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| **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 |

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

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