Hello, and welcome!

Think about a positive web experience you have had. All the functions were easy to navigate. The structure was inviting and appealing. You knew exactly how to use the application and you enjoyed doing so. An experience like that relies on effective user interface design! In this course, you will discover the tools and techniques to produce designs that users can benefit from. You will study the concepts of clarity, usability, and detectability. You will explore color schemes, typography, and layout. And you will learn about SEO optimization, wireframing, prototyping, and user testing. These skills will enable you to excel in web design creation.

We invite you to take a minute to learn about the course by reviewing the information that follows. This way, you will be better able to understand the expectations of the course as a whole. Then you can determine how to manage your time and efforts as you navigate through it.

We are so excited that you’re on this journey.

We can’t wait to see what you will achieve!
Course Description and Competencies

What to Expect

This course contains six modules. And each module contains smaller units. These will help you better understand User Interface Design and Development. Topics include projects, processes, considerations, planning, designing, and developing.

You will gain information from readings and videos throughout the course. You will also find a variety of interactive elements. These include knowledge checks, learning explorations, and reflections to help deepen your understanding of the content. Engaging with these activities reinforces new learning. Be sure to do all the activities as you work through the course. Also, be sure to work on your project while you are working through the lessons. This process will help you develop your project. It will also help you retain what you are learning.

It is expected that you already have a good understanding of programming in HTML and CSS. If you do not, it is best to complete D276A Web Development Foundations prior to starting this course.

This course covers the following competencies:

1. The learner determines the purpose and technical requirements of webpages.
2. The learner designs user interface that addresses user needs and functional requirements development efforts.
3. The learner builds wireframes, mockups and prototypes for the user interface that address customer needs.

You must achieve a ranking of Competent on the assessment to pass the course.

• 1 assessment  • 3 competency units
# Course Outline

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<tr>
<th>Module</th>
<th>Upon completion of this module, you will be able to:</th>
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| **1: Projects** | A. Describe the evolution of and current trends in UID.  
B. Explain project management phases, inputs, outputs, and documentation.  
C. Assess the value that collaboration brings to project success.  
D. List the steps and benefits associated with portfolio management.  
E. Identify the roles and tasks associated with the members of a UID project team. |
| **2: Process** | A. Identify web design and development life cycle models and describe the processes, phases, inputs, outputs, and value proposition of agile development.  
B. Explain web design strategy, specifications, tools, and choices that impact end users.  
C. Describe the process of mind mapping and using metaphors in web page and user experience design.  
D. Identify the components of a mood board, the steps in the process, and the purpose it serves in the UID life cycle.  
E. Outline the legal challenges in web design and options for resolving these issues. |
| **3: Considerations** | A. Explain the design considerations necessary to ensure an optimal relationship between the web user and the site design.  
B. Define participatory design, scenario-based design, and cognitive psychology and how each applies to good user interface design.  
C. Describe how to create and validate a design based on personas, use cases, and usability tests.  
D. Evaluate the impact of design and development choices and improvements on site accessibility for mobile device users.  
E. Describe heuristics, CARP, ERBU and branding, and how they apply to better UID. |
| **4: Planning**  | A. Create a site map for a business's website.  
B. Explain how choice of color and font can impact the design and the user experience. |
### 5. Designing

- A. Create the HTML, CSS, and responsive design in a website.
- B. Build and customize a web page using templates.
- C. Describe how to select and use quality check procedures and tools to edit a web page.
- D. Explain the navigation conventions and best practices that are critical to interface design.
- E. Formulate an action plan for a navigation structure and hierarchy, including guided navigation.

### 6. Developing

- A. Explain the significance of common patterns of user activity on interfaces for prototyping.
- B. Explain the importance of forms and how they should be processed to a database.
- C. Identify an appropriate framework and UI library elements to create a website.
- D. Identify a content management system, template, and themes to create a website.
- E. Choose appropriate publishing tools, web host, and domain name for your new website.

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**Technology Requirements**

We want to be sure you have the tools to succeed! Review the [Computer System and Technology Requirements](#) to learn about the technology you’ll need. If you have questions about your setup, contact support@academy.wgu.edu.

You will need Adobe Acrobat Reader DC. If you haven’t already, [download this free software](#). You may encounter an interactive form that contains fields that you can select or fill in. Review [how to fill in a PDF form](#).
Key Contacts

Your Fellow Learners
Check out the User Interface Design and Development Lobby in the course site! In this online community, you can ask questions and explore ideas. You can connect with your fellow learners. When you use this site, you will realize that other learners may have the same questions you have. You can all benefit from learning together!

Technical Support
If you encounter technical issues, be sure to contact the Help Desk. Just submit a Support Request for assistance.

Program Support
Do you have questions about your account? Student Support has answers. They can help with billing, switching courses, and other requests. You can contact them at (888) 320-0540 or support@academy.wgu.edu.

Accommodations
WGU provides compliant and accessible learning experiences. If you require accommodation, please contact us at the start of the course. You can email StudentAffairs@academy.wgu.edu or call (888) 320-0540. We are committed to ensuring that all students with disabilities have equal access to WGU’s services and materials. We strive to use best practices for accessibility. Our goal is to conform to existing U.S. laws. These include the Americans with Disabilities Act and Section 504 and Section 508 of the Rehabilitation Act. Our learning management system (LMS) platform is Open edX. Open edX’s commitment to accessible content is published on their Website Accessibility Policy.