Product Classroom

Spring 2021 Curriculum Schedule

Mentor Guide
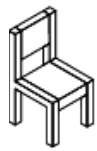
Product Classroom

Designed by Amber

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Schedule

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June 19	Week 2	FIgma
June 26	Week 3	Figma
July 3	Week 4	Break
July 10	Week 5	User Research
July 17	Week 6	Ideation
July 24	Week 7	Low Fidelity Wireframing
July 31	Week 8	Mid Fidelity Wireframing
August 7	Week 9	High Fidelity Wireframing
August 14	Week 10	Presentation Prep
August 21	Week 11	Final Presentation

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Weekly Structure

At Product Classroom, we hope to provide the basic starting tools to kickstarts a students journey in UX design. Our goal is to not only teach students the technical side of UX but also the industry in general. We hope our students will come out of our program with a well round view of the industry with a **greater emphasis on ethics and accessibility.**

Each week students attend our scheduled "classes".

Classes are 2 hours long on Saturdays, 6-8 PM EST

Each class is split into 3 sections:

1. **Technical Talk** -A mentor presentation about the specific topic students are covering that week
2. **Idea Talk** - A mentor presentation on a broader UX topic like "Design Ethics" or "Daily Life of UX Designer"
3. **Work Session/Office Hours** - A set time where students can ask questions, talk to their mentors, and work on their projects

For Mentors:
Current Talks are not confirmed yet. Please use this pdf as a way to gain more information on the topics we discuss each week. We will be sending out a spreadsheet for signup if you see something you would be interested in talking about.

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Talk & Crit Structure

We would first like to thank you for taking the time out of your busy schedules to work with us! Product Classroom would not exist without our amazing mentors providing us guidance and giving their time to teach students. We really appreciate all the help and hope that your experience with us is equally as fulfilling!

Talk Overview:

- Mentors will have one hour to present. This includes time for questions
- All talks will be held on Saturday between 6-8pm EST. If you are unable to make that time we can also schedule a time to create a prerecorded video.
- Technical Talks are exclusive to Product Classroom
- Idea Talks are open to the public unless you required it be private
- After Sign up, a PC admin will reach out via email to plan the logistics. They will also be the one hosting the talk.

Crit Overview:

- Prior to Crit days, Mentors will be given the list of students they will be in a group with.
- Each mentor will be paired with 3-5 students
- PC will provide a crit guide to help groups manage time.
- Mentors will give students 5 minutes to present and provide up ot 5 minutes of feedback.
- Please take into account skill level when giving feedback as most of our students are beginners.

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Week 1: Intro To PC

Welcome to the first week of Product Classroom's Spring 2021 Class. This week will be about introductions! Students will get a chance to talk to their peers as well as get their first introduction to the world of UX design through talks with past alumns and current designers in the industry. Students will also get their first taste of Figma by designing their very own Product Classroom ID card.

Student Alumni Talk - *Carolina & Valerie: Study Bean*

- This will be a talk from one of our admin members and a PC alumni from the last cohort, who met each other at PC and decided to continue working together after the class ended. They will be talking about what they are currently up to as well as what they got out of PC.

Keynote Speaker - TDB

- Preferred topics
  - Journey as a UX Designer: Graduation to Now
  - Company Growth: How an Idea became a Business

Work Session: *Work on ID Cards*

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Week 2: Figma

This week will be all about Figma. Students will learn the basic tools used to design on Figma as well as work on a small assignment in groups

Technical Talk: *Amber - Figma Playing Cards*

- PC Admin Amber will be doing a small workshop that teaches students the basic tools in figma by giving students the chance to design their own playing cards in groups of individually

Idea Talk: *None this week*

Work Session: *Work on Playing Cards*

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Week 3: Figma

This week will be all about Figma. Students will learn the more advanced tools on Figma like prototyping and animatioin.

Technical Talk: *Miggi - Figma Animations*

- Figma Ambassador Miggi will be doing a workshop for students on Prototyping and Animation in Figma.

Idea Talk: *None this week*

Work Session: *Work on Figma Animations*

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Week 4: Break

Week 5: User Research

This week, students will be given a prompt to begin their UX project and learn about some basic user research skills to help them ideate. Topics will include things like how to do market research, how to send our user surveys

Technical Talk: TBD

- *Topics*
  - How to create a survey
  - Different types of research methods
  - User Personas
  - Journey Maps

Idea Talk: TBD

- *Topic*
  - Design Thinking/Design Process

Work Session: Free Play

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Week 6: Ideation

This week, students will take the research that they compiled analyze them to general key problem insights and opportunities as well as begin developing the flow of their app.

Technical Talk: TBD

- *Topics*
  - How to turn Data into Design Opportunities
  - Developing user flows/information architecture

Idea Talk: TBD

- *Potential Topics*
  - Design Ethics
  - Accessibility
  - Thinking about Diversity in Design

Work Session: Free Play

Week 7: Low-fi Wireframes

This week, students will begin designing their apps and learning how to sketch their ideas on paper.

Technical Talk: TBD

- *Topics*
    - UX Does and Don'ts
        - Showing students what is considered good and bad design
    - Paper Prototyping

Idea Talk: TBD

- *Potential Topics*
    - UX Design & Social Good
    - UX Thinking: Applying UX skills outside of web & mobile

Work Session: *Free Play*

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Week 8: Mid-fi Wireframes

This week, students will start moving their design on paper to Figma and learn the basics of wireframing

Technical Talk: TBD

- *Topic*
  - Wireframing

Idea Talk: TBD

- *Potential Topics*
  - Open

Work Session: *Crit #1*

- Crits will be done in breakout rooms.
- We hope to have one mentor for 5 students.
- Crit Structure: Students will have 5 minutes to present their current progress and mentors will have 5 minutes to give suggestion and pointers.

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Week 9: Hi-fi Wireframes

This week, students will begin to finalize their project.

Technical Talk: TBD

- *Topic*
  - Visual Design Basics

Idea Talk: TBD

- *Potential Topics*
  - Open

Work Session: *Crit #2*

- Crits will be done in breakout rooms.
- We hope to have one mentor for 5 students.
- Crit Structure: Students will have 5 minutes to present their current progress and mentors will have 5 minutes to give suggestion and pointers.

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Week 10: Presentation Prep

This week, students will finish their proejcts and begin designing their final presentations.

Technical Talk: TBD

- *Topic*
  - Presentations & Pitches

Idea Talk: TBD

- *Potential Topics*
  - Open

Work Session: *Free Play*

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Week 11: Final Presentations

This week, students will be split into groups TWO groups to present their final projects.

Technical Talk: *None this week*

Final Closing Talk: TBD

- *Potential Topics*
  - Open

Final Crit

- *Crits will be done in breakout rooms.*
- *Crit Structure: Students will have 5 minutes to present their current progress and mentors will have 5 minutes to give suggestion and pointers.*

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