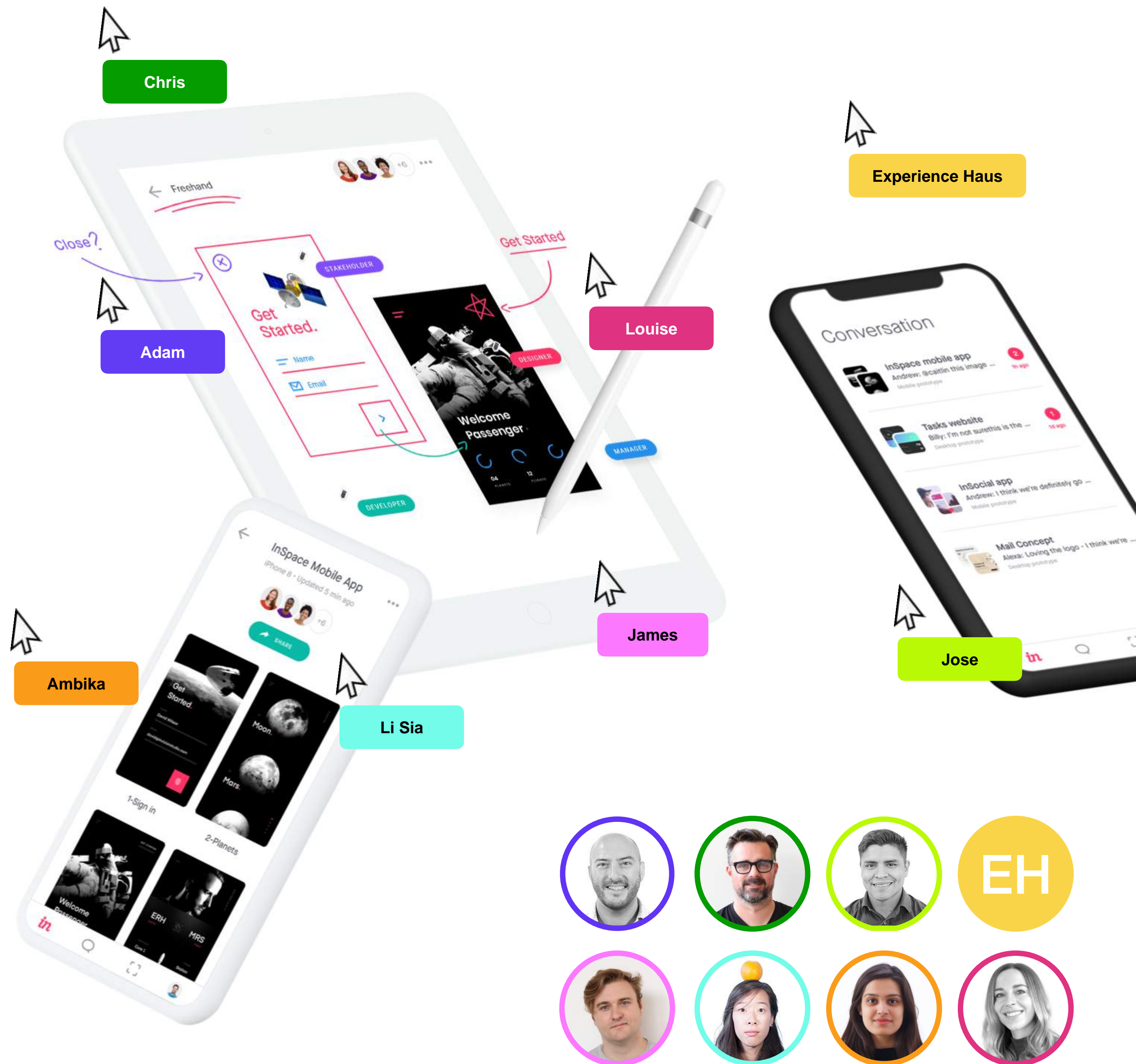


# Experience Haus

## User Experience & Interface Design

TEN WEEKS ONLINE

Last updated May 2021  
[www.experiencehaus.com](http://www.experiencehaus.com)



**Don't just  
think different.**

**Do Different.**

**More innovative and immersive.  
More personal and tailored.  
Experience a different way of learning.  
And stand out from the crowd.**

