
Term Information

Effective Term Spring 2026

General Information

Course Bulletin Listing/Subject Area Design
Fiscal Unit/Academic Org Design - D0230
College/Academic Group Arts and Sciences
Level/Career Undergraduate
Course Number/Catalog 3556
Course Title UI and UX Design
Transcript Abbreviation UI-UXDesign
Course Description User Interface (UI) and User Experience (UX) Design play key roles in the experience users have when interacting with digital products and applications. Presents and activates the theory and methodologies behind UI and UX design. Design of wireframes and interactive prototypes based on these theories and methodologies.
Semester Credit Hours/Units Fixed: 3

Offering Information

Length Of Course 14 Week
Flexibly Scheduled Course Never
Does any section of this course have a distance education component? No
Grading Basis Letter Grade
Repeatable No
Course Components Laboratory
Grade Roster Component Laboratory
Credit Available by Exam No
Admission Condition Course No
Off Campus Never
Campus of Offering Columbus

Prerequisites and Exclusions

Prerequisites/Corequisites None
Exclusions
Electronically Enforced Yes

Cross-Listings

Cross-Listings

Subject/CIP Code

Subject/CIP Code 50.0411
Subsidy Level Baccalaureate Course
Intended Rank Sophomore

Requirement/Elective Designation

Required for this unit's degrees, majors, and/or minors

Course Details

Course goals or learning objectives/outcomes

- Understand iterative user-centered design of graphical user interfaces.
- Create prototypes of mobile and web user experience designs, based on industry user experience design principles.
- Critique existing user experience designs.
- Design effective and usable mobile and web applications.
- Explain mobile and web application design decisions, based on the solid user experience design principles.
- Use industry standard user experience design processes and tools for prototyping.

Content Topic List

- UX/UI design; design iteration; design development; wireframing; prototyping; CSS; HTML; JavaScript; user research; usability testing; service design

Sought Concurrence

Yes

Attachments

- DESIGN3556UandUXDesign.pdf: Syllabus
(Syllabus. Owner: Beecher, Mary Anne)
- ACCAD_concurrence.pdf: Concurrence
(Concurrence. Owner: Beecher, Mary Anne)
- Art_concurrence.pdf: Concurrence
(Concurrence. Owner: Beecher, Mary Anne)
- CSE_concurrence.pdf: Concurrence
(Concurrence. Owner: Beecher, Mary Anne)
- TFMA_concurrence.pdf: Concurrence
(Concurrence. Owner: Beecher, Mary Anne)
- DESIGN3556_UandUXDesignrevised.pdf: Revised syllabus
(Syllabus. Owner: Beecher, Mary Anne)

Comments

- Religious accommodations statement added. Statement about the provision of additional reading and viewing material has been modified for clarification. Point breakdown for assignments has been added. Disabilities Services statement has been updated. *(by Beecher, Mary Anne on 10/19/2023 11:45 AM)*
- Please see Subcommittee feedback email sent 10/10/2023. *(by Hilty, Michael on 10/10/2023 10:57 AM)*

COURSE REQUEST
3556 - Status: PENDING

Last Updated: Vankeerbergen, Bernadette
Chantal
10/19/2023

Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Beecher, Mary Anne	08/24/2023 12:41 PM	Submitted for Approval
Approved	Munch, Fabienne	08/24/2023 05:05 PM	Unit Approval
Approved	Vankeerbergen, Bernadette Chantal	09/19/2023 10:59 AM	College Approval
Revision Requested	Hilty, Michael	10/10/2023 10:57 AM	ASCCAO Approval
Submitted	Beecher, Mary Anne	10/19/2023 11:45 AM	Submitted for Approval
Approved	Munch, Fabienne	10/19/2023 01:50 PM	Unit Approval
Approved	Vankeerbergen, Bernadette Chantal	10/19/2023 01:56 PM	College Approval
Pending Approval	Jenkins, Mary Ellen Bigler Hanlin, Deborah Kay Hilty, Michael Neff, Jennifer Vankeerbergen, Bernadette Chantal Steele, Rachel Lea	10/19/2023 01:56 PM	ASCCAO Approval

