### Session #1:Overview



## The next step....

- Different from User Interface I
- Goals
- Deliverables
- Professional Organizations
- Portfolio
- Case Study

### UX, UID, HCI...

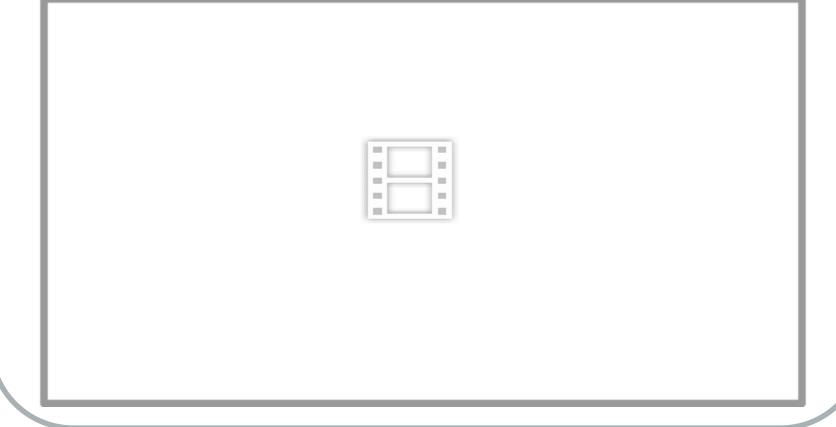
- UX User Experience
- UID User Interface Design
- HCI Human Computer Interaction
- User Experience Design: The creation and synchronization of the elements with a particular company, with the intent of influencing their perceptions and behavior.

## 4 Types of UX Targets...

- Brand Presence
- Marketing
- Content Source
- Task Based Applications
- Two case studies will be required, one for Brand Presence or Marketing and one for a Content Source or an Application

# Brand Type Site Analysis

Let's take a look:



# Marketing Site Analysis

• Who is the target market? 

### Content Source

• Aol? Really? 

### Task-Based Applications

- This can be Software
- It can be eCommerce
- It can be eLearning
- It can be Mobile
- It can be Social Media Apps

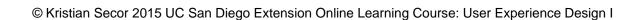
#### Software

• The Apple Developer Site:



#### More on software....

Who does what well...how to choose!



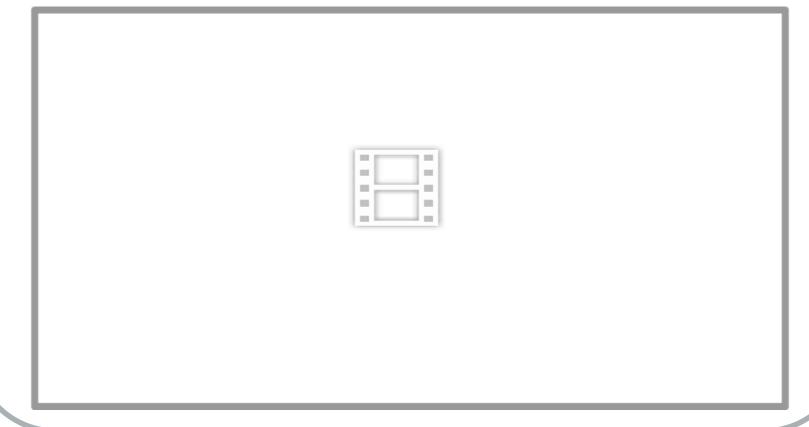
### eCommerce

Always Hireable...



# eLearning

Huge Market-Very Competitive!



## Mobile Apps

- Click & Remember our new definition of UX!
- Click here to see a case study of that app



### Social Media/Mobile Apps

 Click <u>here</u> to see a social media app from 2010. What was its goal? Was it

successful.



#### Now let's take a look at BK

- Click <u>here</u> to see Burger King's effort with the same technology
- Which is better?
- Which hits the Target market?

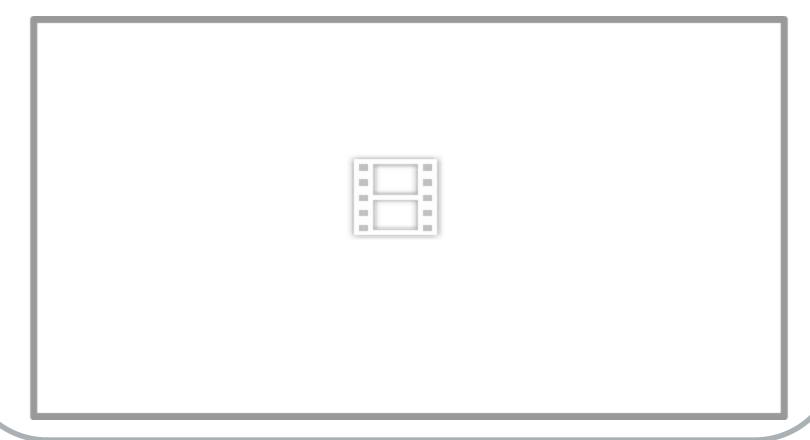


### Taking a look at Case Studies

- The previous categories will be the subject of your two case studies.
- Again, you will do your final redesign based off of one of your case studies

#### A look at 3 case studies

Please see notes for links to studies!



#### Last:

- Do yourself a favor and investigate the following sites:
- Interaction Design Association
- The Information Architecture Institute
- American Society for Information
  Science and Technology
- ACM Special Interest Group on Computer-Human Interaction