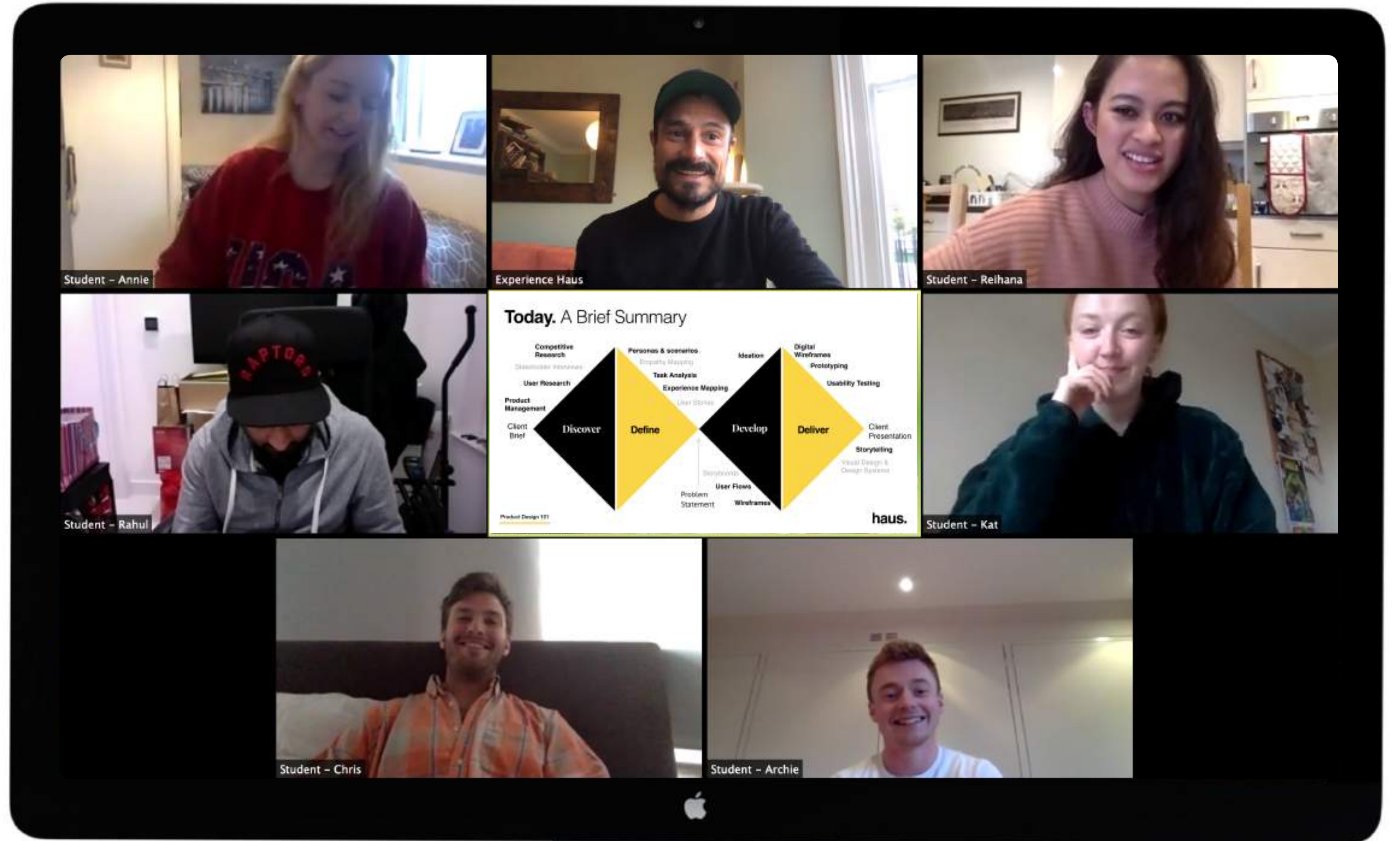
**Experience Haus.**

# UX & UI Online Course.



# Real training

- Live sessions, not pre-recorded
- Small class sizes (12 max)
- Adapted to your needs
- Questions and debate
- Using [zoom.us](https://zoom.us)





# Real clients

- A live brief
- Interviews and discussion
- Check-ins throughout
- Feedback on final project

**haus.**  
UX & UI COURSE BRIEF

**Company Name:** Team Sportz  
**URL:** [www.teamsportz.pro](http://www.teamsportz.pro)

**About Team Sportz:**  
TeamSportz vision is to close the gap between professional and amateur athletes through access to performance analytics. The TeamSportz app uses a standard smartphone camera to capture highly accurate performance data during a match or practice. Artificial Intelligence and Machine Learning is used to provide analytics and performance data to athletes and coaches, giving them the ability to track, understand and improve their performance.

