



Computer Science Education Week: Teaching UX Topics in Grades K-12

User Experience: Impressions, Activities, Management, Disciplines

Keith Instone



We will talk about user experience from 4 different perspectives that can frame our approach to K-12 education about UX.

- > **Impressions** people get when interacting with technology
- > **Activities** we do to define, design, and deliver good experiences
- > **Management** of customer and employee experiences
- > **Disciplines** and fields of study that make up the “UX profession”



Everybody uses technology. People have user experiences.

User-centered design skills can be learned. Defining, designing and delivering good experiences is part art and part science.

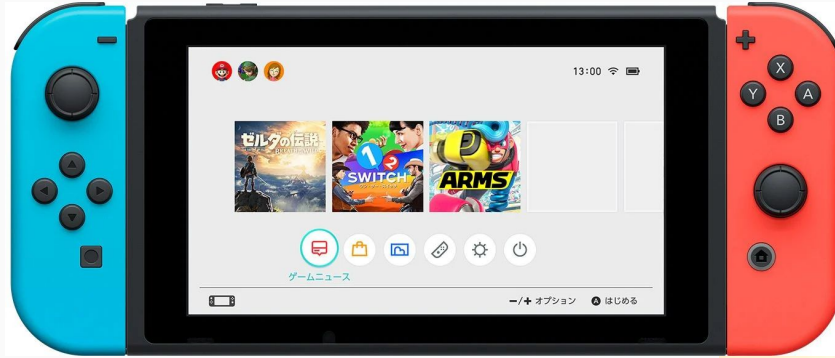
Managing customer and employee experiences is big business. It depends on business models, culture, and more.

There are many paths to being a UX professional (depending on your goals). You can learn on the job, study on your own, or get a degree.

Everybody uses technology. People have user experiences.



User interface: the buttons, controls & menus you interact with directly



User experience: the UI, context, content, expectations, etc. that create your impression



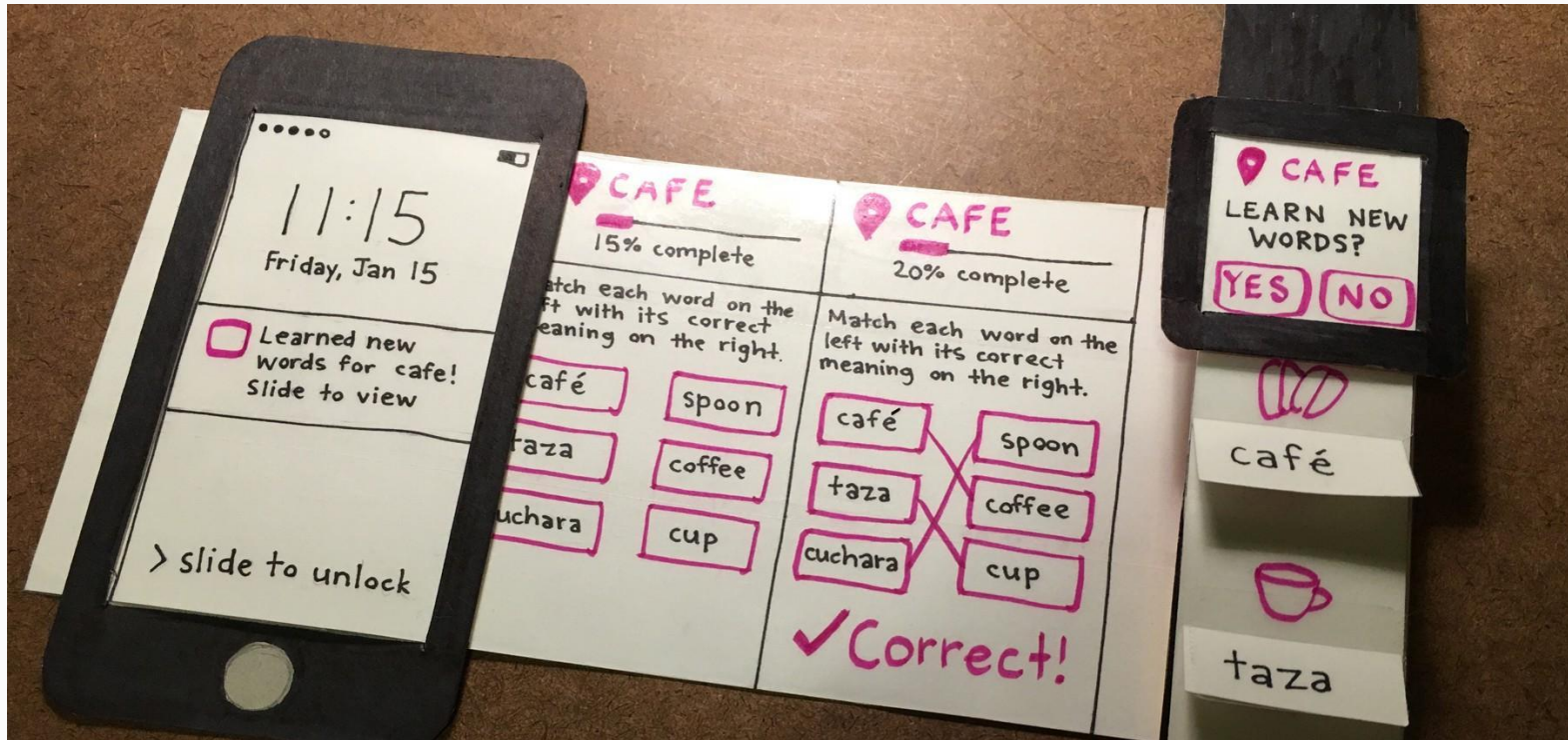
New Study Ranks Animal Crossing: New Horizons As Most Relaxing Game, Surprising No One

Here are the top ten



User-centered design skills can be learned.

