

UI / UX Design – 4 Months Course

MODULE 1: Introduction to UI/UX Understanding Design

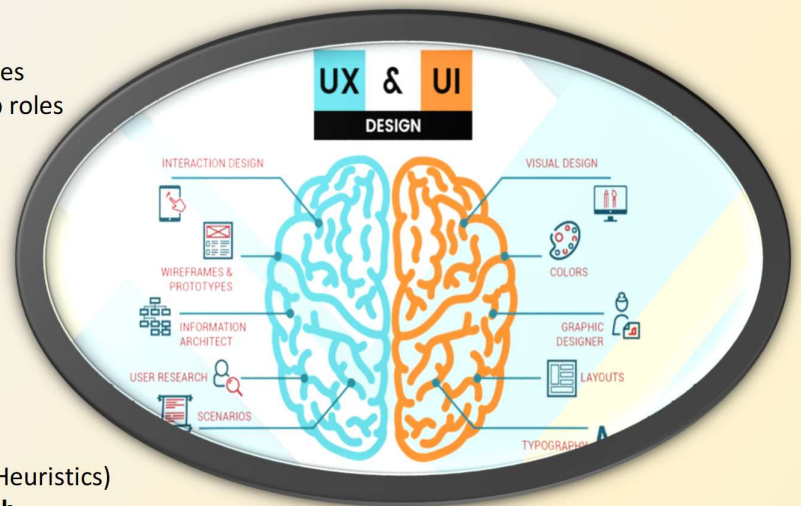
- What is UX?
- What is UI?
- Difference between UI & UX
- What a UI/UX Designer actually does
- Industry overview & real-world job roles

Design Thinking Process

- Empathize
- Define
- Ideate
- Prototype
- Test

UX Principles

- User-centered design
- Accessibility standards
- Human-computer interaction
- Heuristics principles (Nielsen's 10 Heuristics)



MODULE 2: UX Research Types of Research

- Qualitative research
- Quantitative research
- Guerilla testing
- Interview techniques

User Research Tools

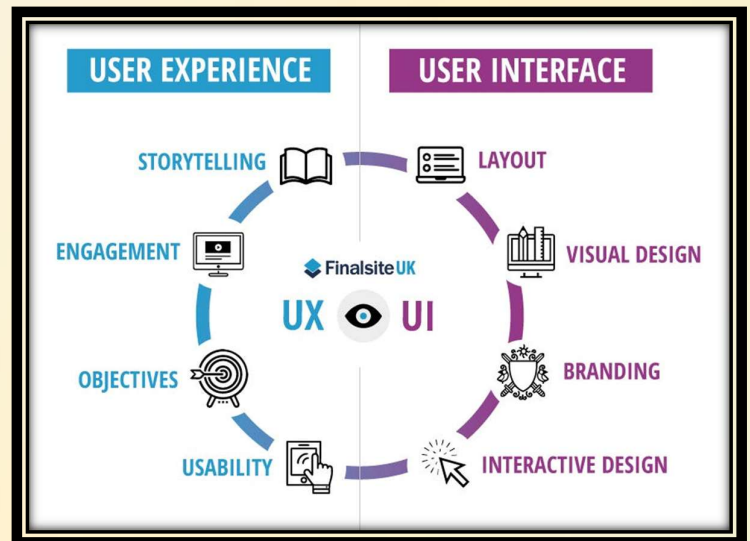
- Google Forms
- Miro
- Maze
- GoodNotes / Notion

User Personas & Mapping

- Persona creation
- Empathy mapping
- Scenario building
- Customer Journey Mapping

Problem & Goal Definition

- Writing problem statements
- Understanding business requirements
- User stories
- Defining KPIs



