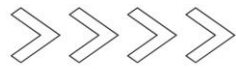
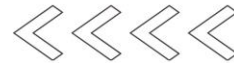


Talqd UI/UX DESIGN Curriculum





**BEGIN YOUR
TECH
JOURNEY
WITH
UI/UX**



UI/UX CURRICULUM



Objective

- The primary objective of Talgd is to tag tech enthusiasts with resources they need to be globally relevant.
- The objective of this track is therefore to train beginners and enthusiasts in UI/UX Design with the requisite tools and skill sets needed to become a renowned Product Designer.



Course Outline

- Course Orientation Program
- Overview of UI/UX Design
- Introducing UX Design Concept
- UI Design Fundamentals
- Prototyping in Figma
- Animations in Figma
- How to build Compelling Portfolio
- Opportunities in U I/UX
- Review and Upload of Project
- Coummunity Engagement



HandsOn Tools

- PhotoShop
- Figma
- Behance, Dribbble e.t.c



FIGMA

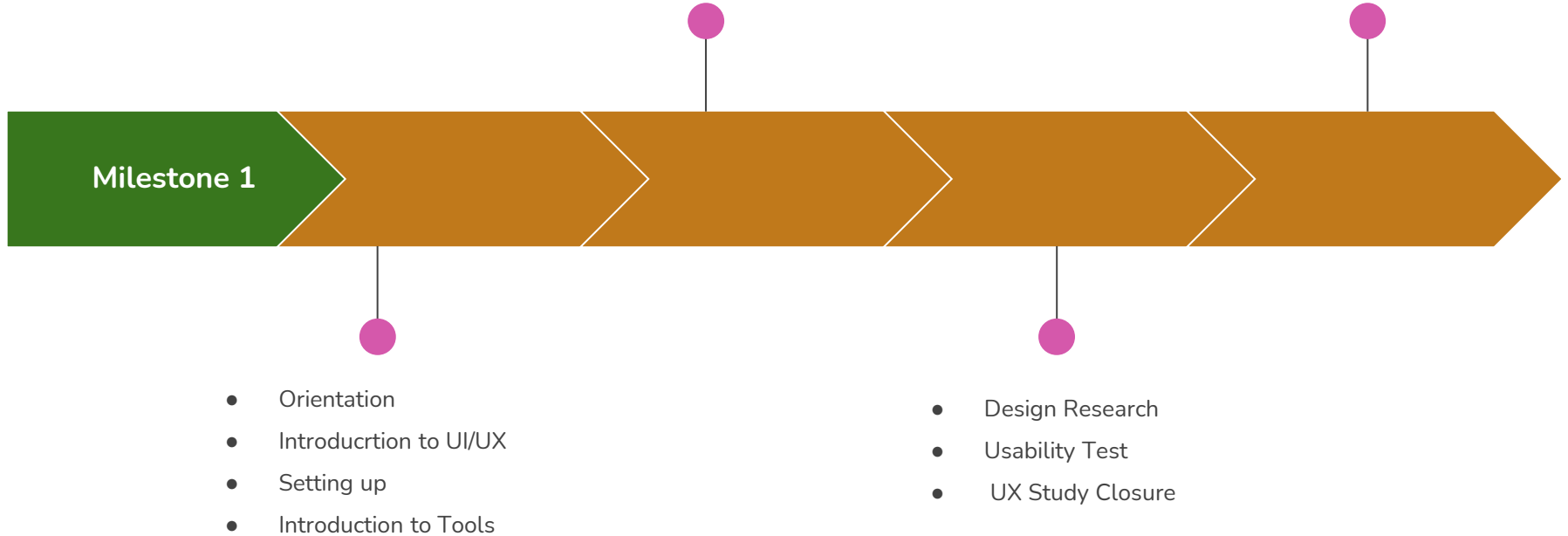
- Installation
- Exploring Figma Interface
- SDLC
- User Research
- User Flow, Personas, & Empathy Map
- Low Fidelity Wireframe
- Design Research
- UI Fundamentals & Principles
- Designing Mobile Interface
- Designing Web Interface
- Prototyping in Figma
- Animations in Figma
- Building your First Project
- Guardlines to build compelling Portfolio
- Project Upload on Behance
- Exploring opportunities in UI/UX

