

# MATERIALS GUIDE

## EXPERIENCE DESIGN COURSES

Helpful tips for planning your approach to buying materials for your course(s)

### 1. Start with what you need for the first class

- Bring a notebook and pen for taking notes.
- Focus on acquiring the items on your course list that are required for the first day of class. They are marked with an asterisk\* on the list.

### 2. Budget for your supplies

- Art supplies can vary greatly in quality and price. Take some time to understand the pacing of the course and your own learning goals to make informed decisions about what to buy. Instructors will provide more details about the specific materials needed for each course. Talk to them for advice!
- You may already have suitable materials at home; it is not necessary to purchase new materials for every course.
- **future skills grant students:** Courses that are eligible for the future skills grant will include information about the maximum approved reimbursement amount for material costs. Only materials purchased between Fall 2024 registration open and reimbursement submission deadline for the term will be eligible for reimbursement. Please make sure to track your expenses, and keep all your original receipts. Expenses that exceed the \$3500 lifetime limit will not be reimbursed.

### 3. Set up any required software

- For courses that require software: purchase, download, and install the required software before the first day of class. This will allow you time to troubleshoot any potential installation issues. Most required software are free or have low-cost educational versions that are available to you as an ECU Continuing Studies student.

**Ready to Get Started? Look for your Course List**



## CSUX 100: Introductory User Experience (UX) Design

Required Course Materials	Approximate Costs
Stationary supplies, such as post-it notes and sharpies Notebook and pen	\$50.00
Miro  This tool is available for free, with limitations on use. Additional plans are available with unlimited access, starting at \$10.00 USD/month. Click to <a href="#">view all available plans</a>	Free

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$50.00**

## CSUX 101: Introductory User Interface (UI) Design

Required Course Materials	Approximate Costs
Notebook and pen	\$10.00

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSUX 200: Intermediate User Experience (UX) Design

Required Course Materials	Approximate Costs
Notebook and pen	\$10.00
Miro  This tool is available for free, with limitations on use. Additional plans are available with unlimited access, starting at \$10.00 USD/month. Click to <a href="#">view all available plans</a>	Free

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSUX 201: Intermediate User Interface (UI) Design

Required Course Materials	Approximate Costs
Notebook and pen	\$10.00

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSUX 110: Digital Tools for Design Prototyping

Required Course Materials	Approximate Costs
<p>Adobe Photoshop*</p> <p>Adobe Illustrator*</p> <p>Adobe Bridge*</p> <p>Adobe XD*</p> <p>The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to <a href="#">visit the Adobe Creative Cloud Education Plan webpage</a>.</p> <p>Download Adobe Creative Cloud on your computer and then talk with your instructor for more information about each specific software.</p>	<p>\$311.88 for 12-month educational license</p>
<p>Figma*</p> <p>This tool is available for free. The Professional Team plan is free for students and educators. <a href="#">Click and follow the instructions for access</a>.</p>	<p>Free</p>

*\*required for the first day of class*