Design 3556: UI/UX Design

Instructor	<i>Name</i>
Contact	<i>name.#@osu.edu, office room/building, office hours</i>
Semester	<i>SP 2026</i>
Location/Time	<i>room/building, meets 2x/week for 2 hr. 40 minutes each meeting</i>
Format	Seminar and Lab, 3 credits
Prerequisites	none
Description	User Interface (UI) and User Experience (UX) Design play key roles in the experience users have when interacting with digital products and applications. Presents and activates the theory and methodologies behind UI and UX design. Design of wireframes and interactive prototypes based on these theories and methodologies.

Course Goals

Upon completion of this course, students should be able to do the following:

1. Practice iterative user-centered design of graphical user interfaces as an individual designer and in collaborative teams
2. Create prototypes of mobile and web user experience designs, based on industry user experience design principles
3. Critique existing user experience designs
4. Design effective and usable mobile and web applications
5. Explain mobile and web application design decisions, based on the solid user experience design principles
6. Use industry standard user experience design processes and tools for prototyping

Associated Program Learning Outcomes

1. *Design of Experiential Media:*

- **Identify** design opportunities and respond with functioning prototypes to demonstrate innovative and engaging experiential media concepts. *Associated course goals: (1) and (2)*
- **Demonstrate** practice of the processes for the development and coordination of digitally based design strategies (for example, storyboarding, prototyping, concept mapping, and the use of scenarios and personas). *Associated course goals: (1), (2) and (6)*
- **Employ** the use of concepts related to the visual, spatial, sound, motion, interactivity, coding, and temporal elements/features of technology in the creation and application of quality experiential media design. *Associated course goals: (2) and (6)*

- **Create** experiential media environments that are technically proficient, aesthetically engaging, and conceptually sophisticated. *Associated course goals: (4) and (6)*
- 2. Critical Thinking and Analysis:**
- **Apply** fundamental critical thinking skills to the analysis and interpretation of experiential media projects with particular attention to user-centered practices. *Associated course goals: (3) and (5)*
 - **Organize** and represent content structures in ways that are responsive to technological, social, and cultural systems. *Associated course goals: (4) and (5)*
 - **Correlate** what is useful, usable, effective, and desirable with respect to user/ audience-centered digitally and physically based experiences. *Associated course goals: (4) and (5)*
- 3. Adaptability:**
- **Anticipate** and **adapt** to new technologies, concepts, and processes in experiential media creation. *Associated course goals: (2) and (6)*
 - **Demonstrate** problem-solving and collaborative skills in both technical and creative arenas in ways that enhance the ability to work successfully on teams and to organize collaborations among people on teams. *Associated course goals: (1)*
- 4. Professional Practice:**
- **Employ** both verbal and visual aspects of communication in the presentation of resulting creative works. *Associated course goals: (3) and (5)*
 - **Present** and **defend** work from an informed conceptual, ethical, historical, and social point of view. *Associated course goals: (3) and (5)*

Course Methodology

This course will consist of lectures and demonstrations and hands-on studio production work for individual and group work during class hours. Students will complete assignments designed to aid in learning topics and techniques and evaluation of progress.

Students must demonstrate satisfactory achievement of course objectives through the fulfillment of course projects and by contributing to class discussions and critiques. Students are expected to seek and apply their own unique creative voice to all course assignments and projects.

Assignments

Project One: Problem Space Analysis & Concept Development Proposal.....30 points

Explore one of three topics provided by the instructor to develop an analysis of the problem space and to identify design opportunities. Construct a concept development proposal from the problem space that details the project goals and needs, stakeholders, and scenario.

Project Two: Wireframes and Prototypes40 points

Create wireframe sketches that meet design requirements established for the problem space defined in Project 1. From those wireframes sketches create a high-fidelity wireframe and then transform the design into an interactive prototype.

