

User Experience Design Program Summary | Co-op Placement 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	Co-op Industry Placement 6weeks+
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	User Experience Evaluation Metrics	Onboarding for Co-op Placement		
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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