Experience Haus
Product Design inc. UX & UI

TWELVE WEEKS PART-TIME

Last updated Nov 2020
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About Us

Experience Haus

Experience Haus provides applied learning courses for organisations and individuals covering an abundance of different digital expertise. We offer practitioner taught technical skills training for high demand disciplines such as Marketing, Product Management, Experience Design and User Research.

Crucially, the company goes above and beyond the purely technical and hopes to uncover the black holes in business. The company's offering of events, part-time courses (pairing students with start-ups) and hands-on workshops intends to bridge the gap between economical and accessible learning for the curious.

As of August 2018, Experience Haus proudly became a part of the Matter Of Form Group. Classes and workshops are held in our studio in Shoreditch.

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Our Ethos
Learn by Doing

We'll cover the concepts, but also demonstrate the exercises and methods that are used daily by teams to push products forward and make sure they'll succeed and stand out.

Attendees of Experience Haus workshops and bespoke programs will enjoy a mix of lectures and workshop time, where they will get to practice these methods and apply them to real world examples. In our part-time courses, for example, our students are paired with local startups. In accelerator/incubator training learning is immediately applied to the attendees startup.

In order to encourage discussion and collaboration we aim to limit our B2C and B2B workshops to no more than 15 students, and our part-time courses are limited to 10 students.

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The Product Design (UX/UI) course is perfect for anyone who is looking to add digital product design skills to their existing skillset.

In order to encourage discussion and collaboration we limit our class sizes to 10 students.
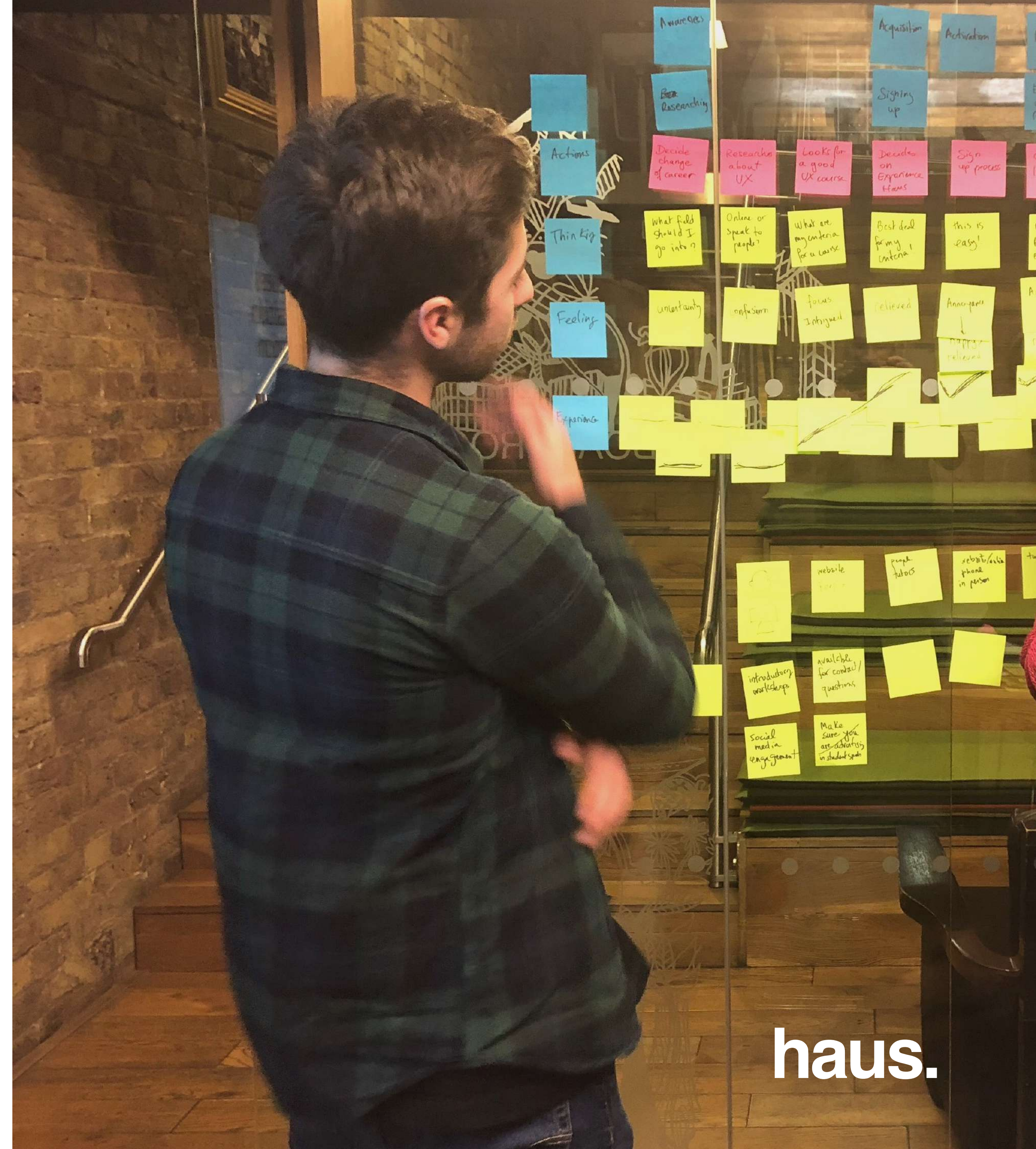
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Product Design inc.UX & UI
About the course

