

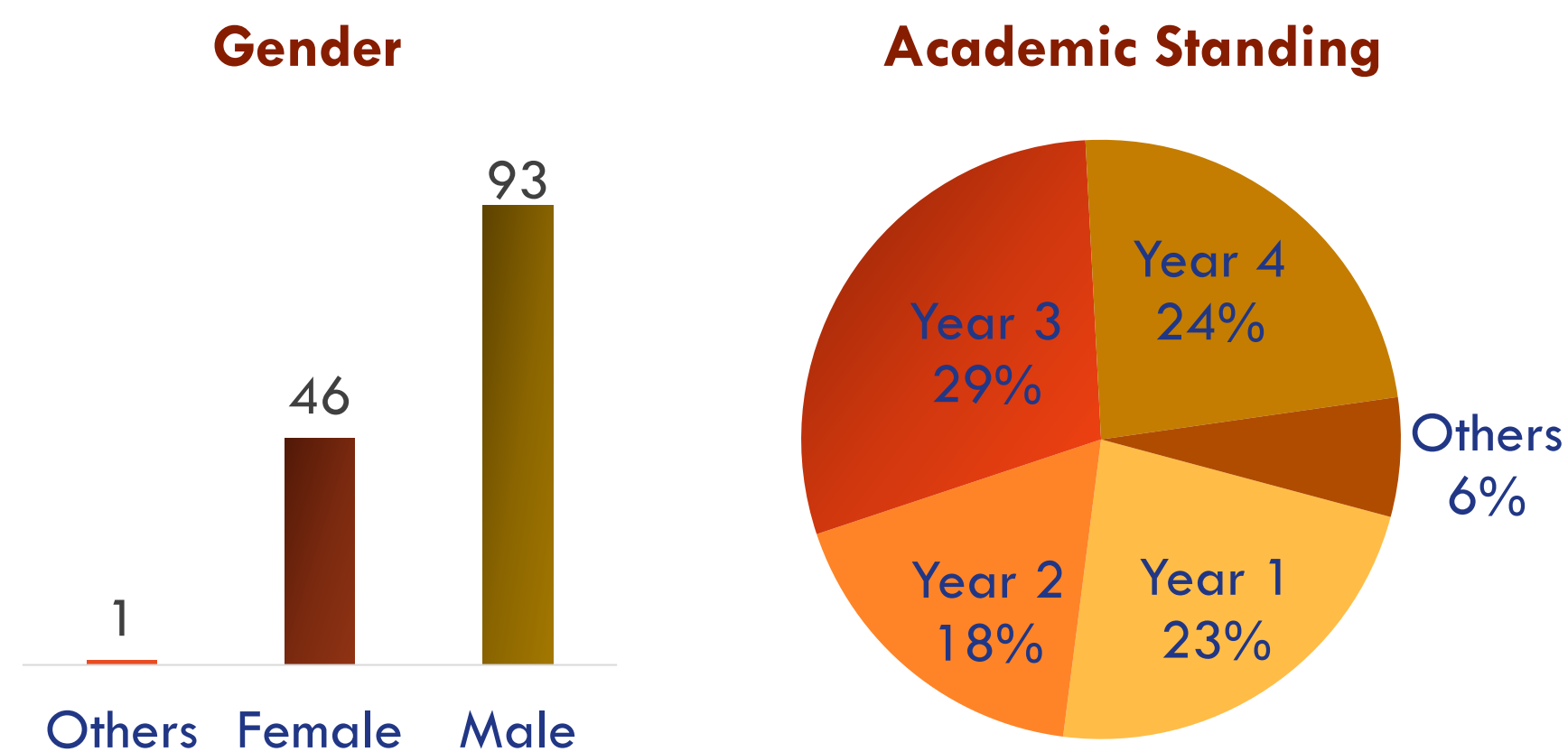
RESEARCH QUESTIONS

- How do Computer Science (CS) students identify themselves professionally in UX areas?
- Why are CS students interested in UX careers?
- What mechanisms do aspiring UX professionals use for professional development?

PARTICIPANTS

Surveys (N=634), Interviews (N=14), and Document Analysis of CS Students at University of Florida, Georgia Institute of Technology, and Rose Hulman Institute of Technology, 140 interested in UX

