



UX/UI

Industry
Immersive
Course

UX/UI

Industry Immersive Course

3 Weeks

Course duration

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 end to end conception and implementation of user Interface and user experience design. On the completion of this course you will be familiar with how to interact with a customer, how to gather requirements, contextual research technique, converting insights to visual representation, project and release planning, building and scaling design libraries, developer interfaces and overall design project execution.

You should join for



Get certified



Learn from experts



Live projects



Gain industry insights



Community connect



Design operations

What you'll learn

- Research and strategy
- Product ideation and release planning
- Service mapping
- Information architecture
- User stories
- High fidelity wireframes
- Design for scale and accessibility
- Agile in practice
- Lean design sprint

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

Orientation and program prep

About the course	Classroom
About the company/institute	Classroom
Meet your community	Classroom
Get familiar with your machine and your design tools	Classroom
Understand the best practices for collaborating with others	Classroom

02

Introduction to fundamentals

What is design	Classroom
Its role in software development	Classroom
Evolution and milestones	Classroom
Current trends and applications	Classroom
Future possibilities	Classroom

03

Advanced UX in practice

Research & Strategy	Classroom + Workshop
Project ideation and release planning, MVP	Classroom + Workshop
User research (Service mapping	Classroom + Workshop
Information architecture + User stories)	Classroom + Workshop
High fidelity wireframes and prototype	Classroom + Workshop

04

Hands on in Agile and Lean design methodology

Understanding requirement and breaking down features	Classroom + Workshop
Prioritising features and planning releases	Classroom + Workshop
Agile in practice	Workshop
Design sprint planning and workshop	Workshop
Introducing design changes while in sprints	Workshop
Designing features through collaboration	Workshop