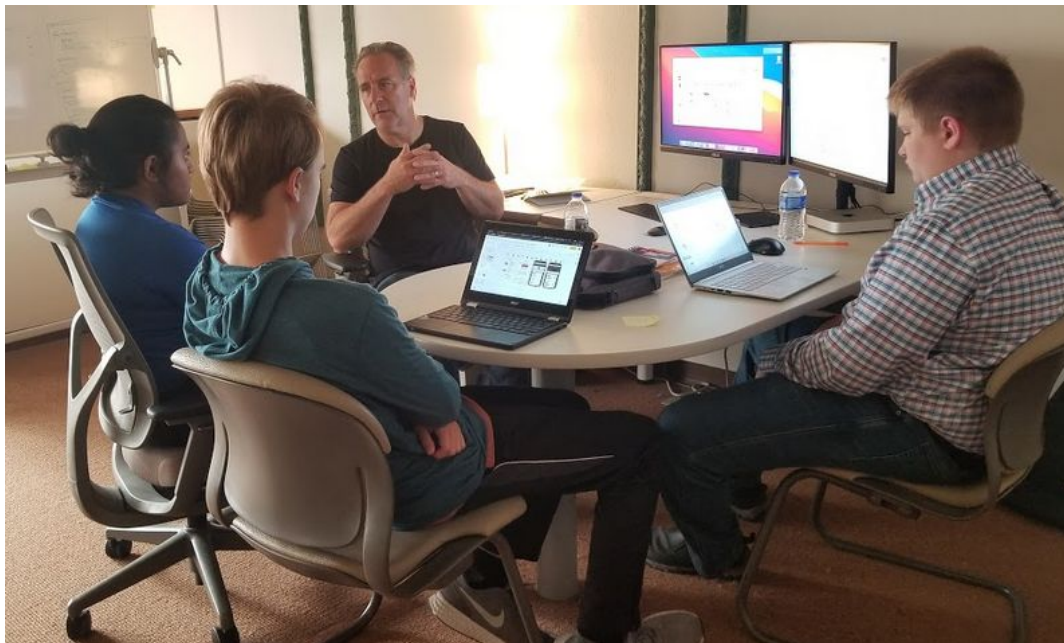# UX Designer

Jason Landa

Mathematics and Computer Science teacher at Pleasant Valley High School

2021 extern at Innovate 120

Part I: Overview of Workplace

Innovate 120 is a new startup.

It provides entrepreneurship, internship, and professional services to help young adults.

Part II: Workplace Focus

Innovate 120 is in the old US Bank location in Maquoketa, Iowa. We are working on 4 projects for multi-billion dollar clients to design and improve the user experience of their product of app.
One is designing an interface for an anxiety reduction app that works with a smartwatch and smartphone pair.
Another is to design a more in depth accessibility feature for Google Maps.

Part III: Introduce the Problem

The student group is going to design an app for a company. The app will be publicly available to "interact" with the company's product/services. Students will pick a local company and determine a problem that could be solved using a well-designed app.

Part IV: Standards

- 3A-CS-03

  - Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors.
- 3A-NI-06

  - Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts.
- 3A-DA-11

  - Create interactive data visualizations using software tools to help others better understand real-world phenomena.
- 3A-AP-13,14,15,16,19

  - These are about designing, creating, iteratively developing, and justifying choices made for programs created to solve specific needs.

Driving and Essential Questions

Questions students will need to be able to answer for their project. Each group will have different answers since each program will have a different client with different needs.

- What is the company?
- What problem needs to be solved?
- Why does that problem need to be solved?
- What do we need to know about the problem or company to design a solution?
- Who is the solution for(client or user)?
- How will the solution be implemented?

Part V: Extern Host Role

Robert Abbott is an experienced UX designer. He has contacts and resources to help provide the students access to real multi-billion dollar companies and give students a glimpse into the world of UX Design.

Robert has agreed to virtually mentor any students with UX and I will also be planning a time for him to come in guest speak for some of my courses and open it up to other courses who would wish to speak with him.

Part VI: Student Learning

The students will have a lot of choice (except that is has to be a group assignment). What company they pick and what problem they solve will be their own making. Students will constantly be evaluating their process and revising as needed until they can agree upon a final design and present their solution. The students will be required to have a log of their work and reflect on their process at a few checkpoints along the way. I would plan checkpoints 1/3 and 2/3 of the way through the process to help force students to stay on track.