IRON HACK

UX/UI Design Bootcamp

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Launch your UX/
UI Design Career

This 9 week immersive course is catered to beginners with no previous design or technical experience. Students will be taught the fundamentals of User Centered Design and learn to validate ideas by going through the design process starting with User Research, Rapid Prototyping and ending with User Testing & Iteration. Students will then learn how to take their designs a step further by coding the prototype using front-end web development skills in HTML, CSS & JavaScript. The course will end with a capstone project where students will take a new product idea from validation to launch.

By the end of the course, students will be ready to start a new career as full-stack UX/UI Designer, Freelance or turbo charge their current professional trajectory.

"If a picture is worth 1000 words, a prototype is worth 1000 meetings".
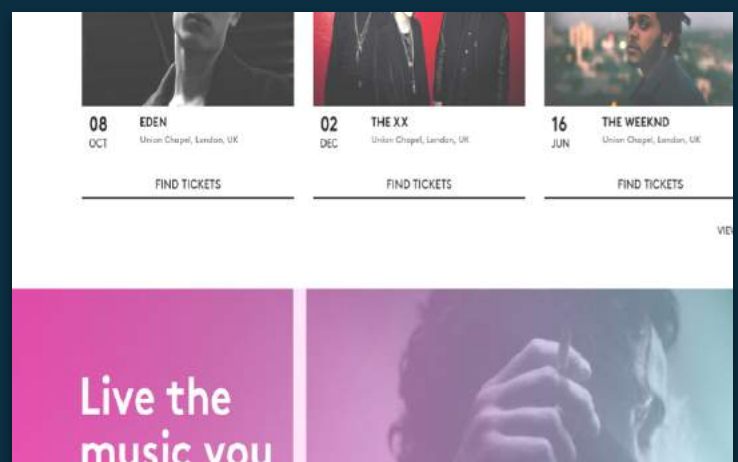
Kelley Brothers
IDEO

Course Objectives

✔ Apply design thinking principles, methods and processes to solve business problems.

✔ Methodically implement the user research process to any given project.

✔ Learn to organize vast amounts of data to create sensible user/task flows through information architectures.

✔ Efectively apply UI & Visual Design principles and create immersive user interfaces via high fidelity wireframes & interactive prototypes.

✔ Conduct heuristic evaluation and user testing at diferent stages of the design process to comply with usability principles.

✔ Learn the fundamentals of front-end web development using HTML, CSS & Bootstrap.

✔ Learn to efectively communicate and articulate ideas through written and visual presentations such as spec sheets in a fast paced team environment consisting of other designers, product managers and developers.

MPULSE

The place where music fans follow their favourite bands.

Laura Amber

View Project

08 OCT EDEN Union Chapel, London, UK FIND TICKETS

02 DEC THE XX Union Chapel, London, UK FIND TICKETS

16 JUN THE WEEKND Union Chapel, London, UK FIND TICKETS

Live the music you

Our Students

Career in UX/UI Design

Make a switch into one of the hottest and most upcoming careers. UX is becoming an important role in every customer focused company.
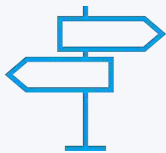
Entrepreneurs

Design and gather valuable user feedback through high fidelity prototypes for your idea before building an MVP.

Web & Mobile Developers

Compliment your programming skills. Learn to design captivating user experiences before jumping into code.

Recent Graduates

Just graduated from high school or college? This course will provide you with the fundemental skills to launch a career in a technical field or start your own business.

"Coming from an English teacher background and without experience nor studies in design, this bootcamp has given me a solid foundation to meet the challenges of the UX/ UI field of today."

-Chris Peterson - UX/UI Design Bootcamp '17

Course Summary

PREWORK

Preparation Work

Remote preparation in UX/UI concepts, theory, and tools via Ironhack online platform.

MODULE 1

Week 1

GV Design Sprint

Introduction to user-centered design and the design-thinking process for developing digital products during a whole week, in which they will empathize with the users, define, ideate, prototype and test a solution to a business problem.

MODULE 2

Weeks 2-3

UX,Information Architecture, IxD

Learn user research methods and combine them with business/user requirements. Use the principles and frameworks of Information Architecture and organize content in the most logical flow for users.

MODULE 3

Weeks 4-5

UI, Visual Design, Business of design

Learn the fundamentals of visual design and learn how to use typography, color, layouts, and visual hierarchy to create beautiful UIs. Also learn the principles of Atomic Design and creating style guides and design systems.

MODULE 4

Week 6

Front-end: HTML, CSS and Bootstrap

Fundamentals of front-end web development and rapid prototyping using HTML and CSS, and frameworks such as Bootstrap/Foundation to design responsive websites.

Curriculum

PREWORK

Ironhack Online Pre-Work

Students will be introduced to the Ironhack online platform, which will cover the fundamentals of programmming. Topics include:

- ▶ Introduction to design tools and UX environment

- ▶ Introduction to basic vocabulary and industry terminology

- ▶ Introduction to basic Sketch

- ▶ Introduction to interaction design with Flinto

"Ironhack provides you professional tools and skills while preparing you to embrace an entrepreneurship culture. The Ironhack UX/UI Design course is a very intense program where accomplish your goals based on your own learning needs. It is a 100% recommendable experience!"
-Luis Nagel, UX/UI Design Bootcamp

Curriculum

WEEK 1

GV Design Sprint

Students will be introduced to user-centered design and the Design Thinking process for developing digital products through a 1-week design sprint. They will empathize with the users, define, ideate, prototype, and test a solution to a business problem. This introduction will serve as an overview of the entire scope of the User Experience Design process. Students will:

▶ Map out the problem and pick an important place to focus

▶ Sketch solutions on paper

▶ Develop a high-fidelity prototype to test it with users

Curriculum

WEEK 2

UX, Information Architecture

This unit will begin with an introduction to UX design research. Students will learn user research methods and combine them with business/user requirements to create user personas, journey maps, storyboards, and concept sketches.

