- Duration: **3 Months** (24 Sessions | 2 Days/Week)
- Delivery: **Online**
- Tools: **Figma** (main), [FigJam, Coolors, Notion, WAVE, Stark, Google Forms, Framer , Zeplin](optional)

Course Objective:

Equip learners with the practical skills and theoretical knowledge to design intuitive, inclusive, and aesthetically pleasing digital interfaces. Students will complete a capstone project applying UI/UX principles from user research to developer handoff and build a professional portfolio.

Learning Outcomes:

By End of the Course, Students will be able to:

1. Differentiate UI and UX concepts and their roles in product development.
2. Conduct user research, synthesize findings, and create personas and journey maps.
3. Design wireframes, mockups, and high-fidelity prototypes using Figma.
4. Apply usability, accessibility, and visual design principles.
5. Conduct usability testing and iterate based on feedback.
6. Create and present a professional UI/UX portfolio with a case study.

Week-by-Week Curriculum Breakdown

Week 1: Foundations of UI/UX

- **Day 1:** What is UI/UX Design?
  - Goal: Understand the role and value of UI and UX.
  - Topics: Introduction, UI vs. UX, usability, accessibility, product thinking.
  - Activity: Critique 3 UIs (one good, one bad, one controversial).
  - Homework: Download Figma, analyze a favorite app's UX.
  - Tools: Figma, Notion (for notes).

- **Day 2:** The UI/UX Design Process
  - Goal: Explore the design thinking and UX process.
  - Topics: Design Thinking, double diamond, defining problems.
  - Activity: Brainstorm a project idea (e.g., app, website, or redesign).
  - Homework: Draft a project brief (problem statement, target audience, goals).

Week 2: User Research Essentials

- **Day 3:** Research Methods & Persona Creation
  - Goal: Understand the user & the user-centered design through research.
  - Topics: Research methods (surveys, interviews, observation), personas, empathy maps, Jobs-to-be-Done.
  - Activity: Conduct a mock user interview and create an empathy map.
  - Homework: Develop a user persona based on interview data.

- **Day 4:** Journey Maps & User Flows

- Goal: Map user behaviors and pain points.
- Topics: User Journey mapping, task flows, Jobs-to-be-Done, identifying goals and pain points.
- Activity: Create a user journey map for a key task in your project.
- Homework: Draft a user flow for a core task.
- Tools: Figma, FigJam

Week 3: Information Architecture

- **Day 5:** Structuring Content/Information
  - Goal: Organize digital content logically.
  - Topics: Information Architecture, sitemap, card sorting, Content hierarchy.
  - Activity: Perform a card-sorting exercise for a sample website.
  - Homework: Create a sitemap for your project.

- **Day 6:** Low-Fidelity Wireframing
  - Goal: Sketch early design ideas.
  - Topics: Lo-fi Vs High-fi wireframes, layout principles.
  - Activity: Sketch a low-fidelity wireframe for your project's main screen (paper or digital).
  - Homework: Recreate wireframes digitally in Figma.
  - Tools: Figma, Balsamiq(optional)

Week 4: Visual Design Principles

- **Day 7:** Core Visual Design
  - Goal: Apply fundamental design principles.
  - Topics: Typography, color theory, spacing, alignment, Visual hierarchy.
  - Activity: Create a mood board and style tile.

- Homework: Select a color palette and typography using Coolors and Figma.
- Tools: Figma, Coolors

- **Day 8:** UI Patterns & Consistency
  - Goal: Design common UI elements with usability in mind.
  - Topics: Common UI patterns (buttons, forms, navigation), design systems (Material Design, Apple HIG).
  - Activity: Design a login form and navbar.
  - Homework: Apply UI patterns to your wireframe.

Week 5: Prototyping & Testing

- **Day 9:** Creating Clickable Prototypes
  - Goal: Build an interactive prototype.
  - Topics: Lo-fi vs. hi-fi, prototyping in Figma, user flows.
  - Activity: Create a clickable Prototype for one user flow.
  - Homework: Test and refine the prototype.

- **Day 10:** Usability Testing Basics
  - Goal: Learn how to validate designs.
  - Topics: Moderated Vs unmoderated testing, test scripts, analyzing results.
  - Activity: Run a peer usability test.
  - Homework: Document results and suggest design changes.

Week 6: Interaction & Responsive Design

- **Day 11:** Micro-interactions & Feedback
  - Goal: Understand & Enhance interactivity in UI.