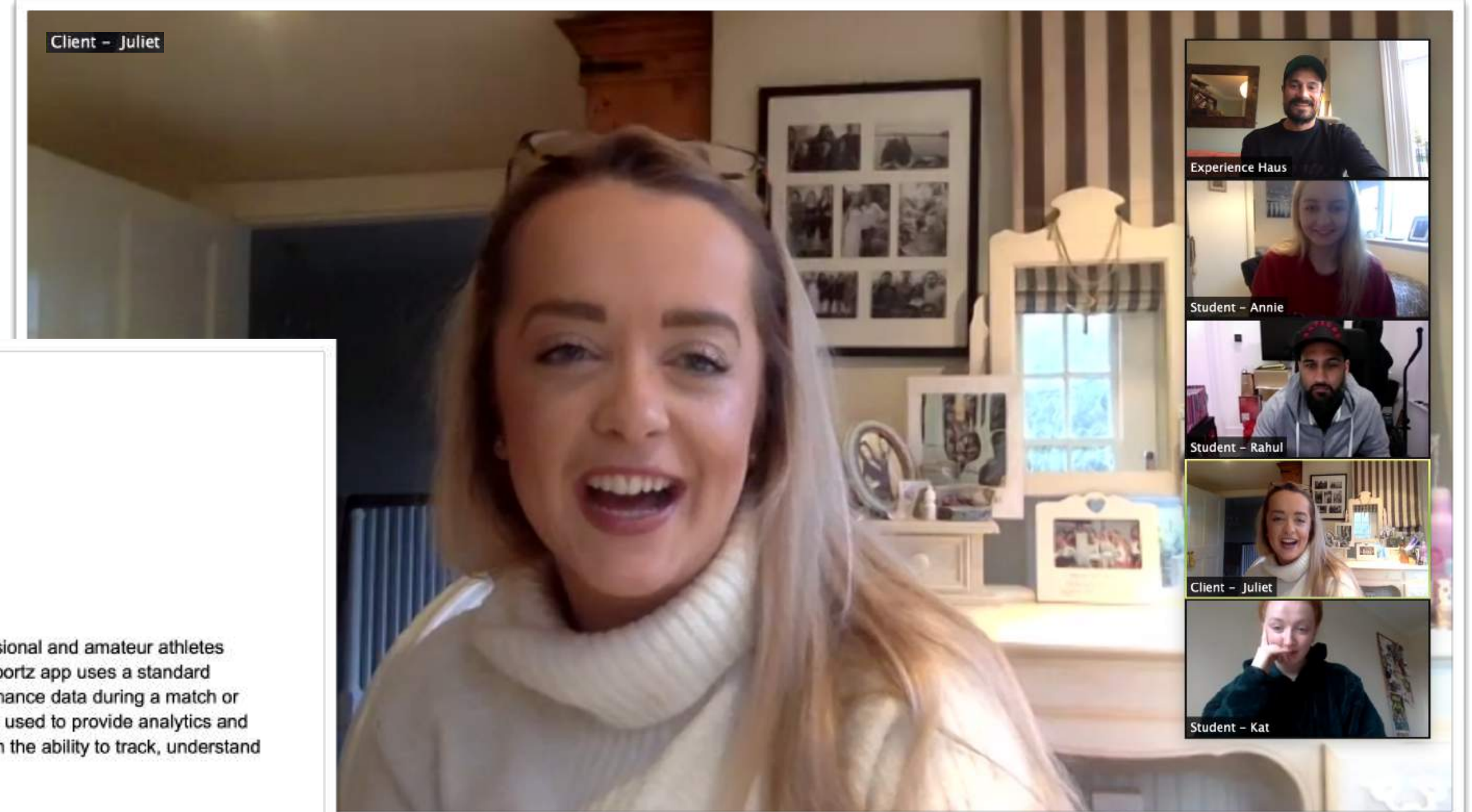
**The Challenge:**  
TeamSportz is changing the world of sport by providing a first-in-class AI tracking technology to grassroots athletes, coaches and leagues. Athletes and coaches can download the TeamSportz app to capture performance metrics during a match or practice. Athletes and coaches can then use in app analysis to understand and improve individual and team performance. The sport industry is mostly oriented to the professional market, however that market only accounts for 15-22% of all sport participation. This alone creates a significant gap in performance and sport participation between professionals and amateurs (grassroots). TeamSportz wants to close this gap.

We need help with the design of our mobile app: The mobile app will have three phases (ALPHA, BETA and LIVE) that are detailed here:

<https://docs.google.com/document/d/1MnTNQ1kUbHdRMTFUbK4L12LqRwI9Oi0xNimQZx5xcxk/edit#heading=h.8ey62845ys>

Each phase is a 'working app' that will be launched into the market. It is important that the UX/UI interface, interactions chosen on the phase one (ALPHA) will work as more functionality is added to the app on later phases.

