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LIS614 INDEPENDENT STUDY

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Content
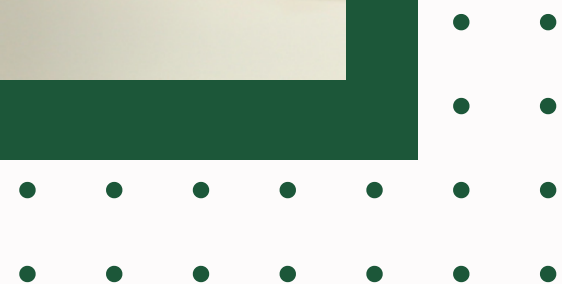
"**How might we** ... increase the satisfaction and outcomes of LIS614 for future graduating students."

Conducted User Research

7 **1:1 Interviews**
- 4 faculty members
- 1 professor
- 2 former students

1 **Focus Group**
- 11 UX Club Members from MSI & MDI

Questions

To name a few ...

01

What do you recommend to students when they struggle with starting or working on their portfolios?

02

Do you feel this type of class structure is adequate to complete a portfolio and resume to get ready for an interview?

03

Can you provide portfolios you've seen in the past that show what "good" looks like?

04

Did you feel the pitch of your portfolio was helpful, and did the critique process provide value?

- To get started, **keep the idea of a Minimal Viable Portfolio**, and just start by taking **snippets from your work product** and putting them into some type of container (i.e. GitHub, network folder)

- The **media most often used is a website**, but showing one's work doesn't necessarily have to be in a web page form. However, having a link to send someone seems to be the easiest way to distribute a portfolio.

- Go "**Job Shopping" and find keywords for a job posting** you're interested in pursuing. If those keywords do not exist in your resume, you will need to revise.

- **Networking** is a big part of getting an internship and/or job.

- In use cases, write about the **WHY and WHAT DECISIONS** you made during your design and research process. **Tell a story** and capture the audience's attention.

- The **exercise of pitching your portfolio** at the end of semester was incredibly valuable.
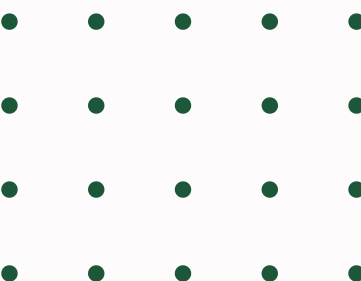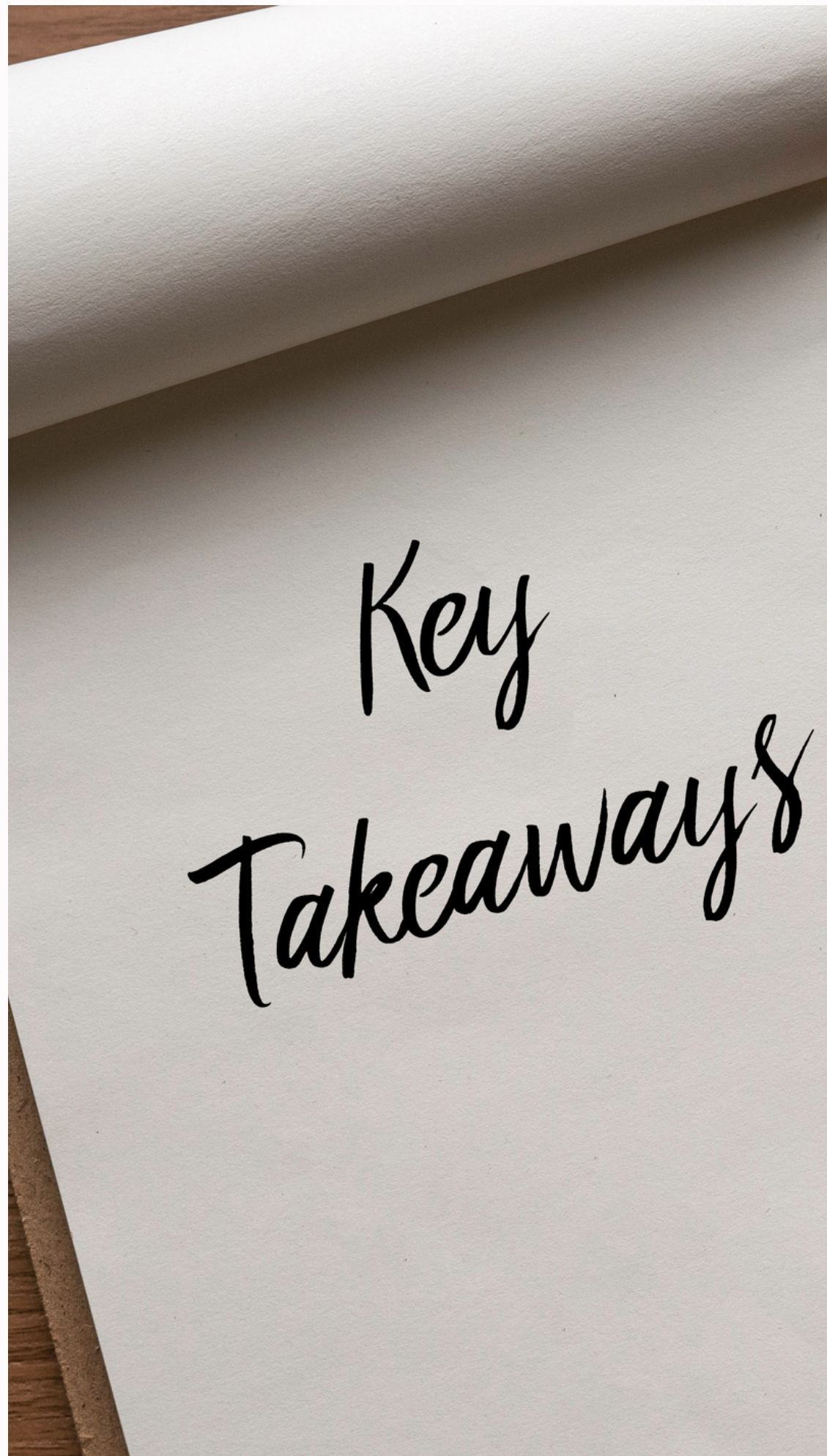
- **Some of the students do not need dedicated time to create a resume and/or cover letter** but expressed value in having a portfolio.