- Topics: Transitions, animations, feedback states.
- Activity: Design a button hover or modal interaction.
- Homework: Add micro-interactions to your prototype using Figma Smart Animate.
- Tools: Figma, Framer (optional).

- **Day 12:** Responsive Design
  - Goal: Adapt designs across screens (for multiple devices).
  - Topics: Breakpoints, responsive grids, fluid layouts.
  - Activity: Convert your design for desktop and mobile
  - Homework: Create responsive versions of 2–3 key screens

Week 7: Accessibility in UI/UX

- **Day 13:** Accessibility Fundamentals
  - Goal: Design inclusive digital products.
  - Topics: WCAG guidelines, color contrast, keyboard navigation, accessibility testing.
  - Activity: Audit a popular site using WAVE or Lighthouse.
  - Homework: Update your prototype to meet accessibility standards.
  - Tools: WAVE, Stark, Lighthouse.

- **Day 14:** Designing for Assistive Technology
  - Goal: Consider screen readers, ARIA roles and diverse needs.
  - Topics: ARIA landmarks, Alt text, skip links, semantic structure.
  - Activity: Use a screen reader to test a prototype.
  - Homework: Write alt text and accessibility notes

Week 8: High-Fidelity Design & Systems

- **Day 15:** High-Fidelity Screens
  - Goal: Polish your design into professional UI.
  - Topics: Visual refinement, grids, alignment, design details.
  - Activity: Convert a key screen to hi-fi
  - Homework: Complete 3–4 high-fidelity screens

- **Day 16:** Design Systems & Component Libraries
  - Goal: Create reusable styles and components
  - Topics: Component Libraries, spacing tokens, typography rules, style guides.
  - Activity: Build a mini design system in Figma
  - Homework: Document your style guide

Week 9: Collaboration and Developer Handoff

- **Day 17:** Cross-functional Collaboration
  - Goal: Communicate design decisions effectively.
  - Topics: Working with PMs, developers, clients, critiques; feedback loops.
  - Activity: Mock stakeholder presentation (Pitching).
  - Homework: Write a rationale for 2 major design decisions

- **Day 18:** Design Handoff
  - Goal: Package your design for implementation
  - Topics: Asset export, redlines, Figma Inspect, Zeplin
  - Activity: Export assets and handoff specs
  - Homework: Assemble a developer handoff package

Week 10: Advanced Prototyping & Iteration

- **Day 19:** Interactive/Advanced Prototyping
  - Goal: Enhance prototypes with motion and interactivity.
  - Topics: Complex interactions, animations, Smart Animate, Framer basics.
  - Activity: Add animations to your prototype.
  - Homework: Test and document animation choices

- **Day 20:** Iterative Design
  - Goal: Refine based on real feedback.
  - Topics: Feedback loops, agile UX, iterative testing cycles.
  - Activity: Iterate your design based on test results.
  - Homework: Finalize your improved prototype.

Week 11: Portfolio Development

- **Day 21:** Building a UI/UX Portfolio
  - Goal: Create a compelling portfolio case study.
  - Topics: Case study structure (Problem > Process > Solution), storytelling, self-branding.
  - Activity: Draft a case study for your capstone project.
  - Homework: Write your full case study draft.

- **Day 22:** Portfolio Feedback & Refinement
  - Goal: Polish portfolio presentation.
  - Topics: Visual storytelling, self-branding, peer review, employer expectations.
  - Activity: Peer-review session for case study.
  - Homework: Polish final version of your case study

Week 12: Final Project & Career Guidance

- **Day 23:** Presentation Prep
  - Goal: Practice articulating design work
  - Topics: Structuring presentations, storytelling tips, slide design.
  - Activity: Mock presentations with feedback
  - Homework: Final tweaks to project + deck

- **Day 24:** Final Presentation & Wrap-up
  - Goal: Showcase work and reflect
  - Activity: Present capstone projects to class (or guests), Q&A, career path discussion.
  - Wrap-up: Course recap, job hunting tips, resources (e.g., Nielsen Norman Group, Material Design).
  - Homework: Upload to Behance/LinkedIn/UXfolio

📋 Assessment Criteria

Component	Weight
Attendance & Participation	15%
Weekly Homework Assignments	20%
Capstone Project & Prototype	30%
Portfolio & Case Study	20%
Final Presentation	10%