



Foundations of User Experience (UX)

PEIMS Code: N1302809

Abbreviation: FOUNDUX

Grade Level(s): 9–12

Amount of Credit: 1.0

Approved Innovative Course

- Districts must have local board approval to implement innovative courses.
- In accordance with Texas Administrative Code (TAC) §4.27, school districts must provide instruction in all essential knowledge and skills identified in this innovative course.
- Innovative courses may only satisfy elective credit toward graduation requirements.
- Please refer to TAC §74.13 for guidance on endorsements.

Course Description:

In Foundations of User Experience (UX), students obtain an understanding of UX designers, key notions and factors involved in the conception of UX design solutions and design tools applied across the process. Students will gain knowledge of introductory observation and research skills; basic design thinking and defined empathy methodologies; collaborative problem-solving and ideation; and interaction usability and solution development (includes digital tools). The knowledge and skills acquired enable students to identify real-world problems through research and data-driven investigation to design solutions while participating in collaborative problem solving. Students are introduced to agile and methodologies to develop skills to take the solutions from conceptual sketch to digital designs using professional software tools. Students will explore how to improve the quality of user interactions and perceptions of products, experiences, and any related services.

Essential Knowledge and Skills:

- (a) General Requirements. This course is recommended for students in grades 9-12. There are no recommended prerequisites. Students shall be awarded one credit for successful completion of this course.
- (b) Introduction.
 - (1) Career and technical education instruction provides content aligned with challenging academic standards and relevant technical knowledge and skills for students to further their education and succeed in current or emerging professions.
 - (2) The Information Technology (IT) Career

- (3) In Foundations of User Experience (UX), students will analyze and assess current trends in a career field that creates meaningful, approachable, and compelling experiences for users of an array of products, services, and or initiatives of companies, governments, and organizations. Students will gain knowledge of introductory observation and research skills; basic design thinking and applied empathy methodologies; collaborative problem-solving and ideation; and interaction design and solution development. The knowledge and skills acquired from this course enable students to identify real-world problems through research and data-driven investigation to design solutions while participating in collaborative problem-solving. Students will be introduced to agile practices and methodologies to develop skills to take solutions from conceptual sketch to digital designs using professional software tools. Students will explore how to improve the quality of user interactions and perceptions of products, experiences, and any related services.
- (4) Students are encouraged to participate in extended learning experiences such as career and technical student organizations and other leadership or extracurricular organizations.
- (5) Statements that contain the word "including" reference content that must be mastered, while those containing the phrase "such as" are intended as possible illustrative examples.

(c) Knowledge and Skills.

- (1) The student demonstrates professional standards/employability skills in the information technology (IT) field with a focus in the area of user experience (UX). The student is expected to:
 - (A) identify job opportunities in UX and accompanying job duties and tasks;
 - (B) employ effective verbal and nonverbal communication skills;
 - (C) create resumes and portfolios for UX professions;
 - (D) use critical thinking skills and creativity to present a solution to a user problem; and
 - (E) work collaboratively in a team to devise and present an efficiency or enhancement solution to a user issue within a given timeline, while incorporating empathy methodology agile, and design principles.
- (2) The student applies professional communications strategies. The student is expected to:
 - (A) adapt presentations for audience, purpose, situation, and intent;
 - (B) interpret and communicate information, data, and observations;
 - (C) apply active listening skills to obtain and clarify information;
 - (D) collect multiple viewpoints of potential diverse users; and
 - (E) define and exhibit public relations skills that are used by UX designers.
- (3) The student describes the field of UX along with the common elements in user-centered design. The student is expected to:
 - (A) analyze and articulate the current trends and challenges of the UX field;
 - (B) analyze and document the diversity of roles and career opportunities across the UX field;
 - (C) identify terminology associated with UX, including user, user experience, empathy human-centered design, design thinking, persona, user journey empathy map, mind maps, roadmaps, wireframes, prototypes, and portfolios;



(7)



-
- Participate in UX workshops conducted by UX professionals.
 - Complete job shadowing.
 -