

Certificate

# User Experience

The User Experience Certificate provides a thorough education on how to develop compelling user experiences. This program teaches students the latest strategies, techniques, and underlying technologies leading agencies use to develop and deploy world-class user experiences.

**Total Units:** 24

Complete 4 required courses and choose 2 electives.

*User Experience I, II, III, and IV must be taken in order. Elective courses may be taken in any quarter as long as prerequisites have been met. Prerequisites (if applicable) can be found on course pages. A suggested quarterly sequence table can be found on page 2.*

**Eligible for:**  
VA Benefits

**Start any quarter!**

## Required

16 Units | 4 Courses

Typically Offered\*

COURSE NAME & NUMBER	UNITS	FALL	WINTER	SPRING	SUMMER
<a href="#">User Experience I: Survey</a> DESMa X 481.99AF	4.0	Classroom Online	Classroom Online	Classroom Online	Classroom Online
<a href="#">User Experience II: Iteration</a> DESMa X 479.8K	4.0	Classroom Online	Classroom Online	Classroom Online	Classroom Online
<a href="#">User Experience III: Applied</a> DESMa X 489.5F	4.0	Classroom Online	Classroom Online	Classroom Online	Classroom Online
<a href="#">User Experience IV: Capstone</a> DESMa X 499C	4.0	Classroom Online	Classroom Online	Classroom Online	Classroom Online

## Electives

8 Units (minimum) | Choose two.

Typically Offered\*

COURSE NAME & NUMBER	UNITS	FALL	WINTER	SPRING	SUMMER
<a href="#">Design Thinking</a> DESMa X 481.55	4.0		Online		Online
<a href="#">User Experience Software</a> DESMa X 481.99FG	4.0	Online	Online	Online	Online
<a href="#">User Experience Research</a> DESMa X 489.5G	4.0		Online		Online
<a href="#">User Experience: Mobile First</a> DESMa X 479.9K	4.0	Online		Online	
<a href="#">Content Strategy for UX</a> DESMa X 485.99	4.0	Online		Online	
<a href="#">Frontend Web Coding Boot Camp</a> DESMa X 481.61	8.0	Online	Classroom	Online	Classroom
<a href="#">Unity I: 3D Game Design and Game Engines</a> DESMa X 479.7K	4.0	Classroom		Classroom	
<a href="#">AR/MR/VR for Immersive Content</a> DESMa X 479.5K	4.0		Classroom		Classroom
<a href="#">Internship</a> DESMa X 479.7F	4.0	Internship	Internship	Internship	Internship
<a href="#">Mentorship</a> DESMa X 482.14	4.0	Mentorship	Mentorship	Mentorship	Mentorship

\*Courses in this program are typically offered during the quarters and format(s) outlined above. Scheduling is subject to change at any time by UCLA Extension.

Please visit our [website](#) for all current course offerings.

**Contact Us**

310-206-1422

[ux@uclaextension.edu](mailto:ux@uclaextension.edu)

SUGGESTED SEQUENCE

## Quarterly Course Planning Guide

Use this suggested sequence to plan your course of study. Please visit the [User Experience Certificate webpage](#) for all current course offerings. To schedule time with an advisor, call (310) 206-1422 or email [ux@uclaextension.edu](mailto:ux@uclaextension.edu).

1st Quarter	2nd Quarter	3rd Quarter	4th Quarter
<b>User Experience I: Survey</b> DESMA X 481.99AF	<b>User Experience II: Iteration</b> DESMA X 479.8K  Elective	<b>User Experience III: Applied</b> DESMA X 489.5F  Elective	<b>User Experience IV: Capstone</b> DESMA X 499C

**Note:** *User Experience I, II, III, and IV must be taken in order. Elective courses may be taken in any quarter as long as prerequisites have been met. Prerequisites (if applicable) can be found on course pages. Move through the program at your own pace; it is not mandatory to finish the program within four quarters.*

\*Courses in this program are typically offered during the quarters and format(s) outlined above. Scheduling is subject to change at any time by UCLA Extension.

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