Project Three: Use Testing and Analysis30 points

For the final project, conduct use testing with your peers to practice methods of usability testing. From these testing results an analysis document that details project success, failures and future usability issues that should be addressed.

See Calendar of Topics and Project Briefs for further details.

Reading and Viewing Materials

Available online at OSU Libraries

Cabrera, James (James Favio T.), *Modular Design Frameworks: A Projects-based Guide for UI/UX Designers*. Berkeley, CA : Apress, 2017

Grading

Evaluations for each project deliverable will consist of a numerical grade following the grading scale listed below.

Type	Description	Point Value
Project 1	Problem Space Analysis & Concept Development Proposal	30
Project 2	Wireframes and Prototypes	40
Project 3	Use Testing and Analysis	30
	Total	100

Grading Scale

93–100 A	87-89.9 B+	77-79.9 C+	67-69.9 D+
90–92.9 A-	83-86.9 B	73-76.9 C	60-66.9 D
	80-82.9 B-	70-72.9 C-	below 60 E

Work evaluations fall within four equally weighted categories. Excellence in each of these categories constitutes a grade of “A”: **Degree of exploration • Degree of resolution • Quality, depth, and synthesis of research • On-time completion.**

Grading Policy

To receive a passing grade in the course, students must demonstrate satisfactory achievement of course learning objectives through fulfillment of course assignments and by contributing to class discussions. Adherence to deadlines is expected. It is the individual student's responsibility to keep track of the goals and deadlines and to present the work to the class and instructor on the specified dates. All assignments must be completed and turned in to receive a passing grade in the course.

Late or missed goals will be graded as follows:

- An assignment turned in after the original due date but by the start of the next class will have the grade reduced 10%

- An assignment turned in after the original due date and after the subsequent next class start time but before the start time of the 3rd subsequent class (1 week) will have the grade reduced 30%
- Late assignments turned in more than 4 classes (2 weeks) past the original due date will receive a grade (D).

Attendance Policy

All students are required to be on time and in attendance for each class. Arrive less than 10 minutes late to be counted as present. Four (4) absences will lower a final grade by 1/3 a letter. Five (5) absences will lower a final grade by one letter. Six (6) absences will result in a failing grade ("E") for the course. The need for excused absences should be discussed with the instructor (e.g., your own illness, family illness or death, conference presentations) **Do not come to class if you are feeling ill, have a temperature or have been told to isolate or quarantine. Let me know if you are ill and you will be excused without penalty.**

Disability Services

The university strives to maintain a healthy and accessible environment to support student learning in and out of the classroom. If you anticipate or experience academic barriers based on your disability (including mental health, chronic, or temporary medical conditions), please let me know immediately so that we can privately discuss options. To establish reasonable accommodations, I may request that you register with Student Life Disability Services. After registration, make arrangements with me as soon as possible to discuss your accommodations so that they may be implemented in a timely fashion.

If you are isolating while waiting for a COVID-19 test result, please let me know immediately. Those testing positive for COVID-19 should refer to the Safe and Healthy Buckeyes site for resources. Beyond five days of the required COVID-19 isolation period, I may rely on Student Life Disability Services to establish further reasonable accommodations. You can connect with them at slds@osu.edu; 614-292-3307; or slds.osu.edu.

Mental Health Statement

As a student you may experience a range of issues that can cause barriers to learning, such as strained relationships, increased anxiety, alcohol/drug problems, feeling down, difficulty concentrating and/or lack of motivation. These mental health concerns or stressful events may lead to diminished academic performance or reduce a student's ability to participate in daily activities. The Ohio State University offers services to assist you with addressing these and other concerns you may be experiencing. If you or someone you know are suffering from any of the aforementioned conditions, you can learn more about the broad range of confidential mental health services available on campus via the Office of Student Life's Counseling and Consultation Service (CCS) by visiting ccs.osu.edu or calling 614--292--5766. CCS is located on the 4th Floor of the Younkin Success Center and 10th Floor of Lincoln Tower. You can reach an on call counselor when CCS is closed at 614--292--5766 and 24 hour emergency help is also available 24/7 by dialing 988 to reach the Suicide and Crisis Lifeline.