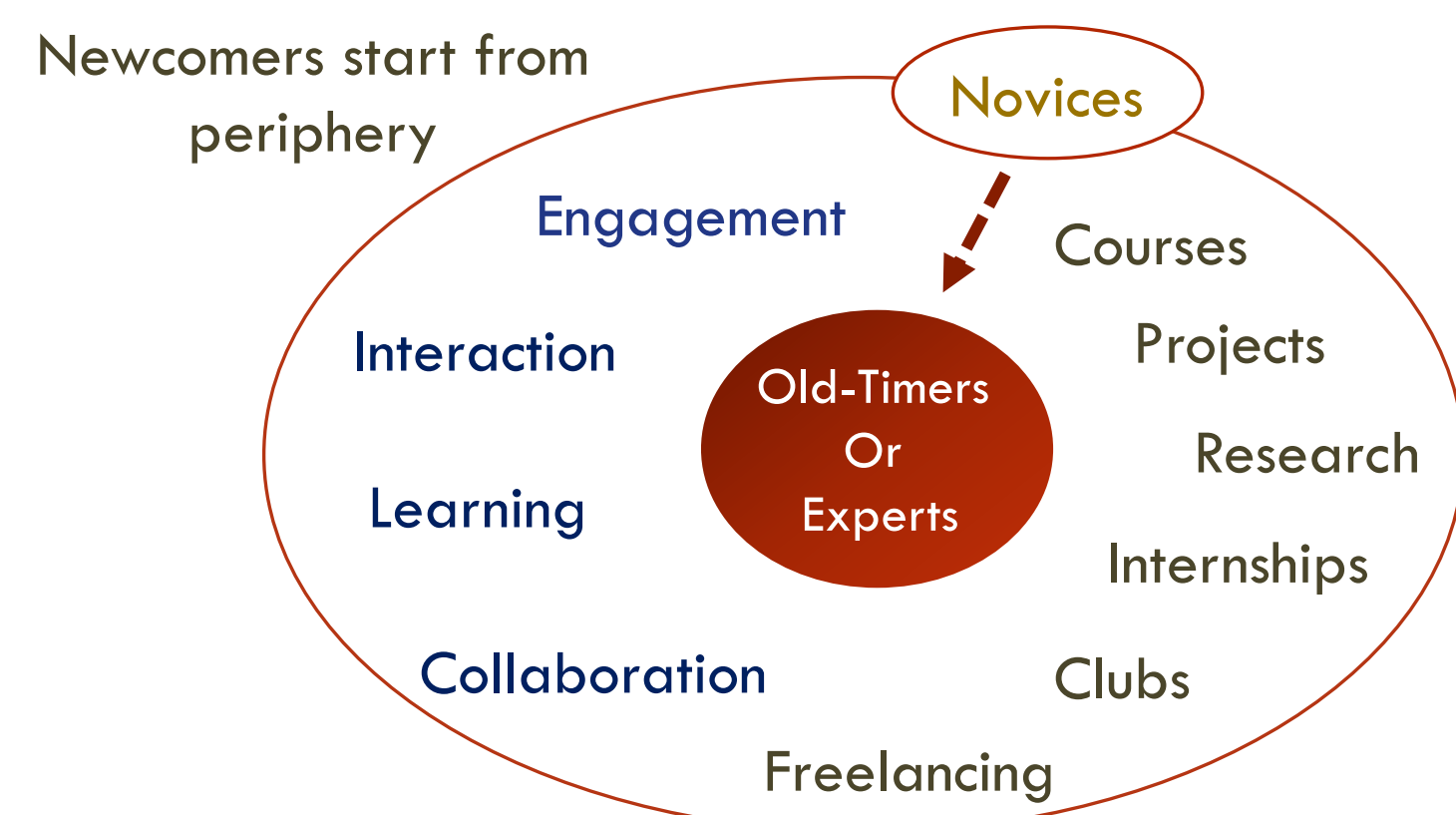
Sample Distribution of Survey (N=140)



THEORETICAL BACKGROUND

Lave & Wenger's Communities of Practice**

Communities of Practice help students become **technically competent** and acquaint a sense of **belongingness**.



PERSONAS*

Integrator Lily (UX + X)



Age: 19
 Ethnicity: White
 Year: Sophomore
 GPA: 3.90
 University: University of Florida
 Major: CS

"I've always been an artsy type of person, so I love design and all that stuff. So just the chance to kind of integrate what I know now with coding to those design things is a really exciting possibility for me."

Career Goals
 Trying to figure out but inclining towards becoming a Software Engineer at Microsoft

Why UX
 Self-interest in design, Job prospects, and Application of multidisciplinary knowledge


Personality
 Identity Exploratory, Creative, Leader

UX Skillset
 Adobe Suite, Balsamiq, Invision, Front-end web skills

Needs
 More design tech electives

Mechanisms for Skill Development
 Learning UX through Online Courses
 Interned as a Software Engineer at an aerospace firm
 Leadership position at a club
 Participating in Professional development workshops

Designer James (UXD)



Age: 21
 Ethnicity: Hispanic
 Year: Senior
 GPA: 3.74
 University: Georgia Institute of Technology
 Major: CS (Media and People Thread)

"I would encourage other students to get internships to experience what the computing field is actually like. The classes don't give a good indication of what it's like to work in the professional field at all."

Career Goals
 Become a UI/UX Designer and work for a startup

Why UX
 Independent work, High salary, and Social impact

Personality
 Identity Achieved, Introvert, Social Learner

UX Skillset
 Adobe (Photoshop, Illustrator, Premiere Certification), Wireframing, User Stories, Front-end web skills

Needs
 Smaller class sizes, Industry tools in coursework

Mechanisms for Skill Development
 HCI and Evaluation Courses
 Interned as a Graphic Designer at a startup
 Receiving mentoring from others
 Undergraduate Researcher in an HCI Lab
 Freelance multimedia work as a designer

Researcher Cho (UXR)



Age: 33
 Ethnicity: Asian
 Year: Graduate Student
 GPA: 3.83
 University: University of Florida
 Major: Human Centered Computing

"Explore further on the things that you are interested in and have an overall understanding of relevant majors and topics and how it is applicable in industries."

Career Goals
 Become a UX Researcher at a large company

Why UX
 Self-interest in users and Prior Experience

Personality
 Identity Achieved, Outgoing, Independent

UX Skillset
 Adobe Suite, Usability Studies, Research Designs

Needs
 More interdisciplinary courses offered by the CS Department

Mechanisms for Skill Development
 UX Courses
 Interned as a Visual and an Interaction Designer
 UX Designer at a large electronics company
 Graduate Researcher in an HCI Lab
 Participating in Conferences

** Wenger, E. (1999). Communities of practice. Cambridge university press.

* The persona names and images are fictitious for participant anonymity. All images are licensed under Creative Commons and are acquired from Google images.