

User Experience Design | UX UI Accelerator

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Module	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
Credit	2.5		2.5		2.5	