**Contact Details:**  
Francisco Baptiste  
[francisco@teamsportz.pro](mailto:francisco@teamsportz.pro)





# Real consumers

- 4 user interviews
- 2 prototype usability tests
- Conducted by students
- Facilitated by Haus





# Real mentors

- Over 50 industry leading practitioners
- A burning passion for what they do
- Committed to you and your journey
- For life, not just the course
- Best in the business: Google, Amazon, Hinge, Uber





# Real workshops

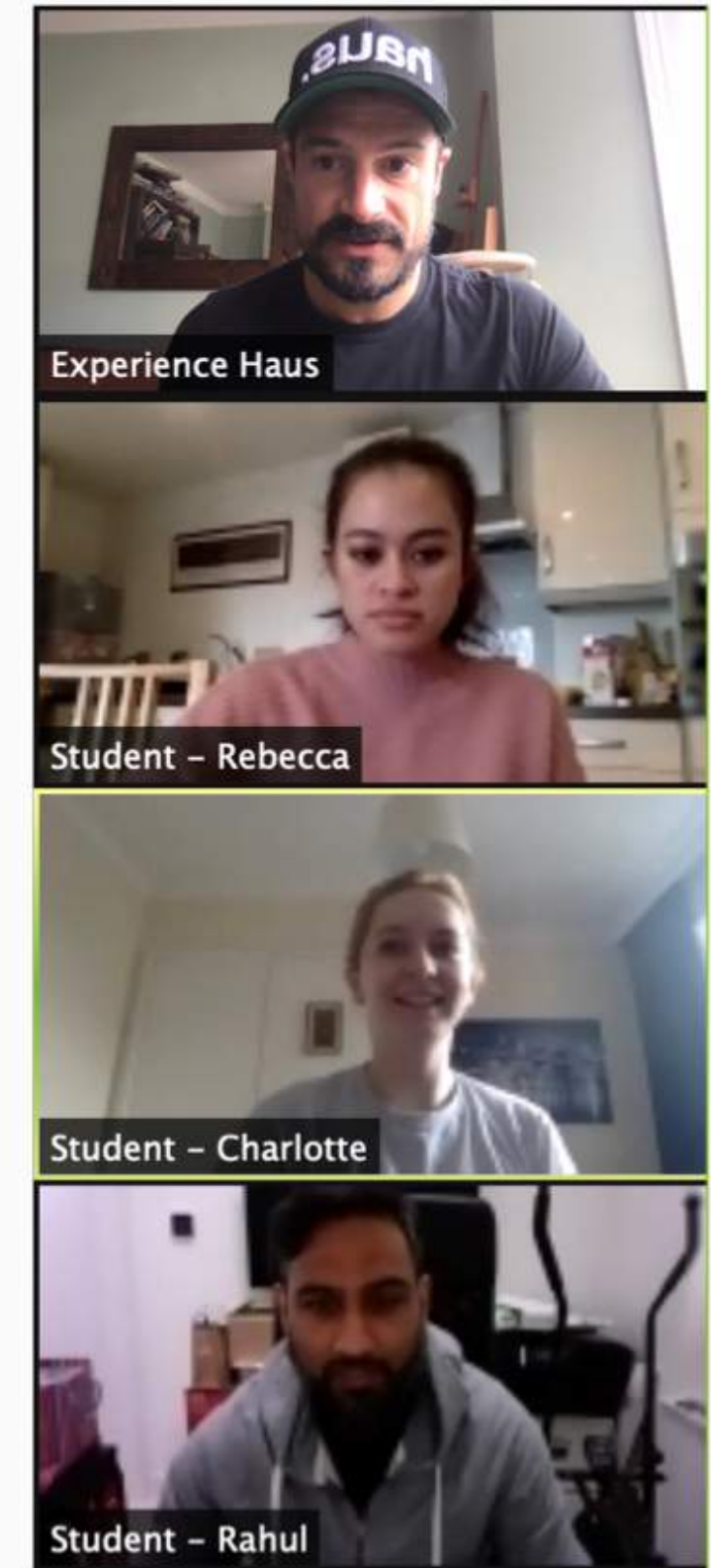
- Online facilitation
- Real-time collaboration
- Innovative and fun
- Using [mural.co](https://mural.co)

Session 7 - Experience Mapping Workshop | All changes saved

ICON KEY: Thought (pink), Feeling (yellow), Action (green), Idea (blue), Association (arrow), Emotional state (smiley/sad face), Idea taken to next round (star)

