussing briefly what these new experiences provide; explorations on the brief history; state of the art software and hardware technologies behind XR; a glance into the future of XR in everyday life; introduction to the holistic design process of XR projects: research, ideation, design, prototyping, and evaluation; hands on practice with a case study project: ideation and low fidelity prototyping.