**UI/UX Syllabus:**

1. **Introduction to Figma:**

**-**> Introduction to UI/UX designing peinciple

-> Overview of Figma interface

-> Basic tools and features in Figma

**\*\*\*\*Assignment-- to create sample UI template**

1. **WireFraming and Prototyping:**

->Understanding wireFraming principle

->Creating low fidelity wireframes

->Prototyping interactions

**\*\*\*Asssignmet--- Designe WireFrames and create interactive prototypes**

1. **Visual Design and Typography:**

-> visual hierarichy in design

->typography principles and practice

->Using fonts and typography styles

**\*\*\*Assignment--Design a highfidelity UI with Typography focus**

1. **Design System:**

-> Introduction to design Sysytem.

->Creating and managing components

->Take a look on plugis and usesage

#**Project : create a real-world project**

**5: End session:**

\* Meet with higher officials

\*Presentation and feedback from inters..