During the course we will cover a variety of topics including research tactics, design thinking, stakeholder management, product management and user experience (UX) – all of which play an important role in making successful design decisions. The course is taken part time over twelve weeks, two evenings a week, typically on a Monday or Wednesday / Tuesday or Thursday. Students will enjoy a mix of lectures and workshop time, where they will get to practice these methods and then apply them to their projects.

Learn how to visualise solutions rooted in research and user testing. Students will learn how to implement best practices, conventions, and the latest design trends and patterns into their work. Also work through the differences and nuances of responsive design, hybrid and native apps as well as current design languages and principles.

The part-time course features a client project with a local startup, which students work on independently. Students deliver a presentation summarising their journey, process, and work throughout.

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Content and curriculum

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Module 1 Course Orientation Introduction to Product Design Design Thinking Design Process Double Diamond Project Brief **Module 2** User Research Research Methods Screener Surveys Prep of User & Stakeholder Interviews	**Module 3** Product Development Lifecycle Product Management Business Viability **Module 4** Competitor Analysis Product vs Brand / Feature vs Brand Market Positioning and Fit	**Module 5** Data Synthesis Affinity Mapping Archetypes Defining and building Personas Empathy Mapping **Module 6** Task Analysis Experience Mapping Opportunity Identification	**Module 7** User Stories Jobs-To-Be-Done Framework Problem Statements Metrics & KPIs **Module 8** Ideation Techniques Storyboarding User Flows Mid-Course Project Review	**Module 9** Information Architecture Navigation Open and Closed Card Sorting **Module 10** Introduction to Wireframing Terminology Sketching Paper Prototyping	**Module 11** Digital Wireframing with Figma Grid Layouts & Artboards / Frames **Module 12** Digital Wireframing continued Typography & Use of Fonts Visual Design Basics & Principles

Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Module 13 Introduction to Prototyping Design Systems by Organisations Pattern Libraries & Online Resources **Module 14** Usability Testing Task Scenarios Feature Prioritisation	**Module 15** Product Roadmaps Workshop and peer review **Module 16** Live Usability Testing session	**Module 17** Presentation Preparation Storytelling Techniques Case Studies Portfolio Review **Module 18** Workshop and peer review Industry careers and trends Guest speaker	**Module 19** Presentation Clinic Instructor and Peer Review	**Module 20** Live Stakeholder Presentations Feedback & Q&A **Module 21** Live Stakeholder Presentations Feedback & Q&A	**Module 22** Retrospective on the Course What Next? Portfolio, Career and Interview Advice End of Course Celebration

