

Google UX Design Professional Certificate offered on Coursera UI Design Program offered by CareerFoundry (32 Weeks – 8 Months > 10 Hours Per Weeks)				
Module	Description	Duration	Topics Covered	Reference
B1. Introduction to UI Design	Overview of UI design fundamentals and the role of a UI designer.	4 week	UI Design Basics, Design Thinking, Design Processes	"The Elements of User Experience" by Jesse James Garrett, "Don't Make Me Think" by Steve Krug,
B1. Foundations of UX Design (G1)	Introduction to UX design principles, Design Thinking, and the design process.	4 weeks	UX Design Process, Design Thinking, User Research	"The Elements of User Experience" by Jesse James Garrett, "Design Thinking" by Tim Brown
I1. Visual Design Fundamentals	Core principles of visual design, including color theory, typography, and layout.	4 weeks	Color Theory, Typography, Visual Hierarchy, Layout Design	"The Visual Display of Quantitative Information" by Edward Tufte, "Designing Interfaces" by Jenifer Tidwell
I2. User Interface (UI) Design (G4)	Designing effective user interfaces with visual and interaction design principles.	4 weeks	Visual Design Principles, Interaction Design, Design Systems	"Designing Interfaces" by Jenifer Tidwell, "Don't Make Me Think" by Steve Krug
I2. Interaction Design	Designing interactive elements and understanding user behaviors.	4 weeks	Interaction Design Principles, Microinteractions, User Feedback	"Designing Interfaces" by Jenifer Tidwell, "About Face: The Essentials of Interaction Design" by Alan Cooper
A1. Designing for Mobile (G6)	Best practices for designing user experiences on mobile devices.	4 weeks	Mobile Design Principles, Responsive Design, Mobile UI Patterns	"Responsive Web Design" by Ethan Marcotte, "Mobile First" by Luke Wroblewski
A1. Responsive UI Design for Mobile and Web	Designing for different screen sizes and devices, including mobile and web.	4 weeks	Responsive Design Principles, Mobile Design, Adaptive Layouts	"Responsive Web Design" by Ethan Marcotte, "Mobile First" by Luke Wroblewski
A2. Design Systems & Handoff	Understanding design systems and preparing designs for development handoff.	4 weeks	Design Systems, Component Libraries, Handoff to Developers	Material Design Guidelines, Apple HIG
B2. Conducting UX Research (G2)	Techniques for gathering user insights and conducting research.	4 weeks	User Interviews, Surveys, Contextual Inquiry, Persona Creation	"Observing the User Experience" by Mike Kuniavsky, "The User Research Playbook" by K. R. K. Singh
B2. Usability Test & User Research	Conducting usability tests and user research to enhance design decisions.	4 weeks	Usability Testing Methods, User Research Techniques, Analyzing Data	"Observing the User Experience" by Mike Kuniavsky, "The User Research Playbook" by K. R. K. Singh,
B3. Ideation and Prototyping (G3)	Developing ideas and creating prototypes to test designs.	4 weeks	Ideation Techniques, Wireframing, Low-Fidelity and High-Fidelity Prototypes	"Prototyping: A Practitioner's Guide" by Todd Zaki Warfel, Figma and Adobe XD tutorials
B3. Wireframing & Prototyping	Techniques for creating wireframes and prototypes using design tools.	4 weeks	Wireframing Techniques, Low-Fidelity and High-Fidelity Prototypes	"Prototyping: A Practitioner's Guide" by Todd Zaki Warfel, Figma and Adobe XD tutorials
I3. Building and Testing Prototypes (G5)	Creating interactive prototypes and conducting usability tests.	4 weeks	Usability Testing Methods, Iterative Design, Prototyping Tools	"The UX Book" by Rex Hartson & Pardha Pyla, "Handbook of Usability Testing" by Jeffrey Rubin and Dana Chisnell
Final Project	Applying skills learned in a comprehensive project that demonstrates your ability to design a user experience.	4 weeks	Project Planning, Execution, Presentation, Portfolio Development	Portfolio examples on Behance and Dribbble
Career Support	Guidance on resume building, job search strategies, and interview preparation.	Ongoing	Resume Crafting, Interview Preparation, Networking	"Designing Your Life" by Bill Burnett and Dave Evans, career coaching resources provided by Coursera

