

UI/UX DESIGN

Embark on a journey of creativity and innovation with our comprehensive UI/UX Design Course.

Guided by seasoned professionals with extensive field experience, our curriculum combines theoretical insights with practical exercises to provide you with a holistic understanding of UI/UX principles and practices.

From wireframing and prototyping to user research and usability testing, you'll delve into every facet of the design process, equipping yourself with the tools and techniques needed to craft seamless digital experiences.

What sets our course apart is its emphasis on real-world applications. Through engaging projects and case studies, you'll tackle diverse design challenges, honing your problem-solving skills and cultivating a keen eye for detail. By the end of the program, you'll emerge as a proficient UI/UX designer, ready to tackle any project with confidence and creativity.

Join us and unlock your potential as a UI/UX design maestro. Let's redefine user experiences together!"



Learning Outcome

- Fundamental Principles: Gain a solid understanding of UI/UX design principles and concepts, including usability, accessibility, and user-centered design.
- User Research: Learn effective methods for conducting user research, gathering insights, and understanding user needs and behaviours.
- Visual Design: Develop skills in creating visually appealing and cohesive designs, including typography, colour theory, and layout composition.
- Interaction Design: Learn how to design intuitive and engaging user interactions through animation, micro-interactions, and feedback mechanisms.
- Usability Testing: Explore techniques for conducting usability tests and gathering feedback from users.
- Design Tools: Familiarize yourself with popular design tools such as Sketch, Adobe XD, Figma, or other relevant software.
- Design Thinking: Embrace a design thinking mindset to approach problems creatively, empathize with users, and generate innovative solutions.
- Portfolio Development: Build a compelling portfolio showcasing your design projects

August

WEEK 1

- 1. Introduction to the principles of UX and UI design
- 2. What is UX?
- 3. Overview of UX process
- 4. What is UI?
- 5. Getting into Figma
- 6. Who are the users?
- 7. Empathy and user understanding

WEEK 2

- 1. User research, Why?
- 2. Empathy tools for the UX process
- 3. Additional Resource
- 4. Set up a Figma account
- 5. Personas: let's create them
- 6. Knowledge Check Test

- 1. Evaluating Good Design
- 2. Designing Accessibility
- 3. Understanding Components in UI
- 4. Best Practices for Navigation
- 5. Interaction Design, what it is?
- 6. Heuristic Evaluation

August

- 1. Form design best practice
- 2. More on Interaction design
- 3. Menu and Navigation
- 4. Heuristic evaluation
- 5. Knowledge Check Test

September

WEEK 5

- 1. Frames, Layers and Basic Shape
- 2. Typograph
- 3. Grids and Constraint
- 4. Manipulating Element
- 5. Work with Image
- 6. Wireframing
- 7. Usability Testing

WEEK 6

- 1. Understanding Grids for tablets and mobile
- 2. Saving and Importing on Flgma
- 3. Hierarch
- 4. Rapid Prototyping
- 5. Creating a Usability Test
- 6. Knowledge Check Test

- 1. Making it Beautiful
- 2. High Fidelity Design
- 3. Design Systems, what are they?
- 4. Design then Prototype
- 5. Testing your prototype
- 6. Using Micro Interaction

August

WEEK 7 (CTD)

- 7. Principles for Design Element
- 8. Setting up a mood board
- 9. Design System II
- 10. Knowledge Check Test

- 1. Recap on Principles of UX & UI
- 2. Final Assessment: Design Case Study
- 3. Final Week
- 4. Review and Grading of Final Assessment

COST OF PROGRAM PACKAGES

UI/UX

Class Duration- 2 Month

Prices

• Virtual: #120,000

• Physical: #150,000