MODULE 3: Information Architecture + User Flow Information Architecture

- Content grouping
- Hierarchy
- Card sorting
- Navigation design

User Flow Creation

- Task flow
- Screen flow
- Use cases
- Wireflow mapping

Sitemaps

- Creating sitemaps for apps
- Website sitemap design

- IA best practices

MODULE 4: Wireframing

Low-Fidelity Wireframes

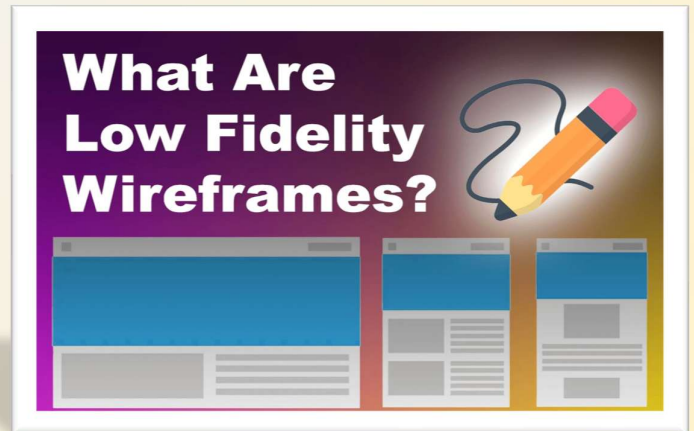
- Sketching
- Speed wireframing
- Layout basics

Mid-Fidelity Wireframes

- Grids
- Columns
- Spacing systems

Tools for Wireframing

- Figma
- Miro
- Balsamiq



MODULE 5: UI Design – Complete Figma Basics to Advanced

- Figma interface
- Layers, frames, groups
- Shapes, images, icons
- Components & variants
- Auto Layout
- Layout grids
- Constraints & responsiveness
- Boolean operations
- Pen tool & vector editing

Style Guide & Design System

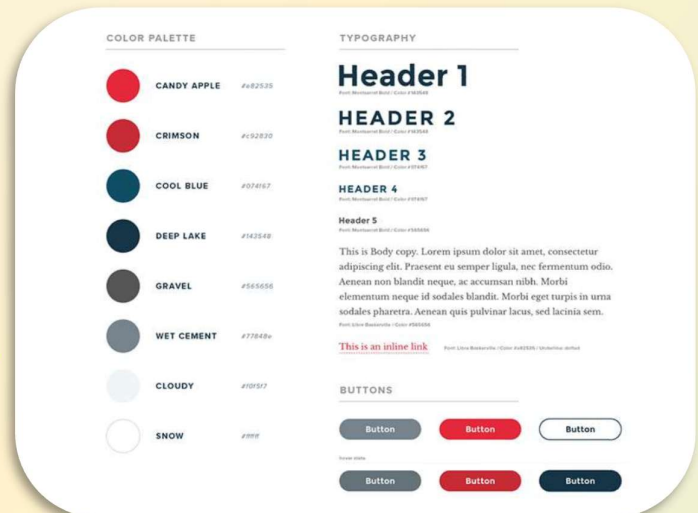
- Color palettes
- Typography hierarchy
- Shadows & depth
- Button styles
- Input fields
- Icon sets
- Components library
- Brand identity guidelines

Mobile App UI Design

- Mobile layout
- Navigation bar
- Onboarding screens
- Home, product, profile, settings screens
- Material Design
- Apple Human Interface Guidelines

Web UI Design

- Website header/footer
- Landing page design
- Product pages
- Sign-in/sign-up pages
- Dashboard UI



MODULE 6: Prototyping & Interaction Design

Prototyping

- Linking screens
- Creating flows
- Using overlays
- Smart animate
- Interactive transitions

Interaction Design

- Micro-interactions
- Hover effects
- Button presses
- Gestures

UX Testing

- Usability testing
- A/B testing
- Heat maps
- Recording prototype test results

MODULE 7: Branding for UI/UX Basics of Branding

- Logo concepts
- Color psychology
- Typography pairing

Creating a Brand Guideline

- Logo usage rules
- Primary & secondary colors
- Typography rules
- Icon pack rules

MODULE 8: Portfolio + Real Client Projects Full Portfolio Creation

You will design:

- Complete Mobile App
- Complete Website
- Case studies

Case Study Writing

- Research
- User personas
- Wireframes
- UI screens
- Prototypes
- Final summary

Resume & Interview Preparation

- Designer resume
- Behance portfolio
- Dribbble portfolio
- LinkedIn profile setup
- Interview questions
- Freelancing setup