STAGE	PRE	DURING	POST
INSIGHTS	<p><b>Charlotte Morris</b></p> <p>Partner organisation tells them about UNICEF partnership (Green Action)</p> <p>Excited (Yellow Feeling)</p> <p>What an opportunity! (Pink Thought)</p> <p>Is this a threat to our existing work? (Pink Thought)</p> <p>Anxious (Yellow Feeling)</p> <p>Aren't we already doing this? (Pink Thought)</p> <p>Suspicious (Yellow Feeling)</p> <p>This is rare (Yellow Feeling)</p> <p>I have to build it myself (Pink Thought)</p> <p>Disabilities? (Yellow Feeling)</p> <p>Too high/low resource (Yellow Feeling)</p> <p>Seems too young/old (Yellow Feeling)</p> <p>Receive in-person training (Green Action)</p> <p>Receive kit (Green Action)</p> <p>Will this work with teens? (Pink Thought)</p> <p>Cynical (Yellow Feeling)</p> <p>Worried (Yellow Feeling)</p> <p>Insecure (Yellow Feeling)</p> <p>I don't understand the concepts (Pink Thought)</p> <p>How am I meant to make this successful without any training? (Pink Thought)</p> <p>Frustrated (Yellow Feeling)</p> <p>Challenged (Yellow Feeling)</p> <p>Creative (Yellow Feeling)</p> <p>Help solicited (Green Action)</p> <p>Kit assembled (Green Action)</p> <p>Deliver kit in field (Green Action)</p> <p>How do I contextualise this? (Pink Thought)</p> <p>E.g. Culture, religion, gender, disaster context (Yellow Feeling)</p> <p>That's a fun challenge (Yellow Feeling)</p> <p>Inspired (Yellow Feeling)</p> <p>I could get teens to do it as an exercise (Pink Thought)</p> <p>This is cool but it's not very practical (Pink Thought)</p> <p>Isn't sensitive to women carrying it (Yellow Feeling)</p> <p>Too big &amp; cumbersome (Yellow Feeling)</p> <p>Difficult to travel with (Yellow Feeling)</p> <p>What types of adolescents? (Pink Thought)</p> <p>What activities are we going to do? (Pink Thought)</p> <p>Should I take backpack or post? (Pink Thought)</p> <p>Travel in field (Green Action)</p> <p>Lost (Yellow Feeling)</p> <p>Am I doing it right? (Pink Thought)</p> <p>How are my kids performing? (Pink Thought)</p> <p>Disillusioned (Yellow Feeling)</p> <p>What is success? (Pink Thought)</p> <p>Unmotivated (Yellow Feeling)</p> <p>Am I making a difference? (Pink Thought)</p> <p>Will my boss/partner be pleased? (Pink Thought)</p> <p>How do I report back? (Pink Thought)</p> <p>How do I keep relevant for kids? (Pink Thought)</p> <p>Some deliver prescriptively &amp; some improvise (Yellow Feeling)</p> <p>Report back to program coordinator (Green Action)</p> <p>Need for benchmarking &amp; feedback (Yellow Feeling)</p> <p>Paper Survey (Green Action)</p> <p>Phone call (Green Action)</p> <p>Need to approach to data capture (Yellow Feeling)</p> <p>Difficult to travel with (Yellow Feeling)</p> <p>Rebecca Muryani</p> <p>Hope (Yellow Feeling)</p> <p>Ambition (Yellow Feeling)</p> <p>Wouldn't it be great if we could prepare kids to do it themselves? (Pink Thought)</p> <p>Could be more convenient &amp; uniform across deployment geographies (Pink Thought)</p> <p>No obligation to UNICEF (Yellow Feeling)</p> <p>What happens next? (Pink Thought)</p> <p>It's a shame for kids (Yellow Feeling)</p> <p>Disappointment (Yellow Feeling)</p> <p>Will ideas be showcased or made? (Pink Thought)</p> <p>At local level? (Yellow Feeling)</p> <p>At international level E.g. UNICEF innovation lab? (Yellow Feeling)</p>	<p><b>Rebecca Muryani</b></p> <p>How am I performing? (Pink Thought)</p> <p>Disillusioned (Yellow Feeling)</p> <p>What is success? (Pink Thought)</p> <p>Unmotivated (Yellow Feeling)</p> <p>Am I making a difference? (Pink Thought)</p> <p>Will my boss/partner be pleased? (Pink Thought)</p> <p>How do I report back? (Pink Thought)</p> <p>How do I keep relevant for kids? 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IDEAS	<p><b>Rahul Patel</b></p> <p>Need more scalable, accessible training method (Blue Idea)</p> <p>Online (Blue Idea)</p> <p>Video tutorials and courses (Blue Idea)</p> <p>Like Khan academy or Coursera (Yellow Feeling)</p> <p>Need to have subtitles (Yellow Feeling)</p> <p>Provide guidance to facilitators on appropriate behaviour like UNICEF's stance (Blue Idea)</p> <p>Smoking in of kids (Yellow Feeling)</p> <p>Racism? (Yellow Feeling)</p> <p>Religion (Yellow Feeling)</p> <p>Protecting rights (Yellow Feeling)</p>	<p><b>Rahul Patel</b></p> <p>Put activity cards onto sim cards / app so users can carry around on phones (Blue Idea)</p> <p>How to help decide what activities to run? (Yellow Feeling)</p> <p>Give facilitators an introduction activity cheat sheet (Blue Idea)</p> <p>Provide a digital tool that makes recommendations based on user inputs (Blue Idea)</p> <p>Help facilitators connect with each other &amp; share experiences (Blue Idea)</p> <p>Like textbooks in Indonesia (Yellow Feeling)</p> <p>E.g. Age, duration, outputs, gender, materials, skills developed/required, indoor vs outdoor, special requirements (Yellow Feeling)</p> <p>Family if? (Blue Idea)</p>	<p><b>Rahul Patel</b></p> <p>Data capture of in field performance facilitators &amp; kids (Blue Idea)</p> <p>Get them to upload and share their ideas for activities (Blue Idea)</p> <p>Provide a progression track points, levels, achievements e.g. badges! (Blue Idea)</p> <p>Here some of them? (Yellow Feeling)</p> <p>Motivates whilst keeping costs relatively low (Yellow Feeling)</p> <p>This could be Digital or physical - like cub scout achievement badges (Yellow Feeling)</p> <p>Help them assess themselves without bias (Blue Idea)</p> <p>Use data capture methodologies where there is no obvious 'right' answer. E.g. Psychometric testing (Blue Idea)</p> <p>Feedback to stakeholders (Blue Idea)</p> <p>Educate on how to continue post-UNICEF involvement (Blue Idea)</p> <p>Use supplies as prizes (Blue Idea)</p> <p>Winners make it into next kit (Blue Idea)</p> <p>Competition for best UGC activities (Blue Idea)</p> <p>Win an internship with UNICEF (Blue Idea)</p>

