

# UXFT Curriculum Roadmap

## CHAPTER 0: INTRO TO UX

### 0.0 Intro to UX

Develop an understanding of UX design principles, mindsets, and attitudes.

0.1 Intro to UX Design

0.2 Design Thinking Workshop



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## CHAPTER 1: PREP + DESIGN SPRINT I

### 1.0 Design Sprint I

Investigate an industry leading problem solving methodology: the Design Sprint.

1.1 Design Sprint I: Map

1.2 Design Sprint I: Sketch + Decide

1.3 Design Sprint I: Prototype

1.4 Design Sprint I: Test + Present



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## CHAPTER 2: USER EXPERIENCE DESIGN

### 2.1 Research + Strategy

Investigate the role of problem solving, research, and of UX strategy with personas, experience maps, and more..

4.1.1 Type + Colour

4.1.2 Intro to Interaction Design

4.1.3 App Design: Grids + Spacing

4.1.4 App Case Study

### 2.2 Wireframing

Understand the foundation of structuring information, learn about application types, and the basics of wireframing.

4.2.1 UI Challenge: Search Results

4.2.2 App Design

### 2.3 Prototyping

Explore prototyping tools and methods to conduct usability tests and evaluate interface heuristics.

4.3.1 Responsive Web Design

4.3.2 Product Marketing Websites

4.3.3 Desktop Web Design in Sketch



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## CHAPTER 3: DESIGN SPRINT II

### 3.0 Design Sprint II

Have the second chance to practice and apply design sprint methodologies.

3.1 Design Sprint II: Map

3.2 Design Sprint II: Sketch

3.3 Design Sprint II: Decide

3.4 Design Sprint II: Prototype

3.5 Design Sprint II: Test + Present



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## CHAPTER 4: USER INTERFACE DESIGN

### 4.1 UI Design + Sketch Fundamentals

Recognize typographic hierarchy, investigate user-intuitiveness in apps, and apply to a case study.

4.1.1 Type + Colour

4.1.2 Intro to Interaction Design

4.1.3 App Design: Grids + Spacing

4.1.4 App Case Study

### 4.2 App Design

Apply mobile app design principles and standards to continue to refine project screens.

4.2.1 UI Challenge: Search Results

4.2.2 App Design

### 4.3 Product Website: Desktop

Discover the components of web design and trends, recognize the importance of grid systems, and create a desktop hi-fi prototype.

4.3.1 Responsive Web Design

4.3.2 Product Marketing Websites

4.3.3 Desktop Web Design in Sketch

### 4.4 Product Website: Mobile

Be introduced to motion design principles. Apply responsive web design standards to mobile views to create a mobile hi-fi prototype.

4.4.1 Intro to Motion Design

4.4.2 Mobile Design in Sketch

4.4.3 Product Website Prototype + UI Library



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## CHAPTER 5: PROFESSIONAL DEVELOPMENT

### 5.1 Professional Development

Practice and prepare for interviews, job applications, and working in the industry.

5.1.1 Development Handoff + Workflows

5.1.2 Portfolio + Case Studies

5.1.3 Next Steps + Career Prep

5.1.4 Final Work Studio

