

# GDES 124 : Intro to UI/UX

An introduction to the fundamentals of designing responsive layouts for web browsers and mobile devices. After an introduction to workflow and project management, students will use technology to effectively apply fundamental design tools including color, typography, imagery, composition, and conceptual thinking to create interactive projects and prototypes. Topics include understanding the user; content organization; navigation; usability and accessibility; interface design; interface prototyping.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

None.