

UI/UX Designing Course Topics & shadules

Course Duration

User experience (Research)

Week 1

UI/UX introduction
(basic level to Advance level)

- Primary Research
- Secondary Research

Week 2

- Quantitative research
- Qualitative research
- Competitive analysis
- Affinity Mapping

1 to 1
students review &
Performance

Week 3

- deation & brainstorming
- Empathy mapping
- user persona
- Used Tools (Miro)

Week 4

- information architecture
- user flow
- wireframes
- Used Tools (Miro)

User Interface (Designing)

Week 5

- Figma tool
- explanation & Practice

Week 6

- Assignments
explanation

Week 7

- Assignments Review
&
• Clarification

Week 8

- Mini Project
&
• Design Principals

Week 9

- Mini Project
- Review and clarification

Week 10

Assistance Main Project
Review

Week 11

Assistance Main Project
Review

Week 12

Interview Questions
&
project presentation

Theory

1. Grid system
2. Color Psychology
3. Typography
4. buttons
5. Material Design
6. PSYCHOLOGY
PRINCIPLES ALL UI
DESIGNERS
7. Project
Visual appearance

Uiux Designer
&

Corporate Trainer

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