



UX/UI

Designer  
from  
Scratch

# UX/UI

Designer from Scratch

Premium : **3 Weeks**  
Elite : **3 Weeks + 3 Months Internship**

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 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

- User experience principles
- UI design principles
- Typography & color theory
- Atomic design principles
- Touch-point design guidelines
- Design for scale and accessibility

## 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

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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

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

03

## UX Foundation

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UX principles	Classroom + Workshop
Primary and secondary research	Classroom + Workshop
Quantitative and qualitative research	Classroom + Workshop
User research (understanding workflows & creating personas)	Classroom + Workshop

04

## UI Foundation

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Typography	Classroom + Workshop
Colour theory	Classroom + Workshop
Atomic design principles	Classroom + Workshop
Touchpoint design guidelines	Classroom + Workshop
Design principles	Classroom + Workshop
Design for scale and accesibility	Classroom + Workshop
Visual representation of concepts (creative assets)	Classroom + Workshop



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.

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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

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## Orientation and program prep

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03

## Advanced UX in practice

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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

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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



UX/UI

Strategy &  
Tactics

# UX/UI

Strategy & Tactics

Premium : **4 Weeks**  
Elite : **4 Weeks + 3 Months Internship**

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 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.

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Live projects



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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

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# Course curriculum

01

## UX Research and Practice

- Applying UX principles
- Research and insights
- User research (Story boarding, User journey mapping)
- Low fidelity prototype

Classroom + Workshop  
Classroom + Workshop  
Classroom + Workshop  
Classroom + Workshop

02

## UX Handoff

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

Workshop  
Workshop  
Workshop  
Classroom + Workshop  
Classroom + Workshop

03

## UI Theory and Practice

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

Workshop  
Workshop  
Workshop  
Workshop  
Workshop  
Workshop  
Workshop  
Workshop  
Workshop

04

## UI Design Handoff

- Design specs
- Styleguide
- Creative assets

Workshop  
Workshop  
Workshop

05

## Design in live projects

- Requirement gathering and scope
- Agile methodology
- Lean Design Sprints
- Design change management
- Stake holder communication and management

Classroom + Workshop  
Classroom + Workshop  
Classroom + Workshop  
Classroom + Workshop  
Classroom + Workshop