# UX&UI design:

Service design: double diamond, process, empathy map, user persona, customer journey map, service blueprint, value proposition canvas, story board, business model canvas.

Erconomics

UCD, HCI, CX

Accessibility: WCAG-guidelines, WAI-ARIA.

UX: what it is, fields of UX, product development life cycle, design thinking (Empathize, Define, Ideate, Prototype and Test), user research(interviews, observing, recerach plan), competitive audit, usability(goals, +Nielsen's heuristics, ISO9241-11, testing, analyzing and reporting), understanding the users, empathy map, creating user personas, pain points, user journey map, user stories, problem statement, hypothesis statement, value proposition, "How might we"/crazy eights, user flow, storyboard (big picture/close up), wireframes (low/high-fidelity), mockup, scenario, prototypes(low/high-fidelity), testing, performance, IA, different platforms and responsive design, design sprint.
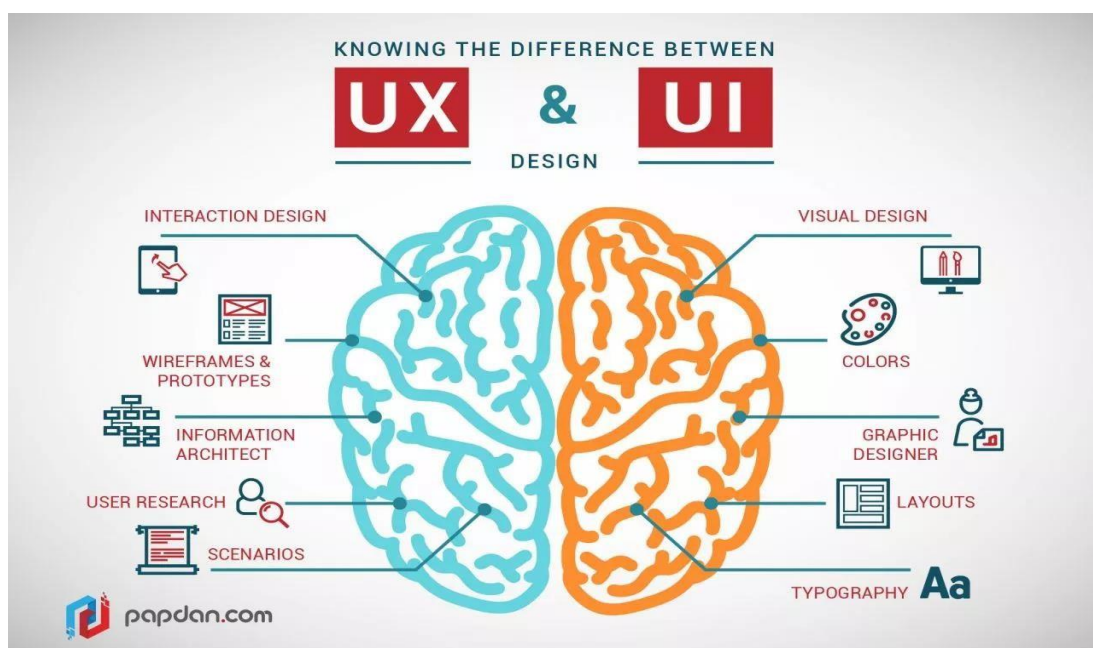
UI: web/mobile design, visual usability, senses, navigation, colors, typography, composition, balance, accessibility, gestalt laws, layout, responsive design, icons, images, components of UI, interactivity.

Material design

Contextual design: phases, rapid cd

Done group projects in school where we made couple of websites. I was part of designing the layout, typography, colors, what pictures we use and edited those, SEO, wireframing, doing usability testing etc.

Learned and also been part of agile project management process. Used kanban and scrum(HacknPlan). Included version control.

Gained Google UX design professional certificate.

I also actively follow UX&UI design and also service design related topics and content during my free time.