MURAL | J A R





# Real community

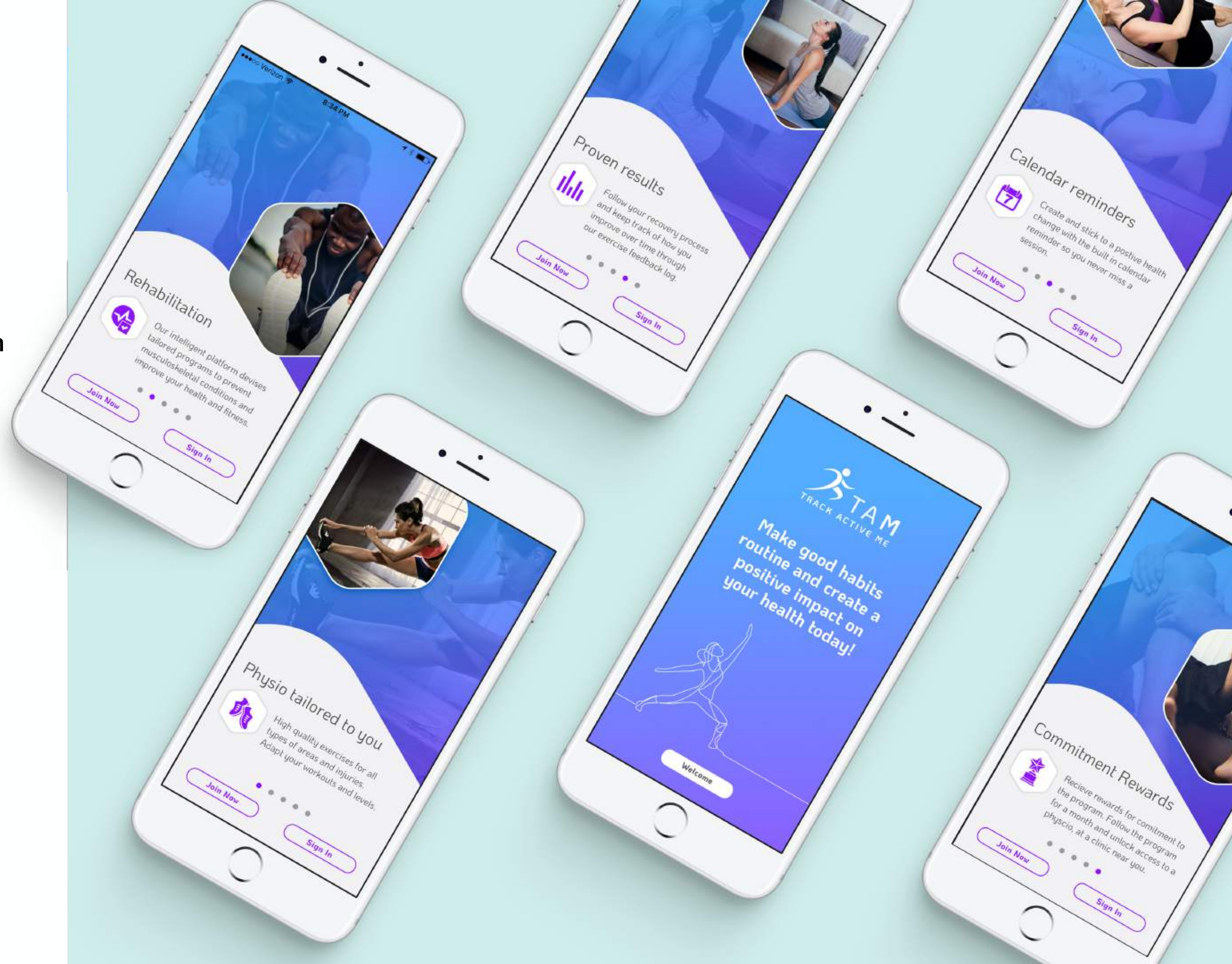
- Connect with Hausmates
- Talk about the project and course
- Share trends, jokes and conversation
- Using [slack.com](https://slack.com)