- **Five weeks** may be **too short**, meeting every week is **too much**, and meeting **every other week is preferred**.

- Ideally, they'd like to see the class in the **third semester of a 2-year program.**

- All expressed interested in a **1-credit class** for creating a portfolio, resume, and cover letter. They'd be willing to pay for the 1-credit course if the course fulfilled an **elective credit**.

- The Masters of Innovation and Design Program has baked into the schedule and they're called, the "**Creative Brief**" portfolio process into their **monthly** schedule and **borrow time** from an already **scheduled class**. There are **no additional credits** for this work. The program has events and opportunities to collect critique and feedback on their work from peers, faculty, and the industry.

- The **lack of participation** in offered resources, i.e. Portfolio, **is not something new** we've seen. Those individuals that make a concerted effort (general initiative) to utilize resources and network have had the best outcomes.

- **They all remembered Brendan** and seeing/hearing about the resources in orientation, but most had not set appointments to learn more about the resources offered. They're currently **using Google, etc. to research the best practices** of portfolio creation.
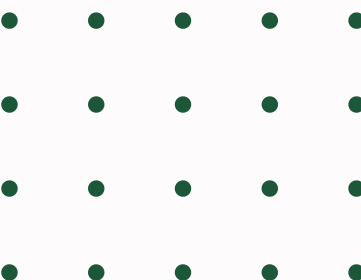
RECOMMENDATIONS

OVERALL

7 WEEKS | ONE SEMESTER

Meet as a class every other week for one semester (14 weeks) and opposite weeks open office hours for 1:1 sessions (if needed).

ASSIGN INSTRUCTOR

Continue introducing at orientation, but consider assigning an instructor to build comfort in asking for guidance and assistance.
Maybe make it an elective?

PLANNING, ACCOUNTABILITY & PRACTICE

Create a comprehensive schedule and structure to help students get started and remain on track through-out semester.

Learning Outcomes (EDITED)

Objective 01

Understand **current trends, best practices, and professional standards** for creating a UX Portfolio based on the profession you're seeking.

Objective 02

Build and present a professional UX portfolio, resume, and cover letter showcasing the skills, projects, and design process learned throughout the UX courses.

Objective 03

Within your UX portfolio, demonstrate knowledge and ability to:

a.   **Effectively plan, manage, and communicate** UX research projects.
b.   **Apply data collection and analysis** methodologies for user experience research.
c.   **Apply design principles and user behavior theories** to digital environments.
d.   Show **evidence of the revision process**, including **key decision-making moments**, for design prototypes based on **usability testing** methods and **data analysis**.
e.   Effectively write and showcase your best self-qualities outside of UX (i.e., **About me** and beyond UX)

Objective 04

Demonstrate the ability to effectively **pitch your professional experience** to an audience of peers and instructor(s) and demonstrate the ability to **receive and respond to critique professionally**.

7 Week Schedule

WK1

Introduction to LIS614 with reviewing Beginner's Guide to initiating a Portfolio and Peer to Peer Critique.

WK2

Conduct a "Sharett Exercise" & write About Me

WK3

Networking

WK4

Use Case #1 Presentation & Critique

WK5

Use Case #2 Presentation & Critique

WK6

Resume & Cover letter OR SUBSTITUTE Use Case #3

WK7

Final Pitch, Presentation, and Critique of Portfolio, Resume, & Cover Letter (or Use Case #3)

Beginner's Guide

Get Started With Research

Create A Plan

Choose A Portfolio Media

Identify 3 – 5 Case Studies Projects

Choose Artifacts To Support The Case Study

About You

References, Awards, & Contact Information

Networking

Resume & Cover Letter

Prepare For Your Peer Critique

Readings | Resources

Professional Formatting

Use Case Description

Storytelling

Key Artifacts

Design Process & Decision Making

Overall impression & Presentment of the portfolio

THANK YOU