

A woman with long brown hair, wearing glasses and a beige cable-knit sweater, is smiling at the camera. She is in a design studio with a laptop in front of her. The laptop screen shows the word "DESIGN" and some design tools. In the background, there are colorful sticky notes and a yellow circular sticker on a wall.

5 days

UX360° – Certified UX & Usability Expert

User experience design, user centered design and usability for web, tablet and smartphone

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DESCRIPTION

What is it about

The Internet, tablets and smartphones have already become our constant companions. A large part of the world's population is always on. Content, functions and applications therefore want to be used across all channels and media convergent - information and services should be accessible at all times and everywhere. In order for this to happen sensibly and with a positive user experience, it requires people who can develop intelligent, user-friendly concepts for the different media and devices.

What to expect

The profession of the user experience designer has become more and more differentiated. A good user experience designer should be able to define and understand his target group, develop a product vision and strategy, collect requirements and formulate them in user stories develop information architectures and user flows and implement and test screen and interaction designs prototypically. In this intensive 5-day seminar, you will learn how to do all this and then develop innovative, successful and user-friendly digital products that will satisfy your users and customers and make them happy.

What you will learn

This seminar enables you to successfully design websites, smartphone and tablet apps. You will get to know and apply the methods of User Experience Design, Human Centered Design and Design Thinking as effective and goal-oriented tools for the design of innovative, intelligent and useful products. You will learn about the entire spectrum of methods used in user experience design - from analysis and strategy to conception, prototyping and testing. You will be able to successfully design digital information services themselves, "brief" and steer external service providers or communicate more competently with „stakeholders“ and advise them internally.

Who should participate

The seminar was developed for all those who are responsible in agencies, companies and organisations for the conceptual and strategic development of digital products, who want to „brief“ and steer external service providers or who want to communicate internally with „stakeholders“ or advise them. It is particularly suitable for designers and design managers, project and product managers, web and software developers, speakers and editors, copywriters and concept developers, marketing and content managers, media and information officers, information and interaction managers, social media consultants and managers, usability engineers, scrum masters and product owners.

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CURRICULUM

User Experience & Usability Basics

Fundamentals & backgrounds

The human brain, the digital eco system, the mature business, the user experience designer's profession

Definitions & disciplines

User experience design, human/user centered design, interaction design, usability, information architecture, user interface design

Phases & methods

User analysis & design research, business goals & product strategy, product scope & requirements, information architecture & navigation, information & interaction design, user interface design & styleguide

Rules & standards

Mental models, eight golden rules, principles of interaction design, Don't make me think, 10 usability heuristics, DIN ISO norms 9241-110, design laws, Apple interface guidelines, Google material design, Hick's und Fitts's law

Practical exercises: Collaborative UX research for UX & usability basics

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User Research & Usability Testing

Personas

User types, user segmentation, user goals and needs, market research vs. design research

Practical exercises: Developing personas, presentation, feedback and discussion

Customer Life Cycle

Customer life cycle, task analysis & definition, cognitive task analysis, top tasks

Practical exercises: Creating a customer life cycle with top tasks, presentation, feedback and discussion

Customer Journey und Experience

Customer journey, service experience, touch points, experience mapping

User Scenarios

User scenarios, use cases, use contexts

Practical exercises: Developing a user scenario with all use cases, presentation, feedback and discussion

Competition and market analysis

Benchmarking, best practices, evaluation models, performance metrics

Product analysis

SUS System Usability Scale, Google heart framework, expert review/heuristic evaluation, content audit, online survey

Usability Testing

First click testing, A/B testing, usability lab, remote testing, mouse tracking, eye tracking, retrospective Think Aloud

Practical exercises: Implementing a live usability test for a selected application

Web Analytics

Google Analytics, Adobe Analytics, Piwik Open Analytics ...

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Strategy, requirement & planning

Business strategy

Business goals, goal definition

Product strategy

Product vision, UX principles, mission statement, value proposition, business model, success criteria, ROI (return on invest), KPIs (Key Performance Indicators), UX strategy

Practical exercises: Developing a product strategy using the product vision board, presentation, feedback and discussion

Functional specification

Requirement analysis and definition, capability and scope matrix, user stories, user story mapping

Content strategy

Content strategy, SEO, Content life cycle, voice of tone

Practical exercises: Developing a content strategy using the content strategy planner, presentation, feedback and discussion

Project planning & organization

Stakeholder management, agile & lean UX, design sprints

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Information architecture, navigation & flows

Information architecture & sitemap

Information architecture, organization structures/schemata, sitemap, categorization and labeling, card sorting

Practical exercises: Developing a information architecture using card sorting, presentation, feedback and discussion

Navigation & search

Navigation techniques, navigation logic and hierarchy, search, filters and sorting

Practical exercises: Developing and (tree-)testing a navigation, presentation, feedback and discussion

Processes & flows

Process design, flow charts (user flows, screen flows), cores & paths

Interaction design

Sketches, scribbles & sketchnotes

Sketches, sketchnotes, stenciling, paper prototypes, paper cut-outs, design studio

Practical exercises: Creating first sketches and drafts of screens and features using the design studio-method (Lo-fi prototyping), presentation, feedback and discussion

Wireframes & prototypes

Atomic design, information design, wireframes, interactive prototypes

Practical exercises: Selecting and refining sketches into wireframes (me-fi prototyping) with Figma, Balsamiq, Sketch and others.

