



UI/UX Design

OUR MISSION :

"Our mission is to empower learners worldwide through innovative technology, personalized learning experiences, and accessible educational resources. We strive to cultivate a community where every individual can achieve their full potential, regardless of their background or circumstances."

OUR VALUES :

"To pioneer the future of education by leveraging cutting-edge technology to make learning more engaging, effective, and inclusive. We envision a world where education transcends boundaries, creating opportunities for lifelong learning and fostering a society enriched by knowledge and creativity."



COURSE CURRICULUM:

Week 1: Introduction and Research

Day 1-2: Course Overview and Introduction

- **Course objectives and structure**
- **Introduction to advanced UI/UX concepts**
- **Overview of tools (Figma, Sketch, Adobe XD, etc.)**

Day 3-5: User Research Methods

- **Advanced user research techniques**
- **Conducting user interviews and surveys**
- **Creating user personas and journey maps**

Day 6: Practical Assignment

- **Conduct a user research project and present findings**

COURSE CURRICULUM:

Week 2: Information Architecture and Wireframing

Day 1-2: Information Architecture (IA)

- **Advanced IA principles**
- **Creating sitemaps and flowcharts**
- **Card sorting techniques**

Day 3-4: Wireframing

- **Low-fidelity vs. high-fidelity wireframes**
- **Tools and techniques for wireframing**
- **Wireframing best practices**

Day 5-6: Practical Assignment

- **Create wireframes for a given project brief**

COURSE CURRICULUM:

Week 3: Interaction Design and Prototyping

Day 1-2: Interaction Design

- **Principles of interaction design**
- **Microinteractions and animation**
- **Designing for different devices (mobile, tablet, desktop)**

Day 3-5: Prototyping

- **Introduction to prototyping tools (InVision, Marvel, etc.)**
- **Creating interactive prototypes**
- **Testing and iterating on prototypes**

Day 6: Practical Assignment

- **Develop an interactive prototype based on previous wireframes**

COURSE CURRICULUM:

- **Week 4: Visual Design and Branding**
- **Day 1-2: Visual Design Principles**
- **Advanced typography and color theory**
- **Designing with grids and layouts**
- **Creating design systems and UI kits**
- **Day 3-5: Branding**
- **Understanding brand identity**
- **Incorporating branding into UI design**
- **Consistency across different platforms**
- **Day 6: Practical Assignment**
- **Design a UI for a brand, focusing on visual design and branding consistency**

COURSE CURRICULUM:

Week 5: Usability Testing and Accessibility

Day 1-2: Usability Testing

- **Planning and conducting usability tests**
- **Analyzing usability test results**
- **Iterating based on feedback**

Day 3-4: Accessibility

- **Principles of accessible design**
- **Implementing accessibility guidelines (WCAG)**
- **Tools for testing accessibility**

Day 5-6: Practical Assignment

- **Conduct a usability test and improve a design based on feedback**
- **Ensure the design meets accessibility standards**

COURSE CURRICULUM:

Week 6: Advanced Topics in UI/UX

Day 1-2: Motion Design

- **Introduction to motion design in UI**
- **Tools and techniques (After Effects, Principle, etc.)**
- **Creating animations and transitions**

Day 3-4: Design for Emerging Technologies

- **Designing for AR/VR**
- **Designing for voice interfaces**
- **Future trends in UI/UX**

Day 5-6: Practical Assignment

- **Create a motion design project or design for an emerging technology**

COURSE CURRICULUM:

Week 7: Design Systems and Collaboration

Day 1-2: Design Systems

- **Building and maintaining a design system**
- **Case studies of successful design systems**

Day 3-4: Collaboration

- **Working with developers and other stakeholders**
- **Effective communication and documentation**
- **Version control and design handoff (using tools like Zeplin)**

Day 5-6: Practical Assignment

- **Develop a mini design system and document the design process for collaboration**

COURSE CURRICULUM:

Week 8: Capstone Project and Review

Day 1-3: Capstone Project

- **Begin working on a comprehensive capstone project that incorporates all learned skills**
- **Conduct research, create wireframes, prototypes, and final designs**

Day 4-5: Project Presentation and Feedback

- **Present capstone projects to peers and instructors**
- **Receive and give constructive feedback**

Day 6: Course Review and Next Steps

- **Review key concepts learned throughout the course**
- **Discuss career paths, building a portfolio, and further learning opportunities**

Our Partners Company's





FOR SUPPORT

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THANK YOU

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