UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

# COURSE SYLLABUS

## Understand the Mobile UX Design Process

**2425-77R-7**

### Title

UNDERSTAND THE MOBILE UX DESIGN PROCESS

### Teacher(s)

Rossana Actis Grosso/Alessandro Gabbiadini

### Language

English

### Short description

User interfaces (UI) and user experience (UX) are two fundamental aspects in the design process of mobile and wearable interfaces. UI design focuses on the graphic layout of an interface, while UX design concerns the overall experience and how the end user interacts with a mobile app. Understanding both processes is essential for designing mobile/wearable applications that are truly user-friendly.
Key-topics are: understanding the basics of mobile UI/UX design; usability in mobile interfaces; tools for interface design (prototyping and mockups); principles of design systems (Material Design vs. Apple Design System); usability testing. The course includes an introduction to the theoretical principles underlying mobile-first design, with a particular focus on major User-Centered Design methodologies and related usability and User Experience (UX)

evaluation practices. Participants will be guided through the design of a small project using Figma, allowing them to apply and test in practice what they have learned.

## CFU / Hours

1CFU/8h

## Teaching period

See the Calendar

## Sustainable Development Goals