

Formation

Dive into UX Design (Découvrez le processus de conception de l'expérience utilisateur)

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| Durée de la formation : | 8 heures |
| Date de la session : | du 22/07/2026 au 21/10/2026 |
| Dates précises : | |
| Horaires de la session : | Independently, at your own pace |
| Lieu : | E-learning (en ligne) - OpenClassrooms platform |
| Nombre de places maximum : | 5 |
| Formateur(s) : | OPENCLASSROOMS |
| Prérequis sur cette formation : | None |
| Public ciblé : | Université de Bordeaux staff and site/PUI partners |
| Public prioritaire : | Anyone involved in digital projects |
| Date limite d'inscription : | 15/07/2026 |

Objectifs :

Start to explore the world in new ways through the lens of a user experience designer. Learn the key UX principles and processes that will take you from research through design.

In this training, you'll get an introduction to user experience design, examining the origins of the field to the numerous professional contexts in which you may find work.

UX design starts with curiosity and being open to observing the world around you in new ways. The "beginner's mindset" is one way to achieve that.

We'll look at the work of Don Norman, the "father of UX design," along with his book, *The Design of Everyday Things*, to examine key concepts before exploring different approaches to the design process, from ensuring humans/users are at the center of our explorations to defining the problem.

Finally, on the road to becoming a well-informed and socially conscious designer, we'll look at accessibility, ethics, and inclusion as a way to unlock design opportunities.

By the end of this training, you will be able to:

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Articulate key concepts in UX design

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Recognize good/bad user experiences

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Think critically about user experience

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Understand different roles within the industry

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Describe different design approaches

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Put users (people) at the center of the design process

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Write problem statements

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Ask better questions for more valuable results

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Consider others when designing, including issues of accessibility and inclusion

This training receives government funding managed by the Agence Nationale de la Recherche (National Agency for Research) under the plan France 2030, with the reference ANR-21-EXES-0004.

Programme :

Part 1: Unlock opportunities through UX design

1. Be Curious and Observe the World Around You
2. Embrace the Beginner's Mindset
3. Work in the Field of UX
4. Collaborate with Designers, Product Managers, and Developers
5. Quiz

Part 2: Practice human (user) centered design

1. Examine the Origins of UX Design
2. Explore Key Concepts in UX
3. Look at the Design Process
4. Consider the User
5. Define the Problem
6. Get some practice by collecting Examples of UX
7. Quiz

Part 3: Design for everyone

1. Design With Accessibility in Mind
2. Make Ethical Decisions
3. Design for Inclusion
4. Quiz

Pour tout renseignement complémentaire :

Chargé(e) de formation : <mailto:bf-formations.innovation@u-bordeaux.fr>
Pôle AGRH - service développement des compétences

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