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More than other providers

| | | 1. FULL IMMERSION | | 2. FIND MENTOR | 3. TRAIN UNDER CLOSE EYE OF EXPERT | 4. GET REAL | | | | | 5. FIND ANGLE | 6. BUILD STORY | 7. TELL STORY | | 8. SECURE ROLE | 9. ADD TO STORY | |
		MULTIMEDIA PREP PACKS	PRODUCT STRATEGY	1:1 MENTORING	12 STUDENTS MAX	100% LIVE SESSIONS	REAL CLIENT TO MANAGE	LIVE CLIENT BRIEF	INDIVIDUAL PROJECT	WORK EXPERIENCE	LIFELONG CAREER & PORTFOLIO ADVICE		RECRUITER INTROS	INTERVIEW TRAINING	JOB GUARANTEE	EXCLUSIVE ALUMNI UPSKILLING	PRICE
Experience Haus	**UX/UI Placement Program (12 Weeks Full Time)**	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	£7,200
	Product Design inc. UX & UI (12 Weeks Part Time)	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✓	✓	✗	✗	✓	£1,755
	UX & UI Online (8 Weeks Part Time)	✓	✓	✓	✓	✓	✓	✓	✗	✗	✓	✓	✗	✗	✗	✓	£990
General Assembly	**UX Design Immersive (12 Weeks Full Time)**	✓	✗	●	✗	✓	?	✓	?	✗	●	●	✓	✓	✗	✓	£9,000
	UX Design (10 Weeks Part Time)	✓	✗	✗	✗	✓	✗	✗	✓	✗	✗	✗	✗	✗	✗	✓	£2,800
Springboard	**UI/UX Bootcamp Online (9 Months Part Time)**	N/A	✗	✓	N/A	✗	✓	✓	✓	✗	●	●	✓	✓	✓	✓	£6,615
Career Foundry	**UX Design Program (10 Months Part Time)**	N/A	✗	✓	N/A	✗	✗	✗	✓	✗	●	●	✓	✓	✓	✓	£4,940
School of UX	**UX & UI Crash Course (5 Days Full Time)**	✗	✗	✗	✗	✓	✗	✗	✗	✗	●	●	✗	✗	✗	✗	£838
HyperIsland	**User Experience Lab (2-3 Days)**	✗	✗	✗	✗	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	£1,950
UX Academy	**Beginner UX Design (8 Weeks Part Time)**	●	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	●	£950
UAL	**UX Design Online (6 Weeks Part Time)**	✗	✗	✗	✗	✓	✗	✗	✓	✗	●	●	●	✗	✗	✗	£465
FlatIron	**N/A (stopped UX/UI)**																N/A

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PLEASE NOTE
Data collected from approximately 10 hours primary research, conducted by Experience Haus from May 26th - June 4th 2020
Research included web enquiries, syllabus reviews, instructor interviews and phone calls with providers
Results are the product of such research and as such may not be 100% accurate and should be used as guidance only
All data subject to change

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Who Should Attend?
Who is it for?

The course is perfect for anyone who is looking to add digital product design skills to their existing skillset.

Previous students include account managers, front-end developers, graphic designers and brand consultants.

Although there are no pre-requisites to take the course, having a keen interest in design definitely helps. There is no need to have any knowledge of particular software as you will be taught everything along the way.

