

**Project Title and Statement: Design and Development of a UX Design Course for
Higher Education**

Chelsea Mann

Trevecca Nazarene University

IDT 5210 Instructional Design Capstone

Dr. LaMetrius Daniels

November 10, 2025

Project Title: Design and Development of UX Design Course for Higher Education

The project title Design and Development of UX Design Course for Higher Education was chosen to clearly communicate the purpose and scope of this capstone project. The phrase “design and development” reflects the two central phases of instructional design. “UX Design” specifies the content area that the course will focus on. By including “for Higher Education,” the title identifies the setting and target audience, emphasizing that the course will be created to align with college level learning outcomes and instructional standards. This title was created to be concise, professional, and descriptive, giving readers immediate insight into the project’s intent and audience.

Project Statement

In recent years, UX, or user experience, design has emerged as one of the most in demand skill sets in technology driven industries. As more organizations recognize the value of user centered design, higher education institutions have begun expanding their programs to include UX focused courses. However, many existing programs still lack structured, accessible training that combines UX principles with practical application. This project addresses that need by developing a course specifically designed for higher education learners. The rationale behind the project is to create an engaging, project based learning experience that teaches students how to think like UX designers. The course will provide a balance of theory and practice, giving students opportunities to conduct user research, build prototypes, and test usability. Additionally, the course will support higher education’s broader mission of preparing students for 21st century careers. By introducing learners to essential UX processes, they will develop critical thinking, empathy for users, and collaborative problem solving abilities.

The purpose of this capstone project is to design and develop a comprehensive online UX Design course tailored for higher education students who are preparing for careers in website design, graphic design, or related digital fields. The course will introduce learners to fundamental UX principles, research methods, prototyping tools, and usability testing strategies. It aims to bridge the gap between theoretical design concepts and real world application, helping students develop critical problem solving and design thinking skills that are highly valued in the technology industry.

The project is being guided by subject matter expert, Craig Mann, a professional website developer and designer whose 10+ years of real world experience in UX and web development provides valuable insight into industry standards and current practices. His expertise ensures that the course content will be both accurate and relevant, offering students an authentic learning experience grounded in professional context.

This project is being developed as part of the instructional design master's program at Trevecca Nazarene University and serves as a demonstration of the student's ability to integrate theory, design models, and evaluation strategies into a complete instructional product. It will include elements such as a risk analysis and contingency plan, a working prototype, peer review, and a proposal outline, culminating in a final project and presentation.

Project Objectives

1. Develop a structured course framework that outlines key UX topics, learning outcomes, and module progression to ensure a logical and engaging learning experience.

2. Create instructional materials and multimedia content that explain UX design principles in clear, accessible ways while encouraging active participation and creativity.
3. Incorporate real world projects and case studies to give students experience applying UX research, prototyping, and usability testing techniques.
4. Collaborate with subject matter expert Craig Mann to verify that the course reflects accurate and current UX industry practices and tools.
5. Apply instructional design principles using Gagné's Nine Events of Instruction to enhance learner engagement and retention.
6. Design the course for online delivery to increase accessibility for a diverse student population in higher education.