



UI/UX

Course Curriculum

Tools Covered



COURSE CONTENT

Duration: 2 Months

Class: Online/Offline

Week 1: Introduction to UI/UX Design

Day 1-2: Introduction to UI/UX principles and importance.

Day 3-4: Understanding the differences between UI and UX design.

Day 5-7: Case studies and examples of effective UI/UX design.

Week 2: User Research and Information Architecture

Day 8-9: Methods of conducting user research (interviews, surveys, etc.).

Day 10-11: Analyzing user research data and creating user personas.

Day 12-14: Introduction to information architecture principles & practices.

Week 3: Wireframing and Prototyping

Day 15-16: Introduction to wireframing tools and techniques.

Day 17-18: Creating low-fidelity wireframes for basic interface structures.

Day 19-21: Developing high-fidelity prototypes using design tools.

Week 4: Visual Design and Interaction Design

Day 22-23: Basics of visual design (typography, color theory, layout).

Day 24-25: Applying visual design principles to UI elements.

Day 26-28: Principles of interaction design and creating interactive prototypes.

Week 5: Usability Testing and Feedback

Day 29-30: Introduction to usability testing methods.

Day 31: Conducting usability tests with prototypes.

Day 32-35: Analyzing usability test results and iterating on designs based on feedback.

Week 6: Advanced Topics and Final Projects

Day 36-37: Responsive and adaptive design principles.

Day 38-39: Accessibility considerations in UI/UX design.

Day 40-42: Final project: Applying all learned concepts to UI/UX design project.

Week 7: Review and Reflection

Day 43-44: Reviewing the entire UI/UX design process and projects.

Day 45: Reflection on personal growth and areas for improvement.

Day 46-47: Preparation for showcasing work (portfolio development, presentationskills).

Week 8: Continued Learning and Practice

Day 48-49: Exploring advanced UI/UX topics (motion design, micro-interactions, etc.).

Day 50-52: Practicing UI/UX design skills through small projects or freelance work.

Day 53-56: Networking and seeking feedback from UI/UX professional