



STUDENT INDUSTRY PROJECTS

MASTER OF USER EXPERIENCE DESIGN

During March–May (inclu.) 2020 you will have a unique opportunity to tackle a problem you are facing in your organisation with the support of master students.

A team of Master of User Experience Design (MUXD) students will investigate this problem, design prototypes, and evaluate them; to come up with a research-driven solution to your problem. Utilizing the knowledge and skills acquired in the MUXD programme along with their previous experience, MUXD students will work to:

- Analyse, research and plan a user experience design project.
- Test design with users and incorporate feedback.
- Design and implement a research-driven solution to an appropriate user experience problem.

The work will be experimental in nature, yet at the same time, require a conceptual approach that leverages a criticism of the status quo. Students will work in the roles of the User Experience Design field, and develop first-hand experience of industry projects and professional practice. Students will document and critically reflect on their tasks and outcomes, and present the outputs in writing, visual materials, and oral presentation.

KEY DATES

Project Term: March–May (inclu.) 2020.

Team: MUXD Students (teams may also be comprised of business analysis and software development students).

Student project kick-off: Early March.

PROJECT EXAMPLES

- Conducting user research and creating artefacts to communicate the research findings with the team.
- Design research-driven prototypes and test those with end-users.
- Work collaboratively with software developers and product owners to design digital products.

For more information, or to discuss a potential project, please contact:

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