

# SUMMMER COURSES

**A.A. 2023-24** SYLLABUS

**UX** design

2<sup>nd</sup> session: July 9<sup>th</sup> – July 19<sup>th</sup> 2024

www.naba.it



School: Nuova Accademia di Belle Arti Milano (NABA)

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Course Structure: 45 hours - 9 lesson days

ECTS: 3 ECTS credits\*

Advanced level

\*ECTS credits only awarded to university students or participants who are completing or have completed a university or academic study path

#### **COURSE DESCRIPTION**

During this course, students will be introduced to the fundamentals of User Experience (UX) design. Combining theory and practice, they will be guided from idea generation to digital product design, gaining hands-on experience in identifying user needs, ideating solutions, creating and testing prototypes, and refining designs based on user feedback.

#### **COURSE OBJECTIVES**

- Understand how to apply a structured method in UX projects;
- Understand how to create digital products based on the user-centered design approach;
- Effectively test and validate hypotheses to improve a digital product.

#### **ADMISSION REQUIREMENTS**

The course is intended for students who have little/no background in User Experience design, being an advance level course is requested basic knowledge of Figma or similar software.

#### **OUTPUT**

At the end of the course students will have acquired the fundamentals of UX design, methods and approaches to develop effective solutions to users' problems.

#### **Contacts**



#### LIST OF MATERIALS AND TOOLS

- Personal computer;
- · Smartphone;
- Figma account (free).

#### ATTENDANCE POLICY

Class attendance is required for successful completion of the course. Attendance will be taken every class period. On the last day of classes, instructors will issue a Certificate of successful attendance only to all students who completed at least 80% of the course.

#### **COURSE POLICY**

The Faculty of NABA takes Academic integrity seriously. Instances of academic dishonesty such as plagiarism won't be tolerated. Mobile phones will be kept switched off all the time during class. Use of laptop during classes for personal purposes is forbidden.

#### **TEACHING METHODS**

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

**Contacts** 



### Grading

Total number of ECTS assigned for the successful completion of the course: 3 ECTS

GRADING SYSTEM									
GRADING WEIGHTS			GRADING SCALE						
1.	1. Attendance 30%			Excellent = 90-100					
2.	2. Participation and creative process 40%			Good = 80-89					
3. Final work / final presentation 30% TOTAL 100%			Average = 70-79						
				Below Average = 60-69  Poor = 59 or below					
				Poor = 59 or	pelow				
		EXCELLENT 90 -100%	GOOD 80 – 89	%	AVERAGE 70 – 79%	BELOW AVERAGE 60 – 69%	POOR BELOW 60%		
At	tendance (30%)	On time,	Seldom late:		Occasionally late:	Occasionally late: at-	Frequently late, attend-		
		perfect attendance	attended between 95% and 90 % of the course		attended between 90 % and 85 % of	tended between 85% and 80% of	ed less than 80% of the course:		
					the course	the course	FAILED		
Pa	articipation and Cre-	- Demonstrates strong under- standing of the	Shows good grasp of the topic & good		Exhibits average	Shows some aware-	Has shallow insight into		
ati	ive Process (40 %)				comprehension of	ness of the topic &	the topic & poor grasp of		
		topic & thorou-	research		the topic & average	ebelow average awa-	research		
		gh, creative research			research	reness of research			
Or	riginal Project (Final	Exhibits excep-	-		lExhibits average	Exhibits below ave-	Exhibits poor analysis of		
wo	ork/ Final presen-	tional analysis of concepts &			analysis of concep	-rage analysis of con-	concepts & production of		
tat	tion)	production of		roduction of	ts & production of	cepts & production of	original proposal		
(30%)		original proposa	l original proposal		original proposal	original proposal			

#### Contacts



### 1<sup>st</sup> week

COURSE SCHEDULE*						
DAY		LESSON-SUBJECT				
Day 1 - Tuesday	NABA Staff	Welcome and Registration				
		Introduction to the course.				
Day 2 - Wednesday		User research.				
Day 3 - Thursday		User research.				
Day 4 - Friday		Idea generation.				

\*The Academy reserves the right to:

#### **Contacts**

amend or cancel courses, change course location or substitute course leaders, professors, guests, visits location;

make any changes that in our absolute discretion we consider necessary or appropriate for reasons of operational efficiency or due to any other circumstances that are beyond our control.



### 2<sup>st</sup> week

COURSE SCHEDULE*	
DAY	LESSON-SUBJECT
Day 5 - Monday	Solution design.
Day 6 - Tuesday	Solution design.
Day 7 - Wednesday	Field trip.
	Idea validation.
Day 8 - Thursday	Solution design.
	Presentation preparation
Day 9 - Friday	Presentation preparation.
	Final Presentation.

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