- Basic of Design Principle:** "Universal Principles of Design" by William Lidwell, Kritina Holden, and Jill Butler
- Visual Design Basic:** "The Non-Designer’s Design Book" by Robin Williams
- Usability and User Research:** "Rocket Surgery Made Easy" by Steve Krug
- Project:** *Graphic Design School: The Principles and Practice of Graphic Design* by David Dabner | MIT OpenCourseWare - Introduction to Design

Introduction to Graphic Design	Overview of design principles, history of design	1-2	Book: <i>Graphic Design: The New Basics</i> by Ellen Lupton and Jennifer Cole Phillips MIT OpenCourseWare - Introduction to Design
Typography Basics	Typography exercises, typeface selection	3-4	Book: <i>Thinking with Type</i> by Ellen Lupton Coursera - Fundamentals of Graphic Design
Color Theory	Color wheel exercises, color schemes	5-6	Book: <i>Interaction of Color</i> by Josef Albers Adobe - Color Theory Basics
Layout and Composition	Grid systems, balance, alignment exercises	7-8	Book: <i>Grid Systems in Graphic Design</i> by Josef Müller-Brockmann Interaction Design Foundation - Gestalt Principles
Digital Imaging	Adobe Photoshop basics, image editing projects	9-10	Book: <i>Adobe Photoshop Classroom in a Book</i> by Andrew Faulkner Adobe - Photoshop Tutorials
Introduction to Adobe Illustrator	Vector graphics, logo design projects	11-12	Book: <i>Adobe Illustrator Classroom in a Book</i> by Brian Wood Adobe - Illustrator Tutorials
Branding and Identity Design	Brand identity project, logo design refinement	13-14	Book: <i>Designing Brand Identity</i> by Alina Wheeler Coursera - Brand New Brand
Advanced Typography	Advanced typographic layouts, font pairing	1-2	Book: <i>The Elements of Typographic Style</i> by Robert Bringhurst Coursera - Advanced Graphic Design
Motion Graphics	Basics of animation, Adobe After Effects	3-4	Book: <i>Creating Motion Graphics with After Effects</i> by Chris and Trish Meyer Adobe - After Effects Tutorials
Packaging Design	3D mockups, dielines, packaging projects	5-6	Book: <i>Packaging Design: Successful Product Branding from Concept to Shelf</i> by Marianne Rosner Klimchuk Dieline - Packaging Design
Information Design	Infographics, data visualization projects	7-8	Book: <i>Information is Beautiful</i> by David McCandless Coursera - Information Design
Portfolio Development	Portfolio review, presentation techniques	9-10	Book: <i>Show Your Work!</i> by Austin Kleon Behance - Portfolio Development
Interaction Design	UI/UX principles, wireframing, prototyping	32	Google UX Design Professional Certificate offered on Coursera UI Design Program offered by CareerFoundry
Freelancing and Business Skills	Client communication, project management	1-2	Book: <i>Creative, Inc.: The Ultimate Guide to Running a Successful Freelance Business</i> by Meg Mateo Ilasco LinkedIn Learning - Freelancing Tips
Specialized Workshops	Workshops on niche topics (e.g., VR, AR design)	3-4	Book: <i>The VR Book: Human-Centered Design for Virtual Reality</i> by Jason Jerald Udemy - Specialized Design Courses
Industry Collaboration	Real-world projects, industry mentor feedback	5-6	Book: <i>Design is a Job</i> by Mike Monteiro Coursera - Real-World Design Projects
Professional Practice	Ethics, copyright, professional associations	7-8	Book: <i>Graphic Artists Guild Handbook: Pricing & Ethical Guidelines</i> by Graphic Artists Guild AIGA - Professional Practice
Career Preparation	Resume building, interview preparation	9-10	Book: <i>How to Be a Graphic Designer without Losing Your Soul</i> by Adrian Shaughnessy LinkedIn Learning - Career Preparation
Internship/Real-world Experience	Practical experience with design firms, agencies	11-12	Book: <i>Success By Design: The Essential Business Reference for Designers</i> by David Sherwin Internships.com - Graphic Design Internships