

RoadMap UX/UI / Product Designer Skills

Base Design Skills

- Observation
- Form
- Shape
- Space
- Composition
- Design Theory
- Color theory
- Typography

User Experience

- Human-Computer Interaction
- Cognitive Psychology
- Base principles

Software

- Documentation
 - Dropbox Paper
 - Google Docs
 - Notion
 - Confluence
- Boards
 - Lucidspark
 - Whimsical
 - Conceptboard
 - Mindomo
 - Padlet
 - getLocus
 - Prufme
 - sBoard
 - Freeform
 - Miro
- Boards
 - MindMeister
 - NovaMind
 - MindOnMap
 - MindMeister
 - MindNet
 - MindNote
 - XMind
 - Simple Mind
- Mind map
- For Ideas
 - Cinema 4D
 - Spline
- Create 3D icons, illustrations, objects
 - Justinmind
 - NinjaMock
 - Moqups
 - Marvel
 - Framer
 - Mockflow
 - Balsamiq
 - Wireframe.cc
 - Axure
 - Abode XD
 - Sketch
 - Figma
- Create Wireframe/Prototype
 - Adobe After Effects
 - UXpin
 - Figma
 - Origami Studio 3
 - Protopie
 - Flinto
 - Principle
- For Animation
 - Framer
 - Figma
 - Zeplin
 - Invision
 - Avocode
- To share layouts with developers
 - Framer
 - Pixso
 - Abode XD
 - Sketch
 - Figma
- For develop an interface

Web

- Format illustration/icon
- User patterns
- Developer panel
- Base knowledge HTML and CSS
- Adaptive design
- Response Design Mode
- Typography
- Text size
- Display Size
- Accessibility
- Grids

Draw

- Icons
- Illustrations

Product Thinking

- Design Metrics
- Business Metrics
 - Product Pivot
 - Customer Retention
 - Product Usage Analytics
- Post-Release
 - Press Release
 - Product Launch
 - MVP
- Release
 - Pitch
 - Roadmap
 - Product Market Fit
 - Value Proposition
 - Product Strategy
 - Product Mision
 - Product Vaion
- Prepare

Design Thinking

- Understanding
 - Formulation of the problem
 - Design Principles
 - Empathic Interview
 - Research interview
 - 5 questions "Why"
 - Who? What? When? Where? Why? How?
 - JTBD
 - Extreme users
- Observation
 - Empathy Map
 - Persona
 - CJM
 - AEIOU
 - Trend analysis
- Definition of points of view
 - The question "How can we?"
 - Storytelling
 - Context mapping
 - Vision Cone (Past - Present - Future)
 - Diagram of critical elements
- Search for ideas
 - Brainstorming
 - Matrix 2x2
 - Method 6-3-5
 - NABC method
 - Blue Ocean & Buyer Utility Map
- Prototyping
 - Critical Experience Prototype (CEP) and Critical Function Prototype (CFP)
 - Fantasy prototype
 - Prototype "Dark Horse"
 - Decisions in detail "X completed"
 - Exploration Map
 - Prototype for testing
 - Service Blueprint
 - MVP
- Testing
 - Test program
 - Review net
 - Meaningful Questions in Experience
 - Testing
 - Decision Interview
 - Usability testing
 - A/B testing

UX Research

- Discover
 - Field study
 - Diary study
 - User interview
 - Stakeholder interview
 - Requirements & constraints gathering
- Explore
 - Card Sorting
 - Contextual Interviews
 - First Click Testing
 - Focus Groups
 - Heuristic Evaluation/Expert Review
 - Parallel Design
 - Personas
 - System Usability Scale (SUS)
 - Task Analysis
 - Use Cases
 - Design review
 - CJM
 - Prototype feedback & testing (clickable or paper prototypes)
 - User story
 - User story mapping
- Test
 - Usability Testing
 - Benchmark testing
 - Accessibility evaluation
- Listen
 - Surveys
 - Frequently-asked-questions (FAQ) review
 - Analytics review
 - Search-log analysis
 - Usability-bug review

Developing Interface

- Guidelines
 - Apple Human Interface Guidelines
 - Google Material Design
 - Microsoft Fluent Design System
 - IBM Design Language
- UI Kit
 - Bootstrap
 - Material Design
 - Ant Design
 - Blueprint UI
 - Chakra UI
 - MUI
 - Orisen UI
 - PrimeReact
 - Grommet
 - Core UI
 - Foundation
- At any design system
 - Components
 - Switch
 - Input
 - Select
 - Table
 - Tabs
 - Search
 - Date Picker
 - Radiobutton
 - Checkbox
 - Breadcrumbs
 - Link
 - Chips
 - Tags
 - Badges
 - Pills
 - File Attach
 - Dropdown Menu
 - Notification
 - List
 - Loader
 - Scroll View
 - Pagination
 - Skeleton
 - Stepper
 - Tooltipe
 - Hint
 - Accordions
 - Progress bar
 - Icons
 - Layout
 - Spacing
 - Typography
 - Color
 - Rules and how it works
- Interface Design Laws
 - Aesthetic Usability Effect
 - Doherty Threshold
 - Fitts's Law
 - Hick's Law
 - Jakob's Law
 - Law of Common Region
 - Law of Pragnasz
 - Law of Proximity
 - Law of Similarity
 - Law of Uniform Connectedness
 - Miller's Law
 - Occam's Razor
 - Pareto Principle
 - Parkinson's Law
 - Postel's Law
 - Serial Position Effect
 - Tester's Law
 - Von Restorff Effect
 - Zeigarnik Effect
- Design frameworks
 - Atomic design

Mobile/Tablet Apps

- iOS/iPad OS
 - User patterns
 - Display size
 - Text size
 - Elements size
 - Typography
 - Screen Transitions
 - Format illustration/icon
 - Guidelines
 - Base knowledge Swift
 - Service for testing apps
 - Test Flight
 - Accessibility
- Android
 - User patterns
 - Display size
 - Text size
 - Elements size
 - Typography
 - Screen Transitions
 - Format illustration/icon
 - Guidelines
 - Base knowledge Swift
 - Service for testing apps
 - Google Play Console
 - Accessibility