

DSGN 3769 - Design + UX/UI 1

Fall 2026 Syllabus, Section A01, CRN 43808,

Credit hours: 3

Instructor

Sebastian Giraldo

Email: sgiraldo@ysu.edu

Public Instructor Information

Instructor Title: Assistant Professor

Instructor Professional Qualifications:

MFA, Visual Communication Design, Kent State University

BA, Graphic Design, Colegiatura Colombiana

Instructor Office Location: Bliss Hall 4085

Instructor Office Phone: 330-941-3301

Course Description

3769. An Investigation of the aesthetic and practical processes and philosophies behind the UX/UI design for on-screen applications. Students employ various hardware/software tools available to designers for visual interactive design. Prereq.: C or better in DSGN 2669 or permission of instructor. 3 s.h.

Course Readings

Group	Title	Author	ISBN
NO READINGS			

The course readings are subject to change in the event of extenuating circumstances, research developments, current events, and/or to ensure better learning.

Schedule of Topics and Assignments

Week of	Reading(s)	Proposed Topic	Due/To Prepare for Class
8/24	N/A	Module 1: Figma Foundations	Module 1 Assignment 1 — Figma file with 5 device frames Module 1 Assignment 2 — Button with 6 variants Module 1 Assignment 3 — Card component with multiple variations Module 1 Assignment 4 — 4pt Column Layout Module 1 Assignment 5 — Auto Layout Practice Module 1 Assignment 6 — Interactive prototype with basic interactions

8/31	N/A	Module 2: Design Systems	Module 2 Assignment 1 – Text Styles Module 2 Assignment 2 – Color Styles Module 2 Assignment 3 – Component library Module 2 Assignment 4 – Grid system Module 2 Assignment 5 – Design system documentation page
9/7	N/A	Module 3: Responsive Music Player I	Module 3 Assignment – Responsive Music Player (Part 1) Module 3 Discussion
9/14	N/A	Module 4: Responsive Music Player II	Module 4 Assignment – Responsive Music Player (Part 2)
9/21	N/A	Module 5: Custom App Project I	Module 5 Assignment – Custom App Project (Part 1) Module 5 Discussion
9/28	N/A	Module 6: Custom App Project II	Module 6 Assignment – Custom App Project (Part 2) Module 6 Discussion
10/5	N/A	Module 7: Custom App Project III	Module 7 Assignment – Custom App Project (Part 3)

The course schedule, policies, procedures, and assignments in this course are subject to change in the event of extenuating circumstances, by mutual agreement, and/or to ensure better learning.