Graphic Design for User Experience

Section 0111, Wednesdays from 9-12pm (week of February 27, 2017 to the week of April 3, 2017)

Instructor: ginger coons

Graphic design is a major component of the overall user experience of interactive systems. This workshop will introduce students to graphic design elements needed in the design of Graphical User Interfaces (GUIs). Throughout the workshop, students will learn the basic graphical design principles and theories that are essential for effective visual design. Topics will include: alignment, layout, repetition, contrast, colour, and typography; fundamentals of composition; usability and accessibility. The workshop will integrate current software tools and appropriate digital methods for the design of interactivity and user interfaces.

This workshop will allow students to:

- Explain the relationship between user experience and graphic design;
- Develop visual vocabularies related to graphical design elements;
- Develop an aesthetic understanding of how graphic design impacts the look and feel of user interfaces; and
- Apply graphical design principles and theories to design the skin of graphical user interfaces.