WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: User-Centered Design

COURSE NUMBER: CSC 370

I. MAJOR INSTRUCTIONAL OBJECTIVES

GOAL A: Understand User-Centered Design Principles
Learning Outcomes:
A-1: Articulate the principles and concepts of user-centered design, including its importance in creating effective and positive user experiences.
A-2: Incorporate research methods, such as interviews, surveys, and usability testing, to gather insights into user needs, preferences, and behaviors.

GOAL B: Apply User-Centered Design Concepts
Learning Outcomes:
B-1: Acquire skills to create user-centered artifacts and use them to inform the design process.
B-2: Evaluate interaction design principles, such as affordance, feedback, and cognitive load.
B-3: Explore ethical considerations in user-centered design, including privacy, data security, and user consent.

GOAL C: Create User Interfaces (UI)
Learning Outcomes:
C-1: Develop wireframes, mockups, and interactive UI prototypes using design tools and software.