

User Experience Design program summary | People, Technology + Organisation

	Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7	Wk8	Wk9	Wk10	Wk11	Wk12	Wk13	Wk14	Wk15	Wk16	Wk17	
Tier 1 Common Basic Framework Design Expertise	Insight Development		Experience and Imagination		Prototyping and Modelling						Co-op placement							
Learning Concept	People-Centered Design Principles	Behavioural Journey Mapping	Design Principles I: What Design Can Do, What Design Should Do	Design Principles II: Experimentation, Speculation and Disruption	Prototyping and Modelling Principles	Critical Reading and Writing												
	Project 1		Project 2															
Specialisation Modules	Research Methods and Ethics	Design Sprints	Scaling Projects	User Flow and Wireframe Ideation	Prototyping Iteration	Accessibility and Inclusivity Affordance												
Assessment						Interim examination + Final Project Proposal								Peer to Peer Learning Conversation			Final examination	
Tier 2 Common Basic Framework Design Leadership							Innovation and Entrepreneurship		Value Creation								Leadership and Negotiation	
Learning Concept							User Experience Design for Service	User Experience Design for Social Innovation	People, Technology and Organisation	Marketing Essentials							Communication Rhetoric for Non-Design Audiences	Pitching for Funding
							Independent Research Project											
Specialisation Modules							Visual Aesthetics for User Experience	Holistic Business Modelling	Value Proposition and Context	Onboarding for Co-op Placement							Lean Canvas Methodology	User Experience Evaluation Metrics
Credit	2.5		2.5		2.5		2.5		2.5								2.5	