UX/UI

Designer
from
Scratch

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 & 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**