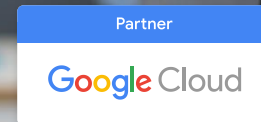


Digital Professional
Development

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TRAINING

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User Experience Training

User Experience

Day 1 Agenda: Intro to User Experience

-
- The UX Process
 - User Research Methods
 - Business Research Methods
 - UX tools & deliverables
 - Usability testing
 - Design theory

Learning Objectives

- Identify the needs and goals of your users
- Utilise the UX process, tools and deliverables
- Undertake usability testing
- Use best practice methods that will help embed the UX processes into your workflow, business or organisation

User Experience

Day 2 Agenda: Google Analytics Standard

- Introduction to Web Analytics
- How Google Analytics works & key terms
- Segments & Custom Segments
- Audience, Behaviour (incl. Events) and Acquisition (incl. UTM tagging)
- Reports
- Measuring Success - Goals & Ecommerce
- Custom Reporting

Learning Objectives

- Describe the capabilities and limitations of Google Analytics
- Identify the benefits of Google Analytics for your business
- Identify the main reports that will add value to your business
- Manipulate the reports to extract data to answer business questions
- Understand your audience and how they behave on your site

User Experience

Day 3 Agenda: UX: Interaction Design

-
- Define the Problem
 - Map the Flow
 - Build the Screens
 - Make them Work
 - Connect them Up
 - Test & Optimise

Learning Objectives

- Practice on a prototyping software
- Utilise the interaction design process, tools and deliverables
- Use conventions, UI patterns, and principles
- Create prototypes

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