User Interface   1 Week

Lesson Overview

In this lesson, students explore examples of different software's user interface design. Students will learn to use their understanding of user experiences from the previous lesson to create a user interface experience illustrated by web page design for homepage and a checkout experience. The videos include industry experts discussing their experience with user interface design. Students do an assignment where they study an existing company's website user experience and user interface and present it.

View: Detailed 2-Day Lesson Plan

Learning Objectives

- Learn how to create user interfaces that follow the product's user experience

- Learn how industry professionals design user interfaces

Lesson Material

▶ Watch the following videos (also embedded in the activity guide):
- Optimizely and the User Experience [2:09 min]
- Lockit And The User Experience (3:26 min]
- Course Map Revisited [0:29 min]
- User Experience Components [0:30 min]
- Homepage Design [3:13 min]
- Sign Ups and Onboarding [1:19 min]
- Payment Forms [1:50 min]
- Notifications [3:11 min]
- Good Notifications [1:47 min]
- User Feedback and Ratings [1:52 min]
- Design Thinking at Optimizely [1:40 min]
- Bringing Design to the Product [1:10 min]
- User Experience and Design Recap [0:30 min]

Student Assignments   ## Teacher Resources

User Interface Activity Guide	User Interface Answer Key
Real World Design Assignment	Real World Design Assignment Rubric
	Real World Design Example Presentation
	Notes from the Field

Detailed 2-Day Lesson Plan

Day 1: User Interface

Overview [5 minutes]. Provide an overview to students explaining what is said in the Teacher's Overview above.

I do [10 minutes].
- Watch the Optimizely User Experience video with them and help them answer the first prompt.
- Watch the Lockit User Experience video and help them answer the second prompt.
- Watch the Course Map Revisited video with them and tell them that we are getting to where you can design your own software product for your project.

We do [30 minutes]. Have the students work in pairs to watch the remaining videos and do the prompts. They discuss the answers to the prompts, but must answer them themselves.

You do [Homework]. Students complete the Activity Guide as homework.

Assignment [10 minutes].
Explain the assignment to them. The assignment has them create a presentation (e.g. PowerPoint or Google Slides) about the user experience/interface of a company (of their choosing) web site. See the exemplar about DropBox linked below (which you can show to your students). The students should present their work when they complete it. You can have them make a video presentation using screen capture software like ScreenCastify, or you can have them present to the class, or to smaller groups. How you do this depends on how much time you have and how many students you have. This last 10 minutes is to give them the assignment and tell them how you want it presented. Look over each requirement for the presentation. (Possibly use dropbox as your example company, but we do not recommend showing the students the exemplar presentation.) Brainstorm with an example how to find the information to answer each question.

The presentation is due next class.

Day 2: Real World Design Presentation

Presentation [50 minutes]
Students present their real-world design to the other members of their project team. Assuming teams of 6 students, each student presents for 5 minutes with 2 minutes of questions/discussion and 1 minute transfer to the next student.