Then they will use the principles and frameworks of Information Architecture (IA) to organize information in a hierarchy in order to create navigation structures and learn to organize content in the most logical flow for users.

WEEK 3

User interface, IxD

With a user task flow and sitemap in place, the students will learn and apply the principles & methodologies of Interaction Design to create seamless experiences that transform the way users interact with the product. They will create wireframes and interactive prototypes to test with users.

Ironhack for me means re-understanding the way I worked before. It made me realize the importance of thinking about the process and the user. I used to spend 10 minutes and then began to design fast, but now I realize how essential it is to take your time to research, empathize, analyze, ideate, prototype and test. Also, it opens the door to a great network and allows you to meet the experts with whom you will work for sure in the future. A great opportunity!
-Itziar San Vicente, UX/UI Design Bootcamp

Curriculum

WEEK 4

UI, Visual Design

Students will be introduced to the principles & methodologies of User Interface Design. They will learn the fundamentals of visual design and how to use typography, color, layouts, and visual hierarchy to create beautiful UIs. Then they will apply these learnings to create mood boards and style tiles to communicate design vision to stakeholders and develop the product's look and feel.

▶ Learning how to use typography, color, layouts...

WEEK 5

Design Systems, Business of Design

Students will also learn the principles of Atomic Design and create style guides and design systems to work with cross functional teams. They will learn about common methodologies used in the workplace, how to hand off documents to developers, get an introduction to freelancing, and learn how to create responsive landing pages.

▶ Atomic Design

I've always been a UX Designer and a creative person at heart but never knew that the field even existed. The program was recommended to me by a close friend and I will forever be grateful to him for putting me onto Ironhack and UX/UI Design. The processes I learned during the bootcamp were invaluable. I feel that after completing the Ironhack UX/UI Bootcamp I was given the skills needed to unlock my full creative potential and begin a new exciting career!
-Horacio Feraud, UX/UI Design Bootcamp

Curriculum

Front-end: HTML, CSS, Bootstrap

Students will be introduced to the fundamentals of front-end web development and rapid prototyping using HTML and CSS, and frameworks such as Bootstrap/Foundation to design responsive websites.

I tried to enter the UX industry in London, but I needed some specific education to have a better chance. Ironhack was the answer to this. I cannot be happier. I learned about the UX process and Design Thinking methodology. I also mastered the art of visual design by training the eye to catch beautiful and coherent design components. This altogether gave me a holistic point of view to apply in the real world.

-Aketza Gómez, UX/UI Design Bootcamp

Curriculum

FINAL PROJECT

Final Project

Students will have the chance to apply everything they have learned in the course with a personal project of their liking. This is the chance to explore that idea you have been excited about, show how your newly-acquired skills could make a product better, or push yourself with a challenging User Experience problem.

This will lead to create a product that follows the whole UX process: user research, information architecture, user interface and interaction design...

Students will have the chance to receive 1 on 1 mentorship from industry experts during these two weeks, and will end up with an interactive prototype that they will present as their final project.

Career Support

Career Prep and Hiring Week

Career Coaching

Students will have the opportunity to explore diferent career paths and pick the right match.

Job Preparation

Career team will assist students with resumes, mock technical interview and salary negotiations.

Networking Events

Students will have the opportunity to connect directly with employers at Ironhack networking and hiring events.

Our graduates have been hired at companies including:

Google

DEVIALAB

El Corte Inglés

sage

ROCKETINTERNET

RingCentral®

Product Hunt

XING

Redbooth

FAQs

Do I need prior design experience before I enroll in the course?

If you do have prior design experience, kudos! However, prior experience is not a requirement for admission to this course. That being said, what we do look for are good interpersonal skills. A great UX/UI Designer is a good listener, empathizer, and communicator. Soft skills are critical; a designer who cannot work with others will not be able to bring his or her user empathy into solving the difficult, technical challenges for a product.

Do I need to have a Macbook if I want to enroll the course?

Yes! There're some programs that only work on Apple computers (like Sketch). These programs are what is used in the indsutry and you're going to need to use them every day after the bootcamp if you wanna work as a UX/UI designer.

Does Ironhack pay for the licenses that I will need during the bootcamp? (i.e. Sketch)

No, but since you're a student you will have access to educational discounts.

How many hours per week will I be learning?

Our immersive bootcamp has around 40 hours per week of class time. Classes start at 9AM and typically finish around 6PM. However, once the class is over, you'll keep working on your exercises and personal projects alongside your colleagues. So you can expect to work for about 60-80 hours a week - and sometimes on the weekends. But after an intensive 9 weeks, you will come out with a whole new set of skills to jumpstart your new career!

Contact

Interested? Let's Chat!

Check out our campuses by contacting the admissions team below. You can also view student projects or attend one of our hackshows. We look forward to connecting with you!

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