UI/UX DESIGNING

Nature of the Course: Theory + Practical
Total Hours per Day: 2 Hours
Course Duration: 4 Weeks

Course Summary

The UI/UX Design course takes a design-centric approach to user interface and user experience design, providing practical, skill-based training oriented on visual communications rather than marketing or programming alone. In course, you will learn all aspects of the UI/UX development process, from user research to establishing a project's strategy, scope, and information architecture, to generating sitemaps and wireframes.

Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:

- Has attended 90% of all classes held.
- Has received an average grade of 80% on all assignments
- Has received an average of 60% in assessments.
- The tutor believes the student has grasped all of the concepts and is ready to go on to the next module.

Required Textbooks

- Joel Marsh, "UX for Beginners", O'Reilly
- Jenifer Tidwell, Charles Brewer and Aynne Valencia, "Designing Interfaces", O'Reilly

Prerequisites

- There is no prior educational requirement for this course.

Course Details
Week I
Design Fundamentals – User Interface
- Introduction to User Interface
- Relationship between UI and UX
- UI Vs. FrontEnd
- Roles in UI/UX

Interface Conventions
- Historical Overview of Interface Design
- Interface Conventions: Theory
- Interconventions: Application
- The Golden Rule

Approaches To Screen-Based Ui
- Template Vs Content
- Aesthetics and Functionality

Formal Elements Of An Interface
- Design before Design
- Look and Fell
- Language as a Design Tool
- Colors and Shapes
- Imagery, Typography and Icons

Points Of Interaction
- Buttons
- Designing better Buttons
- Not Buttons
- States and Changes

Composing Interaction
- Speed and Style
- Composition and Structure

Foundations Of User Experience (Ux)
- The Basics of User Experience Design
- Scopes of User Experience
- The Product Development Life Cycle

Week Ii

Common Terms, Tools And Frameworks In Ux Design

- Defining User, End-User and User Experience
- Prioritizing the User
- Key Frameworks in UX Design

Designing Across Platforms

- Getting to know the Platforms
- Designing for Different Platforms

Design For Accessibility

- Universal Design, Inclusive Design and Equity Focused Design
- Importance of Accessibility
- Importance of Equity Focused Design
- Assistive Technologies

Design Sprints

- Introduction to Design Sprints
- Phases of Design Sprints
- Benefits of Design Sprints
- Plan Design Sprints
- Design Sprint Retrospectives

Figma: The Interface Design Tool

- Introduction to Figma
- Web Apps Vs Native Apps
- Figma User Interface, Community, Plugins

Creating New Files & Designing On A Grid

- Creating a New File
- Setting Up Frames
- Adding Text
- Creating Colored Background

Week Iii

Importing And Cropping Photos

- Importing and Modifying Vector Graphics
- Aligning and Distributing Layers

- Layer Opacity Vs Fill Opacity
- Reusing Colors
- Adding Drop Shadow

Text Styles
- Local Vs Web Fonts
- Handling Missing Fonts
- Creating, Editing and Organizing Text Styles

Components
- Creating and Editing Components
- Overriding Content in One Instance Vs Globally Updating All Components
- Detaching from a Component

Auto Layout
- Using Auto Layout
- Constraints And Resizing
- Spacing, Rearranging, Adding Items with Auto Layout

Variants
- Creating and Using Component Variants
- Variant Properties and Values
- Boolean Values

Hovers And Overlays
- Adding a Hover State to a Button
- Opening a Pop-Up

Turning A Design Into Clickable Prototype
- Linking between Frames
- Previewing the Prototype
- Fixing the Position of Elements so they don't Scroll

Figma Animation: Intro To Start Animate
- The Basics of Smart Animate
- Different kind of Easing

Linking Up/Down A Page, Scrollable Areas And Hyperlinks
- Making Links that Scroll Up/Down a Page

- Making Navbar Fixed to the Screen
- Adjusting Scrollable Area within a Page
- Adding Hyperlinks

Week Iv
Exporting Assets For Web: Jpeg, Png And Svg
- Exporting Individual Assets
- Exporting Frames

Sharing Figma Files: Commenting, Testing, Development
- Sharing a Figma File
- Sharing a Prototype
- Commenting on Shared Files
- Viewing a Prototype for User Testing
- Specs for Developers

Hypertext Markup Language (Html)
- Introduction
- HTML Elements
- HTML Attributes
- HTML Headings
- HTML paragraphs
- HTML Styles
- HTML Formatting
- HTML Quotation
- HTML Comments
- HTML Colors
- HTML LinksHTML Images
- HTML Tables
- HTML Lists
- HTML Block and Inline Elements
- HTML Responsive Design
- HTML Forms

Cascading Style Sheets (Css)
- Introduction to CSS
- CSS Rulesets
- CSS Selectors
- CSS Declarations

- CSS Values
- CSS Units
- CSS Relative Units
- CSS Box Model
- CSS Functions
- CSS Animations
- CSS Media Queries
- CSS Library

Labs

Lab assignments will focus on the practice and mastery of contents covered in the lectures and introduce critical and fundamental problem-solving techniques to the students.

Learning Outcomes
- Understanding User-Centered Design
- Proficiency in Design Tools
- Knowledge of Interaction Design
- Visual Design Skills
- Mobile and Responsive Design