Interaction design & design patterns

Design patterns, micro interactions, feedback and gesture operating, dynamic panels and states

Practical exercises: Refining and implementing wireframes into interactive, click-able prototypes (hi-fi prototyping) with Figma, Axure, UXPin, Proto.io, Principle and others, presentation, feedback and discussion

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Responsive design

Layout types (fixed, fluid, adaptive, responsive), design grids, break points, mobile first, workflow

Mobile design

Devices and operating systems, tips and tricks, gestures and interaction, animations and transitions

User interface design & styleguides

Styleguide & graphical elements

Corporate design, color pallet, typography and fonts, UI patterns, graphical elements, layout grids, text and tonality, images, videos and sound, mood boards

Practical exercises: Creating a mood board with imagery, color pallet and font selection as design basis

Screen design & animations

UI kits, animations, transitions, fadings, micro interactions

Design & UI trends

One pager, flat UI, poster art and typography, image and video backgrounds

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NUMBERS & FACTS

On Campus Full-time

- Standard-Price: € 2.990,00
- Early Bird Fee: € 2.740,00
- Language: English
- Duration: 5 days | 7 h per day
- Min.Participants: 3
- Max.Participants: 12

Live Online Full-time

- Standard-Price: € 2.890,00
- Early Bird Fee: € 2.640,00
- Language: English
- Duration: 5 days | 7 h per day
- Min.Participants: 3
- Max.Participants: 12

DISCOUNTS

- 5% for the registration of 2 employees
- 10% for the registration of 3 employees
- 15% for the registration of 4+ employees

CERTIFICATE

For completing the seminar participants receive the certificate
“UX360° – Certified UX & Usability Expert” by the XDi – Experience Design Institut.

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TRAINER



Maria Kolitsch

Product Strategist and Experience Designer

Maria is a passionate experience designer & product strategist from Berlin. Her focus is on the strategic development of digital products based on user-centric methods. After studying human centred design, industrial design and media management in Berlin and Copenhagen, she spent several years abroad where she participated in various projects. Today she works independently as a designer and supports design teams in start-ups and established companies in the development of design systems, agile product development and digital strategies.

TRAINER



Martin Backers

UX Designer, Product Designer & -strategist, Innovation Consultant, Design Sprint & Design Thinking Expert

Martin is a passionate and award-winning designer (German Design Award), consultant, strategist and trainer with a focus on digital products from Berlin. His passion for design extends to all known (and unknown) forms of media. But his heart beats for good user experiences and innovative ideas. His wide-ranging experience of more than 15 years spans mobile apps, brand websites, augmented reality applications, B2B software, e-learning, in-car infotainment systems, music software and hardware, interfaces for museums, financial services, interactive installations and AI-based applications.

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INCLUDED SERVICES

- XDi-certificate “UX360° – Certified UX & Usability Expert”
- High-quality digitized material
- Numerous templates for your day-to-day work
- Single and group work with presentations and feedback rounds
- Exchange and discussions with your fellow participants
- Photographic and filmed documentation of practical exercise
- A lot of best practices and online resources
- Special seminar locations with a creative atmosphere
- Lunch, beverages, fruit and snacks
- An alumni group for further exchange

YOUR BENEFITS

- First-class instructors with a strong practical knowledge
- Trainers with many years of practical experience in an international context
- Didactically prepared and creatively implemented learning content
- Practically applied and solid theoretical knowledge
- Application of recent results of brain research
- Integrated coaching and mental training methods
- Comprehensive course materials with many other tips, tricks and links
- Attractive spaces with a special atmosphere
- Personal, informal handling

OUR ADDED VALUE

The XDi works with new and interactive education programs based on current findings in brain research. Our credo is „learning by doing“ – our participants learn the application of relevant methods and techniques using practicals exercises in small groups.

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CERTIFICATIONS



REVIEWS



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TESTIMONIALS

„The trainer guided us confidently through the content and was always aware that it is the practical exercises and the thereof resulting discussions between the participants which make the information useful.”

Michael Haasler – team leader new media, KölnMesse

“Thank you Mister Schmitt for the inspiring seminar. I’ve taken with me many methods and practical examples all around the conception and development of digital applications. ”

Evelyn Kühn, Otto Group, Hamburg

REFERENCES

More references and feedback on www.xd-i.com/referenzen

otto group



Handelsblatt

**AKTION
MENSCH**

DAIMLER

BOSS
HUGO BOSS

Douglas

CHECK24

adidas
GROUP

Allianz

MEMBERSHIPS



**INTERACTION DESIGN
FOUNDATION**

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