Defining, designing and delivering good experiences is part art and part science.



Managing customer and employee experiences is big business. It depends on business models, culture, and more.

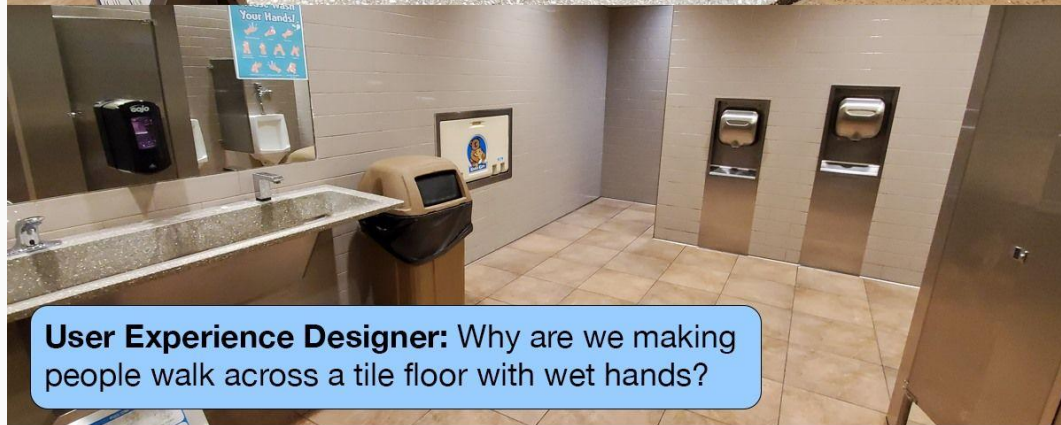


Design disciplines explained.



Visual Designer: Why don't the faucets match?

User Interface Designer: How do I control the temperature?



User Experience Designer: Why are we making people walk across a tile floor with wet hands?

There are many paths to being a UX professional.
You can learn on the job, study on your own, or get a degree.



MASSAGE THERAPISTS LICENSING REQUIREMENTS	
At least 18 years old	
High school graduate or equivalent	
Diploma from a school with a board-approved curriculum or an active out-of-state license for the last five years	
Pass MBLEx (Massage and Bodywork Licensing Examination)	
Complete application and pay \$150 fee (biennial renewal \$100)	
Undergo FBI & BCI criminal records check	

New Jersey
UXPA

About Events Members Photos Discussions More

What we're about

We are the New Jersey chapter of the User Experience Professionals Association. We connect intense professionals to great content about user experience, user-centered design, usability and human factors.

**Lots of
communities of
interest
and
communities of
practice**

No “Licensing” for UX jobs

PhillyCHI connects the local UX community by organizing monthly educational and networking events. We welcome anyone interested in UX to attend an event, share their knowledge, and engage with other professionals, students, and enthusiasts.

SCIENCE MEETS BUSINESS

User Experience Design (UXD)



Undergraduate Programs



Graduate and Professional Programs



Re

[04: 547: 230] Human-Computer Interaction

Research

Computer and Network Systems

Intelligent Systems

Artificial Intelligence

Computational Biomedicine, Medical Imaging and Bioinformatics

Computational Neuroscience

Computer Animation, Graphics and Simulation

Computer Vision

Data Science and Social Networks

► Human-Computer Interaction

Knowledge Representation

Language Technologies

Machine Learning

Robotics

Theory of Computing

830:307 Perception in Cognitive Science

Overview

Approaches to visual perception that emphasize reasoning about stimulus properties (shading, texture, lines, movement, etc.) that give information about the structure of the environment.



Coordinator: **Donald Dow**

Course Description:

Information Design is project-focused. Students learn about design and software primarily by *creating*: brochures, flyers, newsletters, manuals, and information graphics, plus a final project of their own invention.

355:415 Information Design

2020 New Jersey Student Learning Standards – Computer Science and Design Thinking

Engaging students in **computational thinking and human-centered approaches to design** through the study of computer science and technology serves to prepare students to ethically produce and critically consume technology.

- Grade 2: **Human needs** and desires determine which new tools are developed.
- Grade 5: A new tool may have both positive and negative effects on society.
- Grade 8: Improvements in technology are intended to make the **completion of tasks easier, safer, and/or more efficient.**
- Grade 12: **Engineering design is a complex process** in which creativity, content knowledge, research, and analysis are used to address local and global problems.

1 Fostering an Inclusive Computing and Design Culture: Address the needs of **diverse end users** during the design process to produce artifacts with broad **accessibility and usability.**

5 Creating Computational Artifacts: Plan the development of a computational artifact using an **iterative process...**

6 Testing and Refining Computational Artifacts: Evaluate and refine a computational artifact, multiple times, to enhance its **performance, reliability, usability, and accessibility.**



Thanks!

Related stuff at dexterityux.com

Keith Instone, instone@dexterityux.com