



Course Module
Of
UI/UX Design

Total Class: 40

Class Duration: 2 Hours

PART-A

User Experience

Class 01: Understanding Design thinking & UX Process

Qualitative research and Quantitative research

HW: Submit reports (Mentor must Provide some UX blog)

Class 02: Brain storming

UX Law : Hick's Law , Fitts's Law , Jakob's Law ,

Law of Proximity , Miller's Law .

Mind map Template

HW: Research and Submit report using miro

Class 03: Problem Statements & Business Pitch

HW: Research some case study from Behance submit report.

Class 04: Practical - Create Problem Statements about

Student Attendance app for a School, Coffee shop, Travel Etc

Class 05: User Research Techniques

Empathy mapping & User Persona

HW: Create user personal template (3)

Class 06: User Research Techniques

Focus group discussion & Empathy mapping

Class 07: User journey map & User flow

HW: Create User flow (2), User journey map (2)

Class 08: Information Architecture & Card Sorting

HW: Create an Information Architecture (Subject providing by Teacher)

Class 09: Paper Wireframe & prototype

HW: Draw a food ordering service app wireframe

Class 10: Usability testing & Heuristics

HW: Testing existing websites & Apps (3), Submit reports what you find.

**Class 11: UX Final Exam –
MCQ, Problem Solving & Case study presentation**

PART-B

User Interface

Class 12: Understanding Of UI Design, Introduction to XD & working process

- Selection
- Art board
- Guide
- Using Shapes
- Place image
- Lock/ unlock
- Using color
- Shadow
- Using Text
- Group
- Export

HW: Login page (2), 404 page (2), Sign Up (2)

Class 13: Introduction to XD & working process

- Grid
- Stack Padding
- Background Blur
- Repeat grid

HW: landing page hero (5)

Class 14: UI Elements

HW: Create 20 UI Elements

Class 15: Introduction to Figma & working process

- Selection
- Frame
- Grid
- Guide
- Using Shapes
- Place image
- Lock/ unlock
- Using color
- Using Text
- Group
- Export

HW: Redesign pricing (2), Redesign User profile (2)

Class 16: Introduction to Figma & working process

- Effects
- Background Blur
- Plugin
- Community
- Auto-Layout (Hug, Fixed, Fill)

HW: OTP landing page Create Form With Auto Layout

Class 17: Introduction to Figma & working process

- Component
- Variant
- Component Properties

HW: Create Button With Component Properties

Class 18: Web template Theory

- Responsive Design
- Wireframe
- Typography rules

Create wireframe Digital agency website

HW: Trace two website landing page wireframe

Class 19: UI Design Principles, Design Patterns & Redesign process

HW: Redesign a website landing page maintain all Principles (5 section)

Class 20: Design system VS Style Guide

HW: Create Design system & Styleguide Brightskills.com

Class 21: Dashboard Design

HW: Dashboard Design(2)

Class 22: Redesign an E-learning Website

HW: Redesign Brightskills.com

Class 23: Website Design (Own Concept)

HW: Create website your own concept

Class 24: Mobile App UI design

HW: Trace crerative IT Institute app 10 screen

Class 25: Mobile App UI Redesign

HW: Trace Whatsapp

Class 26: Uplabs Marketplace

HW: Submit minimum 3 project.

Class 27: Design Presentation, Product Case study and Showcasing for Dribbble and Behance

HW: Submit minimum 30 project before end the course.

Class 28: Figma Prototyping

Hw: Create Prototyping

Class 29: Fiverr account create & Gig research

Hw: Account Create & Gig Research

Class 30: Fiverr Gig Publish

Hw: 1 Gig Publish

Class 31: UI Final UI Exam – MCQ, Problem Solving, Submit assignment Full Website including Mobile and Tab View

HW: Redesign the applications installed on your mobile devices.

PART: C

Product Design Sprint

Teamwork

Product Design Sprint-1

Class 32: Product Design Sprint Day 1 –

Problem statement Product analysis, user research, user observations, user persona, user journey, product roadmap.

Class 33: Product Design Sprint Day 2 –

Card sorting, Site map, User flow, Information architecture.

Class 34: Product Design Sprint Day 3 –

Low fi Wireframe, usability heuristics evaluation, prototyping & pre design foundations

(Prepare case study)

Class 35: Themeforest

Create Account & File Publish

Product Design Sprint 2

Class 36: Product Design Sprint 2 Day 1 –

Product analysis, user research, user observations, user persona, user journey, product roadmap.

Class 37: Product Design Sprint 2 Day 2 –

Card sorting, Site map, Information architecture, User flow diagram

Class 38: Product Design Sprint 2 Day 3 –

Low fi Wireframe, usability heuristics evaluation, prototyping & pre design foundations.

(Prepare case study)

Class 39: Upwork & Exam preparation

Hw: Create Account

Class 40: Final Exam

1 Case Study, 4 Landing Page Design, 2 Category Mobile Apps With 8 Screen