

UI/UX Design

1) Introduction to UI/UX Design

Topics Covered:

- What is UI and UX (definitions and differences)
 - Role of UI/UX in digital product design
 - History and evolution of user experience design.
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2) Design Thinking & Human-Centered Design

Topics Covered:

- Design thinking process (Empathize, Define, Ideate, Prototype, Test)
 - Human-Centered design principles
 - Divergent & convergent thinking
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3) User Research & Analysis

Topics Covered:

- Quantitative & qualitative research methods (interviews, surveys)
 - Empathy mapping
 - User personas and scenarios
 - Data analysis techniques
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4) Information Architecture

Topics Covered:

- Sitemaps, card sorting, task flows
 - Organizing content and navigation systems
 - User journey maps.
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5) Interaction Design

Topics Covered:

- Interaction principles (affordance, feedback, consistency)
 - Micro-interactions & transitions
 - User flows and storyboards
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6) Visual Design Principles

Topics Covered:

- Colour theory, typography, layout and spacing
 - Visual hierarchy, contrast, balance
 - Design systems & component libraries
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7) Wireframing & Prototyping

Topics Covered:

- Low-fidelity vs high-fidelity wireframes
 - Tools like Figma, Adobe XD
 - Creating interactive prototypes
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8) Usability Testing & Evaluation

Topics Covered:

- Usability test planning
 - Conducting tests with users
 - A/B testing, heuristic evaluation
 - Iteration and refinement based on feedback
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9) UI Design Tools & Software

Topics Covered:

- Overview of design software: Figma, Adobe XD, Sketch
 - Collaborative design with cloud tools
 - Versioning & design handoff to developers
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10) UX Strategy & Product Design

Topics Covered:

- Designing for business goals and user needs
 - Stakeholder interviews & requirement gathering
 - UX roadmaps and design planning
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11) Accessibility & Inclusive Design

Topics Covered:

- WCAG and accessibility guidelines
- Designing for diverse users
- Usability considerations for people with disabilities

12) Emerging Trends in UI/UX

Topics Covered:

- Mobile-first and responsive design
- AI and automation in design workflows
- Voice UI & experiential design.

13) Portfolio & Case Studies

Topics Covered:

- Structuring a design portfolio
- Writing case studies for UX projects
- Presenting work on platforms like Behance or Dribbble

14) Capstone Project

Topics Covered:

- End-to-end design for a real product (app or website)
 - User research, design, prototyping, usability testing
 - Final presentation & evaluation
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