

Designing User Experience

COSC 480: User-Centered Design

Madeline E. Smith

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T9: Final Presentations

- **15–20 Minute Presentation / Project**
 1. Proposal
 2. Contextual Inquiry
 3. Requirements
 4. Initial Design
 5. User-testing
 6. Hi-Fi Prototype
- **Hi-Fi Prototype Demos**

What is user experience?

Examples of good and bad user experiences?

Can you design user
experience?

How does the user-centered design process help us design for user experience?