Religious Statement

It is Ohio State's policy to reasonably accommodate the sincerely held religious beliefs and practices of all students. The policy permits a student to be absent for up to three days each academic semester for reasons of faith or religious or spiritual belief.

Students planning to use religious beliefs or practices accommodations for course requirements must inform the instructor in writing no later than 14 days after the course begins. The instructor is then responsible for scheduling an alternative time and date for the course requirement, which may be before or after the original time and date of the course requirement. These alternative accommodations will remain confidential. It is the student's responsibility to ensure that all course assignments are completed.

Academic Misconduct Statement

It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term "academic misconduct" includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors shall report all instances of alleged academic misconduct to the committee (Faculty Rule 3335-5- 487). For additional information, see the Code of Student Conduct <http://studentlife.osu.edu/csc/>.

Calendar of Topics and Assignments

Week 1

Topic: Introduction, Overview, Resources. Hardware and software overview

Assignment/Project: Project 1, Problem Space Analysis & Concept Development Proposal
ASSIGNED

Week 2

Topic: UX Foundations

Assignment/Project: Project 1 cont'd

Readings: *Modular Design Frameworks - Chapt. 1, A Modular Future, pgs. 1-9*

Week 3

Topic: UI Foundations

Assignment/Project: Project 1 cont'd

Readings: *Discussion on Chapt. 1*

Week 4

Topic: Visual and User Interface Design

Assignment/Project: Project 1, Problem Space Analysis and Concept Development Proposal **DUE**

Readings: *Modular Design Frameworks - Chapt. 2, Fonts, Colors and the Invisible UI, pgs. 11-20*

Week 5

Topic: Design Iteration and Development

Assignment/Project: Project 2, Wireframes and Prototypes **ASSIGNED**

Readings: *Discussion on Chapt. 2*

Week 6

Topic: Essential Tactics for UI/UX Design - wireframing

Assignment/Project: Project 2, cont'd

Readings: *Modular Design Frameworks - Chapt. 3, Defining Your Basic Unit, pgs. 21-36*

Week 7

Topic: Essential Tactics for UI/UX Design - prototyping

Assignment/Project: Project 2, cont'd

Readings: *Discussion on Chapt. 3*

Week 8

Topic: Basics of CSS, HTML, and JavaScript

Assignment/Project: Project 2, cont'd

Readings: *Modular Design Frameworks - Chapt. 4, Adaption, Reusability, Variation and Iteration, pgs. 37-49*

Week 9

Topic: Basics of CSS, HTML, and JavaScript

Assignment/Project: Project 2, cont'd

Readings: *Discussion on Chapt. 4*

Week 10

Topic: Basics of CSS, HTML, and JavaScript

Assignment/Project: Project 2, Wireframes and Prototype **DUE**

Readings: *Modular Design Frameworks - Chapt. 5, Organization, Clustering, Pages and Navigation, pgs. 51-66*

Week 11

Topic: Essential Tactics for UI/UX Design – user research

Assignment/Project: Project 3, Use Testing and Analysis **ASSIGNED**

Readings: *Discussion on Chapt. 5*

Week 12

Topic: Essential Tactics for UI/UX Design – usability testing

Assignment/Project: Project 3, cont'd

Readings: *Modular Design Frameworks - Chapt. 6, What's Next, pgs. 67-70*

Week 13

Topic: Essential Tactics for UI/UX Design – usability data analysis

Assignment/Project: Project 3, cont'd

Readings: *Discussion on Chapt. 6*

Week 14

Topic: UI/UX in Service Design

Assignment/Project: Project 3, cont'd

Finals Week

Assignment/Project: Project 3, Use Testing and Analysis **DUE**