



**BANGALORE
SCHOOL OF
DESIGN
& TECHNOLOGY**



PROFESSIONAL DIPLOMA

UI | UX | USABILITY

Duration: 6 months (Weekend Program) Course start date : March & August (2 Intakes)

Eligibility: Min/ 10+2 / PUC PASS (with English) from any Recognized Board.

UI UX design for User Experience is a diploma program that is concerned with the design and use of a computer and mobile technology, focusing on the interfaces between people and systems. This interdisciplinary program sits at the intersection practical and professional skills highly valued by employers.

Employers everywhere are looking for thinkers and creative thinkers capable of transforming their businesses through imaginative interfaces and beautiful user experiences. Through the Bangalore School of Design's HCI Program, you too can join the ranks of these industry-shaping creative professionals.

In this part-time, 6 months program, you'll be trained on the skills necessary to enter the exciting fields of User Experience (UX), User Interface(UI), User research, Usability Testing and Design Thinking.

The program is scheduled to fit into your life, whether you're employed or attending college full time, with convenient weekend sessions. A rigorous and fast paced program, in each class you'll learn both the theory and tools used by modern designers . Throughout the program , you will be challenged to employ user-centric design and a wealth of creative experiences. Plus, you'll walk out with an impressive professional portfolio and the confidence you need to succeed as a UX or a UI professional.



Curriculum

Module 1: Foundation of UI UX Design

UI UX is about understanding what it means to be a user of a computer, therefore how to create related products and services that work seamlessly. This course provides a comprehensive introduction and deep dive into UI UX design, so you can create designs that provide an outstanding user experience.

- History of Computer Interaction
- Design principles
- Inspirational Design Case Study
- Design of everyday Things (Reading summary of Book) Command & Natural Languages

Module 2: User research & Methods

Engage in observations, interviews, surveys and co-design activities. Develop empathy with design stakeholders. Produce reports whose outcomes have impacts on design decisions. This module helps students develop empath with design stakeholders- looking at the project from their perceptive in order to let go of the defensive and protective feelings that often surround a project.

- Engage in observations, interviews, surveys and co-design activities Develop empathy with design stakeholders
- Advocate for stakeholders within organizations
- Produce reports whose outcomes have impacts on design decisions Project Work

Module 3: Information and Interaction design

Designing meaningful relationships among people and the products they use is both an art and a science. This module will focus on the unique design practice of: representing and organizing information in such a way as to facilitate perception and understanding information architecture and specifying the appropriate mechanisms for accessing and manipulating task information.

- User Experience Design Process
- Information Architecture, Scenarios, storyboards, wire-framing prototyping Tools learnt XD, Sketch, Axure, Balsamiq
- Designing for small screens with responsive design
- Project Work

Module 4: Visual Design and User Interface Design

Visual design as a field has grown out of both user interface (UI) design and graphic design. As such, it focuses on the aesthetics of a product visual design aims to shape and improve the user experience through considering the effect of illustrations, photography, typography, space, layouts, and color on the usability of products and on their aesthetic appeal.

- Graphic design for computer interfaces with learning tools Photoshop, AI, Sketch
- IOS and Android UI Pattern Study
- Tools learnt Photoshop, illustrator, Creative Suite
- Information Visualization for Data Dashboard Design
- Project Work

Module 5: Design Thinking

Design thinking is a powerful process of problem solving that begins with understanding unmet customer needs. From that insight emerges a process for innovation that encompasses concept development applied creativity, prototyping, and experimentation. When design thinking approaches are applied to business, the success rate for innovation improves substantially

- Brainstorming Techniques & Affinity diagrams DT Process
- Syntheses

Module 6: Usability Evaluation

Usability evaluation focuses on how well users can learn and use a product to achieve their goals. It also refers to how satisfied users are with that process. You'll learn how to plan a usability test create test objectives, profile the user, select the right test, select the environment preparation for the test materials, and conduct the test.

- Usability and Accessibility Standards Test Process and Life cycle
- A/B Testing.