UX TRAINING

OUTLINE

- Figma GUI
- User Research
- Questionnaire Guardlines
- Personas, Emphaty Map
- Pain Point

- User flow
- Low Fedelity Wireframe
- Information Architecture



UI TRAINING

OUTLINE

- Colour Phychology
- Colour Theorem
- Online Colour Resource

- UI Plugins & Asest
- UI Resource
- Prototyping
- Annimation

Milestone 2

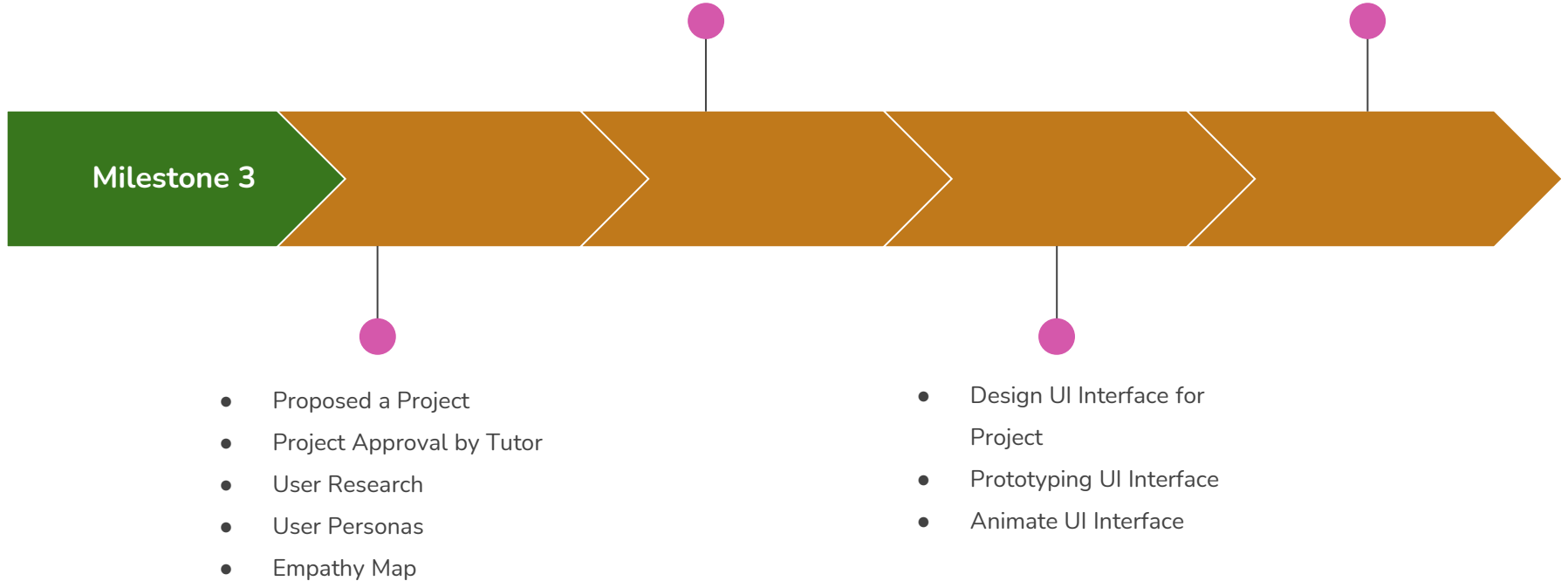
- Fundamental UI Principles
- Element of User Experience
- Input Controls
- Navigation Component
- UI Element

- Typography Rules & Fundamentals
- Online Typography Resource
- Hint on Typography usage

MOBILE APP /WEB DESIGN PROJECT

- User flow for Project
- Wireframe For Project

- Project Upload
- Explore Opportunities in UI/UX Design





END OF TRAINING



You have made it thus far. Well done,

We are glad you joined us...