



Advanced UX Training

DAY 1

TIME	TYPE	TOPIC	WHAT YOU NEED
9:00 - 9:30		Introductions - Get to know each other!	-
9:30 - 10:00	PRESENTATION	UX Principles and Heuristics	-
		10 min break	-
10:10 - 12:00	PRESENTATION	Advanced Designing Screens	-
		Lunch	-
13:30 - 14:00	PRESENTATION	Ideation and Brainstorming Best Practices	-
14:30 - 16:00	WORKSHOP	Sketching Screens	-
		10 min break	-
16:10 - 16:40	WORKSHOP	Presenting Design Decisions	-
16:40 - 17:00		Checkout and Feedback	-

DAY 2

TIME	TYPE	TOPIC	WHAT YOU NEED
9:00 - 9:50	WORKSHOP	Mentor feedback for screens	-
9:50 - 10:50	PRESENTATION	Choosing the Right Research Method	-
		10 min break	-
11:00 - 12:00	PRESENTATION	From UX Research Artefacts to Features	-
		Lunch	-
13:00 - 14:00	WORKSHOP	Turning Customer Journeys into Screenflows	-
14:00 - 14:40	PRESENTATION	Prototyping: Tools, Types, Processes	-
14:40 - 15:40	WORKSHOP	Prototyping Screen Flows I.	Laptop
		10 min break	-
15:50 - 17:00	WORKSHOP	Prototyping Screen Flows II.	Laptop

DAY 3

TIME	TYPE	TOPIC	WHAT YOU NEED
9:00 - 10:00	WORKSHOP	Prototyping Screen Flows III.	Laptop
10:00 - 11:00	WORKSHOP	Design Critique	-
		10 min break	-
11:10 - 12:00	PRESENTATION	Place of UX in Product Development	-
		Lunch	-
12:00 - 12:45	PRESENTATION	Evaluating and Sharing Research Insights	-
12:45 - 13:30	PRESENTATION	Introduction to Research Systems	-
		10 min break	-
13:40 - 15:40	WORKSHOP	Reporting in Practice, Interpreting Research Data	Laptop
15:40 - 16:30	PRESENTATION	Communicating Actionable Insights to Stakeholders	-
16:30 - 17:00		Checkout and Feedback	-