UX/UI

Industry Immersive Course

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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 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 storiesv
High fidelity wireframes
Design for scale and accessability
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**