

PAVISION INNOVATIONS



DESIGN



UI/UX BROCHURE

About Pavision Innovations

At Pavision Innovations Edutech, we are more than just a training platform – we are a community of innovators in education. Our UI/UX program equips you with the knowledge and skills to protect critical systems and networks in today's ever-evolving UI/UX landscape.

Unlock Your Potential with UI/UX

Our UI/UX Design course is tailored to equip you with the knowledge and hands-on experience needed to create intuitive and visually stunning digital products. Whether you're a beginner or looking to enhance your skills, this course will teach you the principles of user-centered design and the latest industry tools.

Course Outline

Module 1: Introduction to UI/UX Design

- Overview of User Interface (UI) and User Experience (UX)
- Importance of UI/UX in product development
- Design thinking process and methodologies
- Understanding human-centered design
- Industry tools overview: Figma, Sketch, Adobe XD

Module 2: Research and User-Centered Design

- User research methods (interviews, surveys, focus groups)
- Creating user personas and empathy maps
- Journey mapping and identifying user pain points
- Competitive analysis and market research
- Conducting usability studies and feedback action

Module 3: UX Design Principles

- Principles of user-centered design
- Information architecture and navigation design
- Wireframing basics: low-fidelity to high-fidelity wireframes
- Building user flows and task flows
- Content strategy for UX

Module 4: UI Design Fundamentals

- Visual design principles (layout, color theory, typography)
- Grid systems and responsive design
- Creating UI patterns (buttons, forms, icons)
- Designing for mobile and web interfaces
- Accessibility in UI design: creating inclusive interfaces

Module 5: Prototyping and Interaction Design

- Prototyping tools: Figma, Adobe XD, Sketch
- Creating interactive prototypes
- Microinteractions and animations in UI
- Testing prototypes with users
- Feedback iteration and refinement of designs

Module 6: Advanced UX Techniques

- Designing for different platforms (mob, web, tablets)
- Design Systems: creating a cohesive and scalable design system
- UX writing: the importance of microcopy in guiding users
- Designing for voice, gestures, and other emerging interfaces

Module 7: User Testing and Feedback

- Conducting usability tests and heuristic evaluation
- A/B testing for design decisions
- Analyzing user feedback and refining designs
- Metrics to measure UX success (conversion rates, task success)

Module 8: Portfolio Building and Career Preparation

- Assembling your UI/UX portfolio
- Presenting design work effectively to stakeholders
- Job roles in UI/UX design
- Interview preparation for UI/UX roles
- Freelancing vs. in-house opportunities

Sample

These are sample projects only. Unique capstone projects will be discussed in the live class

1. Mobile App Redesign

Project: Choose an existing mobile app (e.g., Spotify, Instagram, or a banking app) and propose a redesign focusing on improving user experience, visual design, or both.

2. E-commerce Website Design

Project: Design an e-commerce website from scratch or redesign an existing one to enhance usability and conversion rates.

3. SaaS Dashboard for Data Visualization

Project: Design a user-friendly dashboard for a SaaS platform (e.g., analytics, project management, or financial tools).

4. Nonprofit Organization Website

Project: Design a website for a fictional or real nonprofit organization that focuses on a cause, such as environmental conservation or education.

5. Voice User Interface (VUI) Design

Project: Design a voice-controlled assistant (similar to Alexa or Google Assistant) for a specific task (e.g., managing home automation or booking appointments).

6. Onboarding Flow for a New App

Project: Design an onboarding experience for a new user in a mobile or web app, ensuring they understand the core features and value of the app.

7. Design System Creation

Project: Create a design system for a company or brand, ensuring consistency across various platforms and products.

8. Accessibility-Focused Website

Project: Design or redesign a website to meet accessibility standards (WCAG guidelines) to ensure it's usable by people with disabilities.

9. Fitness Tracking App

Project: Design a fitness tracking app that helps users set and achieve fitness goals (e.g., tracking steps, calories, workouts).

10. Smart Home Control Interface

Project: Design an interface for a smart home control system that allows users to manage devices (lights, thermostat, security cameras).

Career Opportunities

Upon completing the UI/UX Certification Program, students will be equipped for roles such as:

1. UX Designer
2. UI Designer
3. UX Researcher
4. Interaction Designer
5. Information Architect
6. Product Designer
7. Visual Designer
8. Front-end Developer with UI/UX Focus
9. Usability Analyst

Certificates



Assured Interviews

As part of our placement support, we provide assured interview opportunities with leading companies in your field. Our dedicated placement team works tirelessly to connect you with the right employers based on your skills and interests.

The Course and Curriculum is designed by Mentors from



Microsoft



Meta

Capgemini



ORACLE



Infosys



accenture

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Ready to take your career to the next level?

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