The image displays a collage of Slack interface elements. On the left is the sidebar for 'Experience Haus' with channels like #general, #hackathon-nov16, #productdesign020, and #productdesign021. The main chat window shows a video call in the #productdesign021 channel with a participant saying 'Can is in Iceland.' Another window shows a message in #general with a link to a Google Docs survey titled 'Money Mile User Research'. A third window shows a direct message from 'suspicious' with a GIF of a woman holding a mug. A fourth window shows a direct message from 'Bart' with a PDF file titled 'Essential Figma Shortcuts For Windows.pdf'.



# Real results

- Incredible projects
- Original portfolio pieces
- Actual client work
- Example Project: Tracy O'Callaghan





# Real rewards

- Certificate
- Self-confidence
- Career acceleration
- Employability
- Wider network
- Previous alumni jobs: BBC & IBM

## Certificate of Completion.

### User Experience & Interface Design

**ANNIE MORRIS**  
**MARCH, 2020**

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Awarded for the successful completion  
of all modules in the above named  
online course by Experience Haus.

Covered a variety of topics in user  
experience design and user interface  
design, including competitor analysis,  
user research, design thinking,  
personas, task analysis, experience  
mapping, ideation and prototyping.

---

AWARDED BY



Amit Patel  
Founder, Creative Director  
Experience Haus



Joseph Morgan  
Managing Director  
Experience Haus

[www.experiencehaus.com](http://www.experiencehaus.com)





# Timetable

- 10 weeks
- 2 evenings per week
- 18 sessions
- 4-6 hrs homework a week

Week 1	Week 2	Week 3	Week 4	Week 5
<p><b>Module 1</b> Course Orientation Introduction to Product Design Design Thinking Double Diamond Client Project Brief Discussion</p> <p><b>Module 2</b> User Research Research Methods Case Studies Screener Surveys Prep of User &amp; Stakeholder Interviews</p>	<p><b>Module 3</b> Review of Submitted Homework Co-Creation of Discussion Guides Live Stakeholder Interview Competitor Analysis</p> <p><b>Module 4</b> 4 x Live User Interviews Discussion of findings Co-Creation of Debrief Research Retrospective</p>	<p><b>Module 5</b> Customer Segmentation Archetypes Personas Live Co-Creation of Personas &amp; Empathy Map</p> <p><b>Module 6</b> Task Analysis Experience Mapping</p>	<p><b>Module 7</b> Workshop Clinic Review of User Research findings  Mentor Check-ins (Optional)</p>	<p><b>Module 8</b> User Stories Jobs To Be Done Problem Statements Metrics &amp; KPIs</p> <p><b>Module 9</b> Ideation Techniques Live Group Brainstorm Storyboarding Constraints User Flows</p>
Week 6	Week 7	Week 8	Week 9	Week 10
<p><b>Module 10</b> Introduction to Wireframing Low-to-High Fidelity Prototyping Rapid Prototyping Design Trends</p> <p><b>Module 11</b> Digital Wireframing Grid Layouts &amp; Artboards / Frames Live Design Collaboration in Figma</p>	<p><b>Module 12</b> Typography &amp; Use of Fonts Visual Design Basics &amp; Principles Design Systems Responsive Design</p> <p><b>Module 13</b> Prototyping Preparing for Usability Testing Presentation Preparation Fundamentals of Storytelling</p>	<p><b>Module 14</b> Usability Testing Task Scenarios Instructor Feedback Roadmaps and Prioritisation</p> <p><b>Module 15</b> Usability Testing 4 x Live Usability Tests Feedback Prioritisation</p>	<p><b>Module 16</b> Presentation Clinic Review of Usability Testing  Mentor Check-ins (Optional)</p>	<p><b>Module 17</b> Final Presentation Stakeholder Feedback Next Steps</p> <p><b>Module 18</b> Retrospective on the Course Case Studies Review of Industry Portfolios What's Next?</p>

