

## SYLLABUS OF UI/UX

### Hour 1: Introduction to UI/UX Design

- What is UI? What is UX?
- Difference between UI and UX
- Role of a UI/UX Designer
- **Activity:** Analyze and discuss your favorite app's UI/UX (e.g., Instagram or Swiggy)

### Hour 2: Design Thinking Process

- Empathize, Define, Ideate, Prototype, Test
- Human-centered design
- **Activity:** Group brainstorm session using a real-world problem (e.g., college app)

### Hour 3: User Research Basics

- Importance of user research
- Types: Interviews, Surveys, Observation
- **Activity:** Create a 5-question Google Form to collect user preferences

## Hour 4: Empathy Mapping & User Persona

- Understanding user needs, pain points
- Creating user personas
- **Activity:** Design one user persona based on collected data

## Hour 5: User Journey Mapping

- Mapping user flow from start to end
- Identifying gaps and opportunities
- **Activity:** Create a user journey for booking a cab or ordering food

## Hour 6: Information Architecture (IA)

- Organizing content and navigation
- Site maps, card sorting basics
- **Activity:** Draw a sitemap for an e-learning platform

## Hour 7: Wireframing Basics

- What is a wireframe?
- Low-fidelity vs high-fidelity

- **Activity:** Sketch wireframes for a login and signup screen (paper or digital)

## **Hour 8: Introduction to Figma/Adobe XD**

- Basic tools and interface
- Frames, components, typography
- **Activity:** Recreate a simple mobile layout using Figma

## **Hour 9: UI Design Principles**

- Layout, spacing, visual hierarchy
- Colors, contrast, typography
- **Activity:** Redesign a poor UI example by applying design principles

## **Hour 10: Design Systems and Components**

- What is a design system?
- Reusable components (buttons, cards, etc.)
- **Activity:** Create a component set (button, input box, card) in Figma

## **Hour 11: Responsive Design & Grids**

- Desktop vs mobile layouts
- Flexibility and grids
- **Activity:** Design a responsive home page wireframe for desktop and mobile

## **Hour 12: Prototyping in Figma/Adobe XD**

- Linking screens, creating flows
- Simple transitions and interactions
- **Activity:** Create a working prototype for a 3-screen app (Login > Home > Profile)

## **Hour 13: Usability Testing Basics**

- What is usability testing?
- Testing methods and feedback collection
- **Activity:** Peer-to-peer testing of the prototype and note down issues

## **Hour 14: UI Copywriting & Microinteractions**

- Writing buttons, messages, tooltips
- Importance of subtle feedback (hover, loading, success)
- **Activity:** Create microcopy for a shopping cart UI

## **Hour 15: Accessibility in UI/UX**

- Importance of designing for all users
- Contrast, readability, keyboard navigation
- **Activity:** Review a design for accessibility issues and fix them

## **Hour 16: Intro to UX Metrics and Tools**

- NPS, Task Success Rate, Time on Task
- Tools: Hotjar, Google Analytics (intro only)
- **Activity:** Interpret sample data from a UX case study

## **Hour 17: UI/UX Portfolio Building**

- What to include in a case study
- Layout tips, storytelling
- **Activity:** Start writing a case study for your prototype project

## **Hour 18: Final Project Planning**

- Select a real-world problem to solve
- List features, target users, flow
- **Activity:** Begin sketches and layout plans for final project

### **Hour 19: Final Project Design & Prototyping**

- Build a multi-screen interactive prototype in Figma
- **Mentor Role:** Support design and logic review

### **Hour 20: Final Presentation & Review**

- Interns present their project: Problem > Persona > Wireframe > Prototype