



UX/UI

Designer
from
Scratch

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

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

UX Foundation

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

04

UI Foundation

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