



User Experience Design

School of Information Technology

UED1 - User Experience Design

This program has been permanently suspended.

Program Description

Fanshawe's User Experience Design program focuses on the four components of user experience: research, ideation, design and communication. Students learn to craft digital interfaces and experiences that meet the needs of audiences using human-centered design. Drawing on a multidisciplinary background, students gain an in-depth understanding of design thinking frameworks and research methodologies, as well as UX design and UX research deliverables. You will also get practical experience in project and stakeholder management, testing, prototyping and communication.

As students develop effective UX design skills, they will be prepared to work with clients across a range of industries, helping businesses and organizations meet their strategic objectives. Experiential learning opportunities will allow you to apply your learning in real-world settings, and ensure your skills meet the current demands of the ever-growing UX job market. During the second semester, students will have the opportunity to participate in internal or external client-based projects and become a UX team member on a product development team.

Academic Progression and Completion Requirements

Graduation from college programs requires a student to complete the program curriculum, meeting its academic standards, achieving a minimum cumulative G.P.A. of 2.0. From initial registration, there is a maximum of seven years (full-time or part-time) to complete the program curriculum.

Document of Recognition

User Experience Design Ontario College Graduate Certificate

Program Type

A One-Year Ontario College Graduate Certificate Program

Learning Outcomes

The graduate has reliably demonstrated the ability to:

- Use team leadership, facilitation, and presentation skills in the effective completion of user experience design projects.
- Represent a linked sequence of observed evidence, collected data, qualitative research findings, interpretations and proposed design solutions to stakeholders to solicit support and commitment

- Assess requirements of a user experience design project, in order to increase corporate acceptance, usability and effectiveness
- Present persuasive arguments in support of user experience projects which balance user needs with business objectives
- Collect and interpret stakeholder input to inform the design of projects that meet complex project and business goals.
- Manage projects using current and proven methodologies to coordinate the work of a multidisciplinary user experience design team
- Adapt recommendations and courses of action in accordance with explicit and implicit cultural, professional and ethical constructs involved in solving user experience design problems
- Resolve uncertainties and create shared purpose with stakeholders using iterative prototyping
- Evaluate, adjust and communicate design decisions in alignment with financial, technical, accessibility and usability factors.
- Use accessibility standards and inclusive best practices to ensure that all products and/or services meet the needs of all users.
- Use principles of information architecture to make complex information accessible to users and ensure it meets the needs of all project stakeholders

Career Opportunities

Graduates of Fanshawe's User Experience Design program are qualified for a wide variety of roles within the digital media industry as:

- Interaction Designer
- User Experience Researcher
- User Experience Designer
- Information Architect
- Product Designer
- Communication Designer
- Information Designer

Admission Requirements

Ontario College Diploma, Ontario College Advanced Diploma, Degree or equivalent in Arts, Media, Design or Computer Programming or an equivalent qualification from another institution as judged by the College

-OR-

Work experience and relevant education judged by the College to be equivalent to the above

Approximate Costs

Fee details are available at www.fanshawec.ca/fees



Contact

School of Information Technology 519-452-4430

Campus Codes and Intakes

- Program Code: UED1
- Campus Code: LCD (LCD - London Downtown Campus)
- September Admission
- 15 week terms
- Academic Calendars available at www.fanshawec.ca/academicdates

Applicant Selection Criteria

Where the number of eligible applicants exceeds the available spaces in the program, the Applicant Selection Criteria will be:

1. Preference for Permanent Residents of Ontario
2. Receipt of Application by February 1st (After this date, Fanshawe College will consider applicants on a first-come, first-served basis until the program is full)
3. Achievement in the Admission Requirements

English Language Requirements

Applicants whose first language is not English will be required to demonstrate proficiency in English by one of the following methods:

- A Grade 12 College Stream or University Stream English credit from an Ontario Secondary School, or equivalent, depending on the program's Admission Requirements
- TOEFL iBT - Overall score of 5 with no score less than 4.5 in any band
- IELTS Academic - Overall score of 6.5 with no score less than 6.0 in any of the four bands
- CAEL - Overall score of 70 with no score less than 60 in any of the four bands
- PTE Academic - Minimum score of 58 with no score less than 50 in any of the four bands
- Cambridge English - Overall score of 176 with no language skill less than 169
- ESL4/GAP5 - Minimum grade of 80% in ESL4/GAP5 Level 9, or 75% in ESL4/GAP5 Level 10
- Duolingo - Overall score of 120, with no score lower than 105
- LANGUAGECERT - Overall score of 70 with no score less than 65 in any of the four skills

Program Pathways

For information about Program Pathways visit www.fanshawec.ca/programpathways



Program Curriculum

Level 1

Take all of the following Mandatory Courses:

MGMT-6187 Collaboration, Mgmt & Facilitation 1 - 3 credits

DESG-6005 Design and the Human Mind - 3 credits

RSCH-6022 Qualitative Research and Empathy - 3 credits

COMM-6045 Communicating Ideas - 3 credits

INFO-6135 UX Deliverables - 4 credits

RSCH-6021 UX Testing 1 - 3 credits

Level 2

Take all of the following Mandatory Courses:

MGMT-6188 Colb, Mgmt & Facilitation 2 - 3 credits

DESG-6006 Designing for Everyone - 3 credits

RSCH-6024 Quantitative Measurement and Analytics - 3 credits

MGMT-6190 Managing Complexity - 3 credits

RSCH-6023 UX Testing 2 - 3 credits

INNV-6005 Transdisciplinary Collaboration - 6 credits