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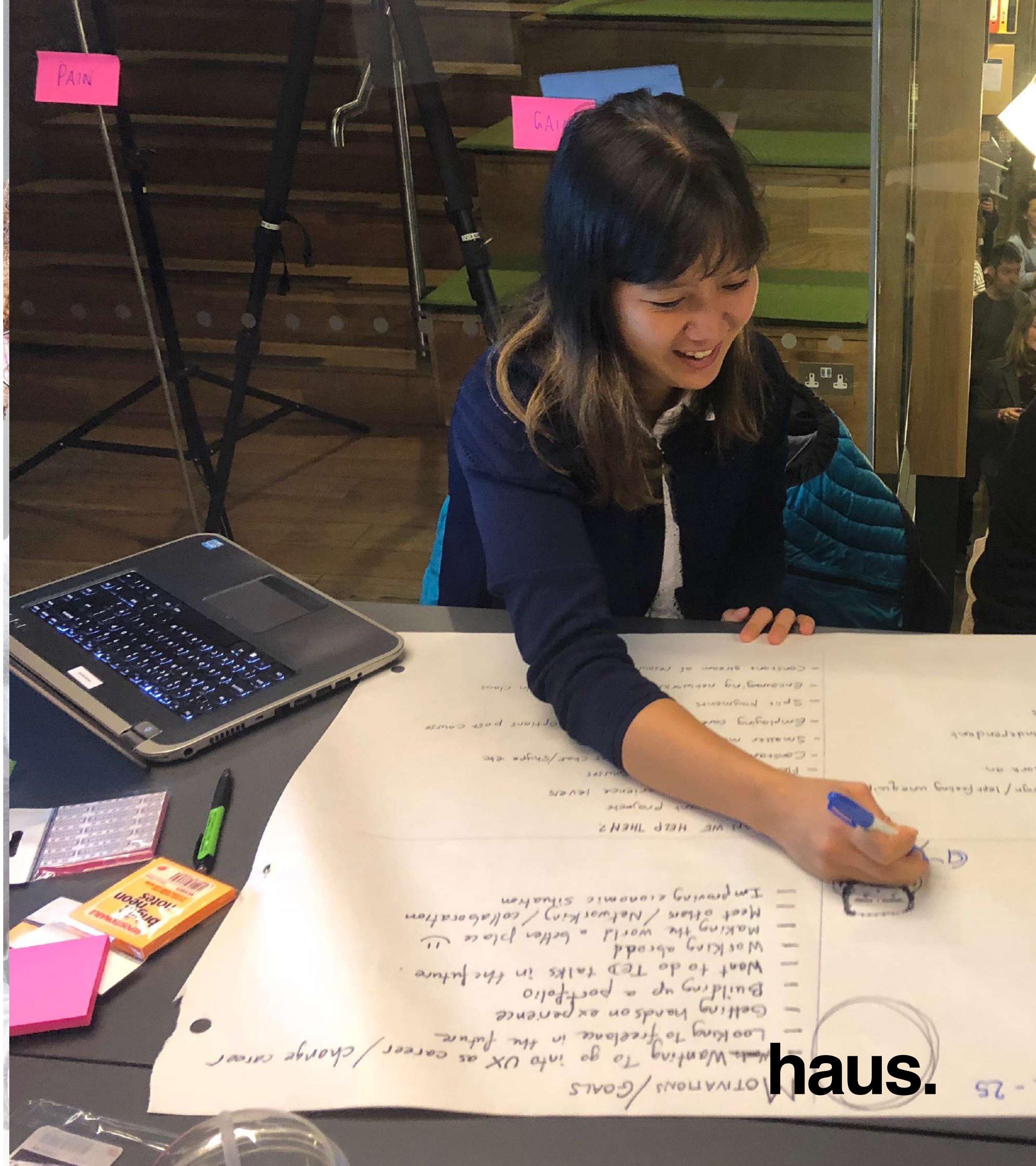
Who Will Be Teaching You?
Our Instructors and Mentors

Our wealth of hands-on workshops and courses aims to connect professionals with current practitioners in the industry culminating our philosophy: learn by doing. We work with an extensive network of 50 hands-on instructors.

Our product and business development workshops have been designed to ensure that attendees are able to apply their learnings right away in their respective jobs and companies. Our instructors have worked with various sized teams, from small startups to leading agencies such as Huge, Matter Of Form, ustwo and more.

Our marketing and personal development courses have been designed by industry leading experts with over 40 years' experience. They have been lecturers at a number of European universities, lead workshops at large corporations like Google and Amazon, and have built respected agencies and companies.

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Our Product Design courses features live client projects from local startups so students apply their learnings in a real world context.

We also bring in guest speakers to speak to the students about the industry, career options and current trends.

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Booking & Fees

Dates

Check <u>website</u> for the latest dates & times

Bookings

Book <u>online</u> or call +44 203 141 2010

Cost

£1755 - 1950.00 (inc. VAT) per student

Payment Options

OPTION 1 £1755	A single upfront payment of £1755
OPTION 2 £1950	A deposit of £195.00 (inc. VAT) followed by 3 direct debit instalments of £585
OPTION 3 £1755	Company invoice payment

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I'm interested in Corporate Training   Book now

Product Design inc. UX & UI

TWELVE WEEKS PART-TIME

A comprehensive course covering product strategy, user experience and user interface design.

- A real client brief for your portfolio.
- Small classes and personal coaching.
- Based in a design agency, not a school.
- Course completion certificate.

£1,950 (inc. VAT)
£195 now, the rest later.

A deposit of £195.00 (inc. VAT) reserves a space with the remainder of the course fees paid in three instalments (via direct debit during the course.)

Jan 18th, 2021 – Mar 24th, 2021
Monday and Wednesday evenings, 6:30pm –

BEST VALUE

£1,755 (inc. VAT)
Pay now, save 10%

Reserve your space today by paying your course fees in full. You will save ten percent off the regular price.

Jan 18th, 2021 – Mar 24th, 2021
Monday and Wednesday evenings, 6:30pm –

Class Sizes

Each course is limited to 10 students maximum.

Location

The courses take place in our studio in Shoreditch, London.