Accreditations

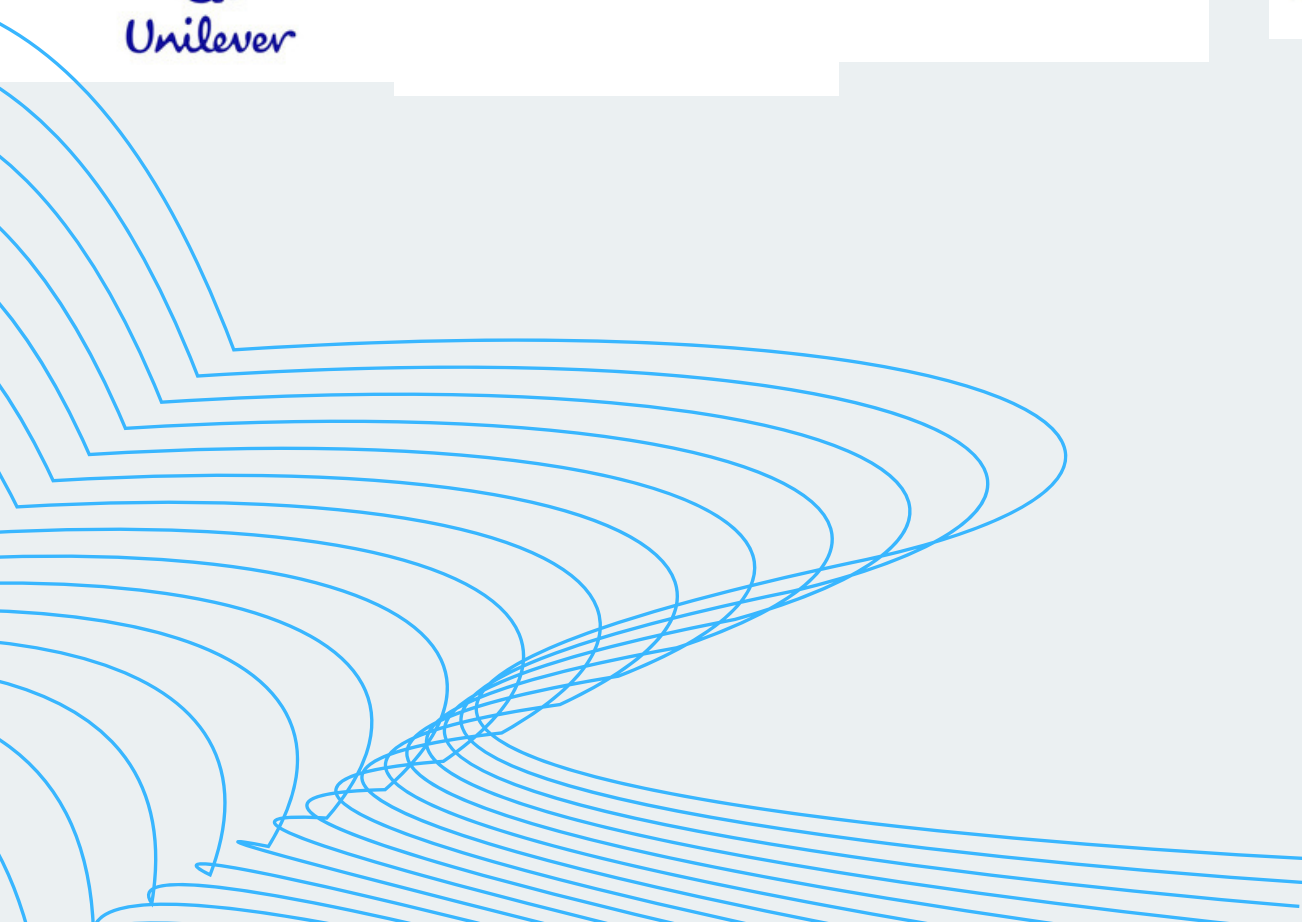


Affiliated To
Bengaluru North
University



University of
Mysore

BSDT connected with 200+ organizations





Course Fee Structure

PROFESSIONAL DIPLOMA IN UI/UX

DURATION :6 MONTHS

PROGRAMME	6 Months		TOTAL COURSE FEE in INR
FEE BREAK UP	Registration Fee	1st Installment	
Professional Diploma in UI/UX Usability	30000	40800	70800