# More than other providers

		1. FULL IMMERSION		2. FIND MENTOR	3. TRAIN UNDER CLOSE EYE OF EXPERT		4. GET REAL				5. FIND ANGLE	6. BUILD STORY	7. TELL STORY		8. SECURE ROLE	9. ADD TO STORY	PRICE
		MULTIMEDIA PREP PACKS	PRODUCT STRATEGY	1:1 MENTORING	12 STUDENTS MAX	100% LIVE SESSIONS	REAL CLIENT TO MANAGE	LIVE CLIENT BRIEF	INDIVIDUAL PROJECT	WORK EXPERIENCE	LIFELONG CAREER & PORTFOLIO ADVICE	RECRUITER INTROS	INTERVIEW TRAINING	JOB GUARANTEE	EXCLUSIVE ALUMNI UPSKILLING		
Experience Haus	UX/UI Placement Program (12 Weeks Full Time)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	£7,200
	Product Design inc. UX & UI (12 Weeks Part Time)	✓	✓	✓	✓	✓	✓	✓	✓	X	✓	✓	✓	X	X	✓	£1,755
	UX & UI Online (10 Weeks Part Time)	✓	✓	✓	✓	✓	✓	✓	X	X	✓	✓	X	X	X	✓	£990
General Assembly	UX Design Immersive (12 Weeks Full Time)	✓	✓	●	X	✓	?	✓	?	X	●	●	✓	✓	X	✓	£9,000
	UX Design (10 Weeks Part Time)	✓	X	X	X	✓	X	X	✓	X	X	X	X	X	X	✓	£2,800
Springboard	UI/UX Bootcamp Online (9 Months Part Time)	N/A	X	✓	N/A	X	✓	✓	✓	X	●	●	✓	✓	✓	✓	£6,615
Career Foundry	UX Design Program (10 Months Part Time)	N/A	X	✓	N/A	X	X	X	✓	X	●	●	✓	✓	✓	✓	£4,940
School of UX	UX & UI Crash Course (5 Days Full Time)	X	X	X	X	✓	X	X	X	X	●	●	X	X	X	X	£838
HyperIsland	User Experience Lab (2-3 Days)	X	X	X	X	✓	X	✓	X	X	X	X	X	X	X	X	£1,950
UX Academy	Beginner UX Design (8 Weeks Part Time)	●	X	X	X	✓	X	X	X	X	X	X	X	X	X	●	£950
UAL	UX Design Online (6 Weeks Part Time)	X	X	X	X	✓	X	X	✓	X	●	●	●	X	X	X	£465
FlatIron	N/A (stopped UX/UI)																N/A

**PLEASE NOTE**

Data collected from approximately 10 hours primary research, conducted by Experience Haus from May 26th - June 4th 2020  
 Research included web enquiries, syllabus reviews, instructor interviews and phone calls with providers  
 Results are the product of such research and as such may not be 100% accurate and should be used as guidance only  
 All data subject to change



# Who is it for?

Anyone and everyone!

Students come from a wide-range of backgrounds and study for a variety of different reasons.

## Example attendees include:

- People looking to break into a career in UX and / or UI
- Those who work in-or-around design and technology who want to improve their work and accelerate their career
- Designers, consultants, marketers, strategists, product managers, technologists to name a few





# Booking & Fees

## Dates

Check [website](#) for the latest dates & times

## Bookings

Book [online](#) or call +44 203 141 2010

## Cost

£990 - 1100.00 (inc. VAT) per student

## Payment Options


OPTION 1 £990	A single upfront payment of £990
OPTION 2 £1100	A deposit of £110.00 (inc. VAT) followed by 2 direct debit instalments of £495
OPTION 3 £990	Company invoice payment

# User Experience & Interface Design

8 WEEKS ONLINE

A more innovative, immersive approach to remote study.

- Live workshops, not pre-recorded.
- Real client brief and check-ins.
- Interactive interview sessions with users.
- Course completion certificate.




**£1100** (inc. VAT)  
£110 now, the rest later.

A deposit of £110.00 (inc. VAT) reserves a space with the remainder of the course fees paid in two instalments (via direct debit during the course.)

**July 21st, 2020 – Sept 10th, 2020**  
Tuesday and Thursday evenings, 6:30pm – 8:30pm (GMT)

[Book now](#)




**£990** (inc. VAT)  
Pay now, save 10%

Reserve your space today by paying your course fees in full. You will save ten percent off the regular price.

**July 21st, 2020 – Sept 10th, 2020**  
Tuesday and Thursday evenings, 6:30pm – 8:30pm (GMT)

[Book now](#)



### Class Sizes

Each course is limited to 12 students.

### Location

The course takes place online using:

- **Slack** (for community discussion)
- **Zoom and Mural** (for workshops)
- **Google Drive** (for course materials)



# Contact us

+44 203 141 2010

[learn@experiencehaus.com](mailto:learn@experiencehaus.com)

[www.experiencehaus.com](http://www.experiencehaus.com)

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**haus.**



# Experience Haus

## User Experience & Interface Design

TEN WEEKS ONLINE

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