Course Information
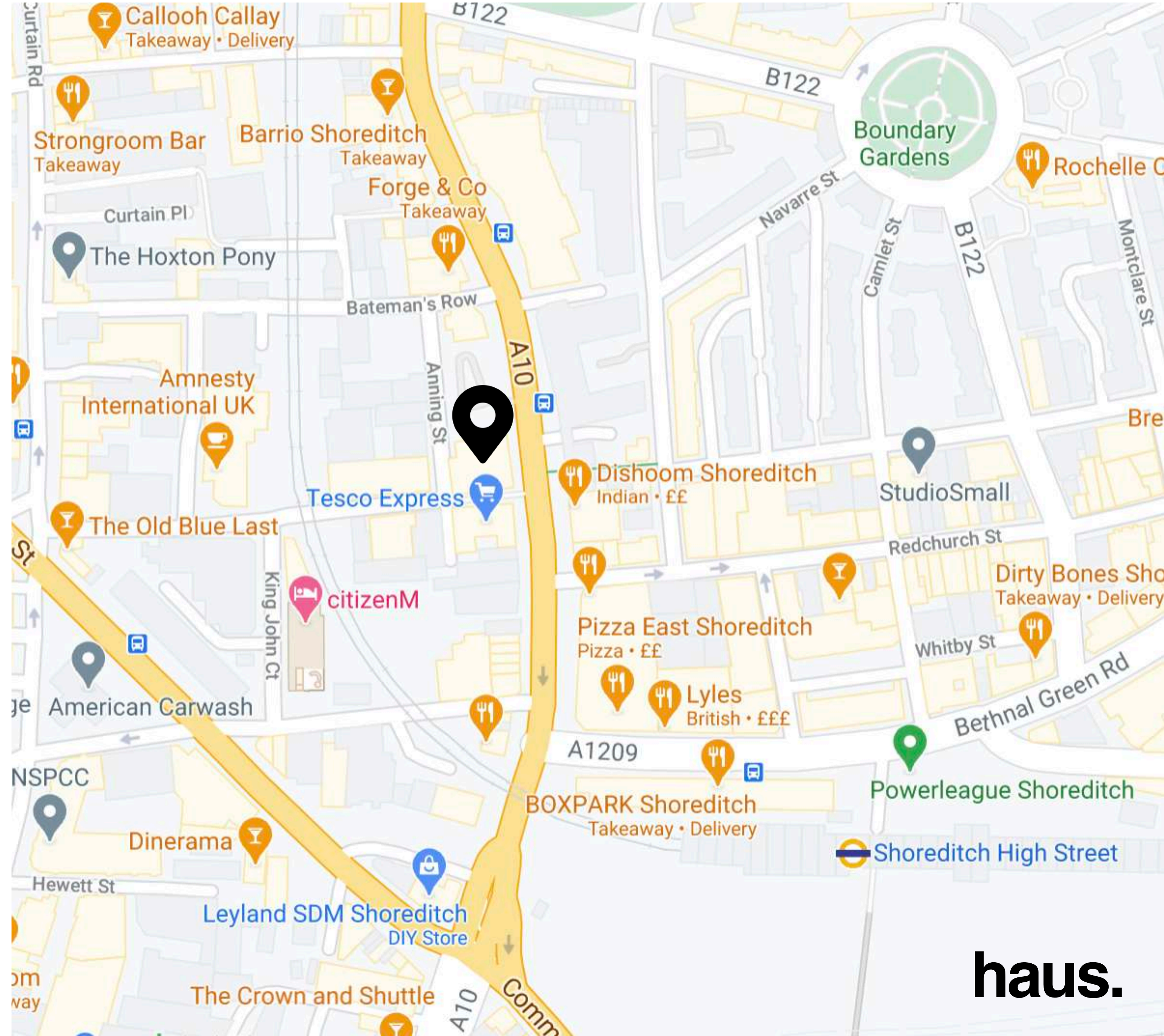## Location

Where are classes held?

Experience Haus

Floor 3

168 Shoreditch High Street

London. E1 6JE

United Kingdom

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I wanted to become a UX/UI Designer. I know this sounds very salesman-like, but if it wasn't for the course, I wouldn't have been able to share my UX research and design process during my job interviews, talk about what I did like user interviews, usability testing, and interface design.

I wouldn't stand a chance with only presenting the work I did in uni, and certainly wouldn't have landed my UX design job.

Alvin Chan
UX Designer, nitro design

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Experience Haus
Learn by Doing

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