UXP359 : Project and Portfolio V: User Experience

In the Project and Portfolio V: User Experience course, students will learn how UX fundamentals can be applied to support a positive cause, using the Sustainable Development Goals as outlined by the United Nations as a point of reference. Students will pick a topic to explore—such as poverty, climate change, access to health and education—and suggest a user experience product to contribute toward a specific goal. Students will then build a prototype to best exhibit their product idea.

Credits 3