UI/UX Design Syllabus.

Design Foundation

- What is UI and UX Design?
- UI vs UX Design.
- Core Stages of Design Thinking
- Divergent and Convergent Thinking
- What is Brainstorming

User Research

- Understand The User Problems
- Identifying Appropriate Research Methods
- Creating Personas

Empathy Mapping

- Analysis Of User Behavior.
- Creating User Stories
- Information Architecture

Foundation of UI

- UI Principles
- Visual Design
- Understanding Brand Platforms
- Design Guideline

Low Fidelity Design

- Sketching Principles
- Wireframing
- Creating Wire flows

High Fidelity Design

- Building High-Fidelity Mockups
- Designing Efficiently with Tools
- Interaction Patterns

Prototyping and Handoff

- Designing Animations and Interactions
- Building a Prototype
- Conducting Usability tests
- Findings Micro Interaction
- Prepare for Handing off Designs

Portfolio Building

- IOS Presentation
- Android Presentation
- Website Presentation
- Freelancing Session
- Certification