

GDES 243 : New Media UI/UX

Builds on principles introduced in GDES 124 Intro to UI/UX. Focus on: conceptualization; users and expectations; sequencing; analysis of interactions; information architecture; multi-user environments, prototyping and proof-of-concept presentations.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

GDES 124; GDES 210; GDES 239.