UX/UI

Strategy & Tactics

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Course overview

User experience and user interface design has been trending words in the market since last decade. More businesses and organisations are adopting a design first approach in building their product and services to align to their customer needs. The focus of the course is to make you industry ready so that you may solve complex business problems in design and make a bigger impact.

This course will teach you about the strategy and tactics of user Interface and user experience design. On the completion of this course you will be familiar with the implementation knowledge of design concepts and UX principles that you have to acquire to create a successful product.

You should join for

Get certified

Learn from experts

Live projects

Gain industry insights

Community connect

Design operations

What you'll learn

Persona, Story-boarding and User journey
Low fidelity prototypes
Advanced typography & Color theory
Design libraries & Components
Design prototypes
Developer handoff

How you will learn

At little Brahma you will learn the art of user experience and interface design from highly experienced practitioners. We are aiming to transfer all the knowledge little Brahma acquired over 6 years in 3 months to you. Each of our courses is carefully planned so that we ensure our courses are insightful, relevant, Intensive and highly engaging. Upon the completion of course you will have two mock projects and relevant industry experience in your portfolio.

Course curriculum

01

UX Research and Practice

Applying UX principles	**Classroom + Workshop**
Research and insights	**Classroom + Workshop**
User research (Story boarding, User journey mapping)	**Classroom + Workshop**
Low fidelity prototype	**Classroom + Workshop**

02

UX Handoff

High fidelity wireframes prototypes	**Workshop**
End user data (post testing)	**Workshop**
Customer inputs	**Workshop**
Insights and research notes	**Classroom + Workshop**
UX moodboard and references	**Classroom + Workshop**

03

UI Theory and Practice

Creating design components and optimising design libraries	**Workshop**
Choosing and creating screen layout	**Workshop**
Execution of typography and colour selection and design principles	**Workshop**
Creating Iterative designs for scale and accesibility	**Workshop**
Creating styleguide	**Workshop**
Spec creation	**Workshop**
Design prototype	**Workshop**
Design critic	**Workshop**
Management of creative assets	**Workshop**

04

UI Design Handoff

Design specs	**Workshop**
Styleguide	**Workshop**
Creative assets	**Workshop**

05

Web development basics

Importance of learning basic front end stacks and performance	**Workshop**
Basics of HTML, CSS, JS	**Workshop**
Understanding difference of specs between design and code	**Workshop**
Developing a basic webpage for realtime experience	**Workshop**

06

Design in live projects

Requirement gathering and scope	**Classroom + Workshop**
Agile methodology	**Classroom + Workshop**
Lean Design Sprints	**Classroom + Workshop**
Design change management	**Classroom + Workshop**
Stake holder communication and management	**Classroom + Workshop**