

UXP3111 : Physiology of Sensation in UX

UX designers must have a firm understanding of how people experience the world, cognitively and physiologically, in order to confer that insight to the products and interfaces they design. In Physiology of Sensation in UX, students will navigate how the science of sight, sound, touch, taste, and smell apply to UX theory. Specific topics include information on the visual, auditory, and somatosensory systems as well as sensory receptors and neural pathways. This course will also navigate the topic of accessibility, providing students the experience of designing for populations with different sensory and cognitive needs.

Credits 4

Course Length 4 weeks