UI/UX and Graphics Design

Course Outline:

Module 1 - Introduction to Design elements and Principles.

- Balance for stability and structure
- Hierarchy to create organization and direction
- Contrast to generate impact and highlight important areas
- Repetition to unify and strengthen the design
- Alignment to create a sharper, clearer outcome

Module 2 - Typography

- visual communication - Typography and Typesetting
- Typography Types —whether it's a clean sans serif typeface like Helvetica or a hand-drawn script.
- Emotive role of Typography in every design.

Module 3 - Color and Design

- Analyze and apply color effectively to create a great projects and portfolios.
- Creating and applying relevant color scheme as a major part of answering brief.
- Think about the power of brand colors (e.g., Facebook's blue, Cadbury's purple, Coke's red) and how certain color combinations instantly communicate a particular mood or feeling.

Module 4 - Logo Design

- Generating and Sketching Design Ideas Quickly
- Fonts and Text Positioning
- Color and Format Options
- Using Adobe Illustrator for Creation of Logos
- Submitting Design Ideas and Working with Clients

Module 5 - Advertising

- Layout and Composition
- Designing Posters and Flyers.

Module 6 - UI/UX Design Overview

- Participants will learn about how to think and design with users in mind
- Crafting Site Maps and User Flows
- Design Low- Fidelity Wireframes, Prototype, Usability Testing
- Design a smashing User Interface.

Module 7 - Introduction to UI/UX Design

- Why learn UI/UX Design?
- UX in Real life
- Design Thinking Process
- User Research User Persona and Journey

Module 8 - User Experience (UX)

- Storyboards
- User Flow Site maps and Information architecture
- Wireframing

Module 9 - User Interface Design (UI)

- Design using Sketch, Adobe XD and Figma.
- Designing with online Kits

Module 10 - Interaction and prototyping

High fidelity design with Figma.

Animation Interaction design with Principle

Module 11 - Project Work

- Project talk and research
- Project work
- Project Presentation

Mock Interviews: showcasing your skills

Certificate of Completion

Facilitators

UI/UX and Graphics Design

Bryan Benibo is a seasoned Creative Art Director from the prestigious Ambrose Ali University with 8+ years of relevant experiences in Social Media Management, Product Graphic Designing, Brand and Visual Identity Designing, User Interface and User Experience Designing.

He has adept expertise in Design Principles, Design Theories, Typography and Color Psychology and print design. A unique individual with exceptional collaborative and interpersonal skill.