

In the opening lesson you covered an introduction to UX and UI design. During this introduction you can differentiate between UX and UI. Describe what UX is, its goals and quality components and defined UI and different types of design. You also got started with Figma and explored user centered design and the concepts of empathy tools and persona in UX design. You then moved on to evaluating interactive design. In this topic you explored evaluation methodologies and covered designing for accessibility. You also examined best practice principles of evaluation by studying practical examples of navigation and form design. You then progress to learn about applied design fundamentals. In this topic, you explored the fundamentals of working with Figma and reviewed principles of iterative design including wire framing, prototyping and usability testing. Next you moved on to explore designing your UI. Here you learned how to enhance your design and create component based high fidelity designs. You also learned how to use mood boards and how to create design systems in Figma. Then you covered how to create a high-fidelity design prototype and include micro animation in UI. Then you learned how to animate and test your prototype.