Subject Name: User Interface and Designing

Course Code:

Objectives: The objective of a User interface and designing is to equip learners with the knowledge, skills, and tools needed to design user interfaces (UI) and user experiences (UX) that are both functional and visually appealing. The syllabus should cover the entire design process, from research and conceptualization to prototyping and testing, ensuring that learners can create user-centered designs that meet real-world needs.

Content:	Hours:

Unit 1- Introduction to UI/UX Design   1hrs

- Introduction to UI vs. UX Design
- Importance of UI in Digital Products
- User-Centered Design
- Design Thinking Process

Unit 2- Getting Started with Adobe XD   2hrs

- Introduction to the Adobe XD Interface
- Setting up your workspace
- **Basic Tools and Features**: Artboards, Shapes, Text, and Layers
- Working with Grids and Layouts

Unit 3- Designing UI Elements   3hrs

- **UI Design Fundamentals:** Buttons, Icons, and Navigation Bars
- Typography and Color Theory
- **Working with Components in Adobe XD:** Creating and Reusing Components
- States and Variants

Unit 4- Prototyping Basics   4hrs

- What is Prototyping and Why is it Important?
- **Basic Interactions:** Clicks, Transitions, and Overlays
- Linking Artboards
- Previewing and Sharing Prototypes

Unit 5- Advanced Prototyping Techniques   6hrs

- Introduction to Microinteractions
- Creating Animations and Transitions in Adobe XD
- Drag Gestures and Auto-Animate
- Voice Prototyping and Sound Effects

Unit 6- User Testing and Feedback   2hrs

- Types of User Testing
- Gathering and Analyzing Feedback
- Making Adjustments Based on Feedback
- Best Practices for Iterative Design

Unit 7- Final Project   2hrs

- Conceptualizing and Designing a Complete User Interface
- Applying All Skills Learned
- Presenting the Final Project to the Class
- Peer Review and Instructor Feedback

Reference books:

- "UI/UX Design with Adobe XD: An Introduction to User Experience and Interface Design" by Manuela Langella.
- "Adobe XD for Designers: Fast Track UX/UI Design" by Caleb Kingston.
- "Learn Adobe XD: UI/UX Design from Scratch" by Daniel Schwarz
- "Smashing UX Design: Foundations for Designing Online User Experiences" by Jesmond Allen and James Chudley.

Accomplishments of the student after completing the course:

After completing the UI/UX design course focused on Adobe XD, the student will have gained proficiency in creating user-centered designs, from wireframes to high-fidelity mockups, and interactive prototypes. They will be skilled in using Adobe XD's tools to craft intuitive and aesthetically pleasing user interfaces, and will have developed the ability to conduct usability testing and apply accessibility standards to ensure inclusive designs. The student will have collaborated effectively in team environments, successfully handing off designs to developers with clear specifications. Their learning will be showcased in a professional portfolio, including real-world projects and case studies, demonstrating their readiness for industry roles as a UI/UX designer. Through this course, they will also have developed a solid foundation in design thinking, problem-solving, and ethical considerations in design, preparing them to continue growing in the dynamic field of UI/UX design.