

DSGN 4869 - Design + UX/UI 2

Fall 2026 Syllabus, Section A01, CRN 43812,

Credit hours: 3

Instructor

Sebastian Giraldo

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Public Instructor Information

Instructor Title: Assistant Professor

Instructor Professional Qualifications:

MFA, Visual Communication Design, Kent State University

BFA, Graphic Design, Colegiatura Colombiana

Instructor Office Location: Bliss Hall 4085

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Course Description

4869. 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 3769 or permission of instructor. 3 s.h.

Course Readings

Group	Title	Author	ISBN
Optional	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
10/19	N/A	Prototypes versus published websites; website-building approaches; domains and hosting; introductory HTML/CSS concepts; website structure; audience and content planning.	Project 1 — Research and Initial Direction Project 1 — Working Landing Page.
10/26	N/A	Responsive layouts; navigation and interactions; accessibility basics; task-based user testing; previewing and publishing.	Project 1 — Complete Draft for Testing. Peer Testing Round 1 Project 1 — Revised and Published Website.
11/2	N/A	Content audits; audience research; sitemaps; user journeys; navigation; preserving submission evidence; unpublishing and transitioning between projects.	Project 2 — Research and Information Architecture. Project 2 — Wireframes and Initial Build.
11/9	N/A	Consistent navigation; reusable components; responsive multi-page layouts; accessibility; user-journey testing; revision and publication.	Project 2 — Complete Draft for Testing. Peer Testing Round 2. Project 2 — Revised and Published Website.

11/16	N/A	Project scope; organization and audience research; content gathering; platform comparisons; custom-domain concepts; template and AI resource evaluation.	Project 3 – Proposal and Research. Project 3 – Website Plan and Visual Direction.
11/23	N/A	Consistent page construction; reusable patterns; content integration; responsive refinement; accessibility and quality checks; implementation notes.	Project 3 – Website Build in Progress. Project 3 – Complete Website Draft.
11/30	N/A	Usability findings; revision priorities; final responsive and accessibility checks; launch preparation; publication; developer communication; project presentation	Project 3 – Final Testing Checkpoint. Peer Testing Round 3. Project 3 – Revised and Published Website.

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.