

Learn the Skill

Get Familiar with Design Concepts

• Familiarize yourself with UI principles

Here are some basic principles you should know -

- Color (You can check <u>the fundamentals of understanding</u> <u>color theory</u>)
- 2. Contrast
- 3. Typography
- 4. Consistency
- 5. Compositional, Symmetrical, And Asymmetrical Balance
- Learn the creative UX process
 - A. User Research Deliverables
 - 1. Personas
 - 2. Storyboards

3. Customer Journey Map

B. Prototyping Deliverables

- 1. Sitemaps
- 2. Low-fidelity prototypes
- 3. Mid-fidelity prototypes
- 4. High-fidelity prototypes
- 5. Interactive prototypes

C. Evaluation Deliverables

- 1. Usability report
- 2. Analytics report

D. Learn User Experience Deliverables detail 💡



- 1. A Complete List Of UX Deliverables
- 2. <u>User Experience Deliverables</u>
- 3. UX Design Methods & Deliverables
- 4. Which UX Deliverables Are Most Commonly Created and Shared?

Develop your eye for Design

Here are some inspirations that will help you to develop your design taste -

- 1. Dribbble
- 2. Pinterest
- 3. Behance
- 4. Onepagelove
- 5. Awwwards
- 6. Pttrns
- 7. Mobbin.design
- 8. Muzli

- a. Designspiration
- b. <u>UI Design Daily</u>
- Keep yourself updated with UX Design Blogs

Here are some websites for UX Design blogs

- 1. Smash Magazine
- 2. Uxpin
- 3. Usability Geek
- 4. UX Matters
- 5. Airbnb.Design
- 6. Nielsen Norman Group
- 7. UX Planet
- 8. GoodUI
- 9. XD Ideas

Bonus: Top 20 UX Design Blogs and Resources

Learn Design Tools

• Learn the latest Web Design Tools

Here are the latest tools:

- o Figma (Most preferred for UI/UX Design)
- Adobe XD
- Sketch
- Adobe Illustrator (For Vector graphics)
- Adobe Photoshop (For Raster graphics)
- Marvel App
- o Invision App

• Best FREE Courses to kickstart your career in UI/UX Design

- Product Design by Google
- Adobe UX Foundation Learning Journey
- o Intro to UX: Fundamentals of Usability
- o Digital Skills: User Experience by Accenture
- o Learn UI Design Fundamentals by Scrimba
- UX Fundamentals by Gymnasium
- Hackdesign 50+ introductory design lessons curated by professionals
- o Learn Design with Figma
- o Introduction to User Experience Design
- o <u>UI/UX Design Video Courses</u>

YouTube Channels for UI/UX Designers

- o <u>Mizko</u>
- Jesse Showalter
- o Flux
- Malewicz
- o Cuberto Design
- o AJ&Smart
- o Mike Locke
- Saptarshi Prakash
- o Punit Chawla
- o <u>CareerFoundry</u>
- DesignCourse
- o ABNUX
- The Futur
- Howard Pinsky
- NNgroup

More Insights from the Internet

- 1. Free Design Resources
- 2. Free UI Kits

- 3. 50 UI Tips by Victor
- 4. 38 Useful open source tools for designers
- 5. 64 Design Tips by Michal Malewicz
- 6. Connect with Jim Raptis on Twitter for his valuable Design Tips
- 7. Design Resources
- 8. How to solve a Design Task, step by step

Landing Opportunity

- 1. Search "UI/UX Designer Hiring" on Twitter Search
- Make a list of 10 Brands whose products can be more attractive. Cold DM them, how you can help in making their website or App look stunning.
- 3. Set up your profile on any Freelancing platform(Upwork/Fiverr) and start applying for gigs.
- 4. Pick a brand, design, or create someone awesome around their product that they might use and leverage. And, Show them what you have come up with.
- 5. Be vocal about the work you do on social platforms, either you or the people will help you attract opportunities for you.

Small Assignment -

- Find a website for each of the Industry
 - a. Healthcare
 - b. Education
 - c. Digital Agency
 - d. Food
 - e. Travel
- 2. Identify the problem that you want to solve
 - a. Write about the problem and why do you think that need to be solved.

- 3. Try to come up with a new feature to solve the problem a. Write about 'How you will solve the problem with this feature'
- 4. Create a design moodboard (What is design moodboard?)