

Framework for Incorporating User Experience Design in the IS Curriculum through Community-Engaged Projects

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Abstract

User Experience Design (UXD) is an often-neglected area of the information systems (IS) curriculum. UXD classes specifically designed for IS students are still uncommon in IS programs and this study aims to add to the body of knowledge to prepare a more well-rounded future generation of IS professionals. With this goal in mind, this study describes the redesign of an introductory UXD course following Kolb's learning cycle and constructivist instructional models. This paper describes the implementation of the supporting pedagogy and the opportunity for students to better master core UXD concepts. UXD, a multi-disciplinary area is built on skills learned in systems analysis and design class while students learn to apply relevant concepts through a hands-on, instructor-led, individual, in-class sample project. The skills are then applied by engaging students in active learning in a team setting to deliver value to a local organization by solving related, real-life challenges. Students work on community-engaged team projects to enhance their appreciation of the impact and relevance of their semester-long project deliverable. Constructivism guides the instructional models of the framework, in which problem-based learning is used to help students build and apply relevant skills. The instructional models and implications for instructional design are discussed along with a proposed pedagogical approach, course setting and structure, tools and techniques engaged, student feedback analyzed, and lessons learned.

Keywords: User experience design, IS Curriculum, Project-based learning, Community-engaged learning, Constructivism

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