### **USER EXPERIENCE**

Level 9-10



#### **Information**

User experience (UX) concentrates on giving the user a positive experience when interacting with a digital solution. User experience ensures the digital system caters for the need of the user by identifying who the target user is and adapting the design and resource to meet their needs. Considerations of user experience may include ease of navigation, placement size and colour of images, buttons and text loading time and visibility of information.

#### **Curriculum Expectation**

Students will evaluate a design or system on based on a criterion that is centered on user experience. The criterion will involve functionality (functions such as buttons and links that complete the desired task), accessibility (available for all users), usability (the (ease of navigating the solution) and aesthetics (use of colours, images fonts and consistency).

#### Video Resources

Click the images to open the videos

These videos define User Experience and give examples on how user experience is an integral part of the job when creating digital solutions.



Video Source: Jesse Showalters



Video Source: d.Studios @SAP

## **USER EXPERIENCE**

# Creating a design based on the users' needs





FUNCTIONALITY
How functions of the
system interact with
the user



ACCESSIBILITY
User has easy
access to important
and relevant
information



AESTHETICS
Colours, image and layout are considered



USABILITY
The ease of
navigating around
the system