

## CHAPTER OVERVIEW

### 5: Create - User Experience Design

#### Learning Objectives

In this chapter, you will learn:

- To think about web projects with a UX mindset.
- To recognise and create usable and enjoyable experiences for desktop and mobile users.
- The nuts and bolts of implementing UX strategy step by step.
- About a variety of awesome UX tools.

[5.1: Introduction](#)

[5.2: Key terms and concepts](#)

[5.3: Understanding UX design](#)

[5.4: Core principles of UX design](#)

[5.5: Implementing UX design](#)

[5.6: Advantages and disadvantages of UX design](#)

[5.7: References](#)

[5.8: Conduct Testing](#)

[5.9: Tools of the trade](#)

[5.10: Case study - AO Becomes customer centred](#)

[5.11: The bigger picture](#)

[5.E: User Experience Design\(Exercises\)](#)

[5.S: User Experience Design\(Summary\)](#)

---

This page titled [5: Create - User Experience Design](#) is shared under a [CC BY-NC-SA 3.0](#) license and was authored, remixed, and/or curated by [Rob Stokes](#) via [source content](#) that was edited to the style and standards of the LibreTexts platform.