

User Experience Design Program Summary | Accelerator Track

	Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7	Wk8	Wk9	Wk10	Wk11	Wk12	Wk13
Tier 1 Design Expertise	Insight Development		Experience and Imagination		Prototyping and Modelling								
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	Visualising Reflective and Reflexive Process							
Project	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 + IRP Proposal							Final Examination
Tier 2 Design Leadership							Innovation and Entrepreneurship		Value Creation		Leadership and Negotiation		
Learning Concept							User Experience Design for Service	People-Centered Design for Social Innovation	Strategy: People, Technology and Organisation	Marketing Essentials	Communication Rhetoric for Non-Design Audiences	Pitching for Funding	
Project							IRP (Project 3)						
Specialisation Modules							Stakeholder Mapping	Holistic Business Modelling	Value Proposition and Context	Lean Canvas Methodology	Behavioural Science Essentials	User Experience Evaluation Metrics	
Credit	2.5		2.5		2.5		2.5		2.5		2.5		

Legend	Tier 1	Tier 2	Specialisation Modules	Examinations
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