Course Syllabus: AI UX Designer

Course Title: Designing Human-Centric AI: Crafting Intuitive AI Experiences

Target Audience: Ideal for designers, developers, product managers, and anyone interested in creating user-friendly AI interfaces. No prior AI or UX knowledge required; familiarity with design tools (e.g., Figma) is a plus.

Course Level: Comprehensive program covering Basic, Intermediate, and Advanced levels.

Duration: 12 weeks (flexible for self-paced learning).

Course Description:
This course trains students to become AI UX Designers, creating intuitive, human-like interactions for AI systems, such as chatbots or recommendation tools for platforms like Zomato. You'll learn UX design principles, AI interaction patterns, and how to design interfaces that feel natural and engaging. By blending design thinking with AI technology, you'll build user experiences that make AI accessible and effective.

Learning Objectives:
Upon completion, students will be able to:

- Understand UX design principles and their application to AI systems.
- Design intuitive AI interfaces (e.g., chatbots, voice assistants) for diverse users.
- Prototype and test AI-driven user experiences.
- Integrate AI capabilities (e.g., NLP, vision) into UX designs.
- Address accessibility and inclusivity in AI interfaces.
- Develop a portfolio of AI UX design projects.

Course Structure:

Part 1: Basic Foundations (Weeks 1-4)

This section introduces UX design and its role in AI systems.

- Week 1: Introduction to AI UX Design
    - What is UX design? Principles of user-centric design.
    - Role of an AI UX Designer: Making AI feel human.
    - Examples: Chatbots, recommendation systems (e.g., Zomato's restaurant suggestions).
    - Exercise: Analyze a chatbot's user experience.
- Week 2: Understanding AI Capabilities
    - Overview of AI: NLP, computer vision, recommendation systems.
    - How AI interacts with users: Text, voice, visuals.
    - Hands-on: Explore AI tools like ChatGPT or Google Dialogflow.
- Week 3: UX Design Basics
    - Core UX principles: Usability, hierarchy, feedback.
    - Design tools: Figma, Sketch, Adobe XD.
    - Exercise: Create a basic wireframe for an AI chatbot interface.
- Week 4: Designing for AI Interaction
    - AI interaction patterns: Conversational flows, error handling.
    - Crafting prompts for AI responses (e.g., friendly, professional).
    - Hands-on Project: Design a simple chatbot interface for a restaurant app.

Part 2: Intermediate Concepts (Weeks 5-8)

This section focuses on designing and prototyping AI-driven interfaces.

- Week 5: Conversational UX Design
    - Designing conversational flows for chatbots and voice assistants.
    - Handling user errors and unexpected inputs.
    - Hands-on: Prototype a chatbot for Zomato order tracking.

- Week 6: Multimodal AI Interfaces
    - Combining text, voice, and visuals (e.g., image-based menus).
    - Tools for multimodal design: Voiceflow, Botmock.
    - Exercise: Design a multimodal interface (text + image) for a food app.
- Week 7: User Testing for AI
    - Usability testing for AI interfaces: User feedback, A/B testing.
    - Metrics: User satisfaction, task completion rate.
    - Hands-on: Conduct a mock usability test for an AI interface.
- Week 8: Personalization in AI UX
    - Designing personalized AI experiences (e.g., tailored restaurant recommendations).
    - Balancing personalization with privacy.
    - Hands-on Project: Create a personalized recommendation interface for a food delivery app.

Part 3: Advanced & Expert-Level Application (Weeks 9-12)

This section prepares students to design complex, inclusive AI interfaces.

- Week 9: Accessibility in AI UX
    - Designing for diverse users: Visual, auditory, cognitive accessibility.
    - Standards: WCAG, ARIA for AI interfaces.
    - Exercise: Redesign an AI interface for accessibility compliance.
- Week 10: Advanced AI Interaction Design
    - Designing for complex AI: Context-aware systems, multi-turn conversations.
    - Integrating APIs (e.g., Google Places API for restaurant data).
    - Hands-on: Build a context-aware chatbot prototype.

- Week 11: Ethical and Inclusive Design
    - Addressing bias in AI UX (e.g., inclusive language in chatbots).
    - Ethical considerations: Transparency, user trust.
    - Exercise: Audit an AI interface for ethical issues.
- Week 12: Capstone Project & Trends
    - Capstone Project: Design a complete AI UX for a food delivery platform, integrating NLP and vision.
    - Trends: AR/VR in AI UX, voice-first interfaces.
    - Career paths: UX roles in tech, startups, or agencies.

Assignments & Grading:

- Weekly Design Exercises: 25%
- Intermediate Projects (Weeks 4 & 8): 30%
- Capstone Project: 35%
- Class Participation & Peer Feedback: 10%