

# **UI/UX Design**

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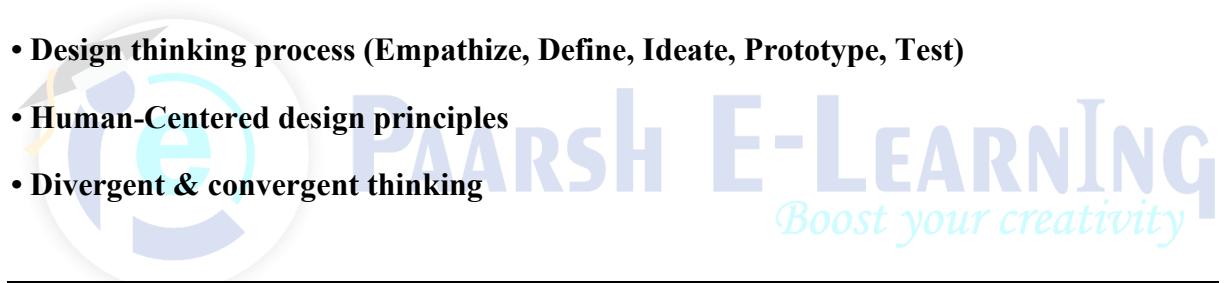
## **1) Introduction to UI/UX Design**

**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-Centred design principles**
  - **Divergent & convergent thinking**
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- The logo for Paarshe E-Learning features a circular emblem on the left containing stylized letters 'P' and 'E'. To the right of the emblem, the word 'PAARSH' is written in large, bold, blue capital letters. Below 'PAARSH', the words 'E-LEARNING' are written in a larger, bold, blue font. Underneath 'E-LEARNING', the tagline 'Boost your creativity' is written in a smaller, italicized, light blue font.
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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

## **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

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## **12) Emerging Trends in UI/UX**

**Topics Covered:**

- Mobile-first and responsive design
  - AI and automation in design workflows
  - Voice UI & experiential design.
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## **13) Portfolio & Case Studies**

**Topics Covered:**

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