

UI/UX Designer Syllabus

PART – 1 Introduction to UI/UX Design, Design Process, and User Research

Module	Concepts Covered
Design Process and Thinking Method	Brainstorming and Mind mapping exercise Intro to the design thinking process Design thinking methods and Double diamond model Build your design process
Design Process Tools	Affinity mapping Scamper and creative visualization Persona creation, empathy map, journey map, task flows, information architecture Intro to Research Methodology
Research	Introduction and types of research Secondary research Conducting secondary research Primary research Conducting primary research (Part 1)Conducting primary research (Part 2)Conducting research process Qualitative and Quantitative data

PART – 2 Fundamentals of UI and UX Design and How to Apply Them

Module	Concepts Covered
Basics of UX Design	How UX design works Using the UX Design process to solve problems Assignment ATM machine improves the experience
Interaction Design	Interaction design principles and behavior Step By step interaction creation
Intro to UI Design	UI design and elements Current UI design patterns Style guides and design systems Material design and other design systems
UI Design	The UI Design process Principles of making a good UI design – web and mobile Low fidelity design, Mid fidelity design Creating a high-fidelity design
Advanced UI Design	Create prototypes Create mockups Create animations and transitions Figma tips and tricks for UI creation
Usability Evaluation	Intro to usability evaluation Types of usability evaluation Quantitative and qualitative evaluation User loads (cognitive, motor, and visual)Conducting a usability study