

Lessons	Number of Video	Date
1. What is UX	1. ux design overview	05th July
	2. stage one overview	
	3. stage two conceptualize	06th July
	4. stage three design	
	5. stage four test	
	6. who does what	
	7. accessibility matter	07th July
2. Research so who will use it	1. making a business case	07th July
	2. the role of the stakeholder	
	3. what do we need to make this work	
	4. who do we need to build it	08th July
	5. who will use it	
	6. what will they do	
	7. how will they do	
3. Conceptualize so does what it look like	8. how will they use it	09th July
	9. finding problems and fixing them	
	1. overview of conceptualization techniques	10th July
	2. sketching your ideas	
	3. task flow diagrams	11th July
	4. the infamouse whiteboard	
	5. conten wireframes	
	6. building the bones with wireframes	12th July
	7. digital wireframes	
	8. the role of paper prototypes	13th July
4. Design here is what it really looks like	9. testing and iteration	
	10. feedback and iteration	14th July
	1. the ui designer role	
	2. the medium fidelity prototype	
	3. the medium fidelity tool box	
	4. imaging image formats	
	5. whats with all the Xs	

	6. the role of SVG	15th July
	7. copy writing words make all the difference	
	8. feedback and iteration	
5. Design the design system	1. what is design system	16th July
	2. the role of typography	
	3. so what is color	
	4. the role of color	17th July
	5. icons and icon tools	
	6. using design patterns	
	7. imagining tools and screen resolution	18th July
	8. audio formats and contents	
	9. video formats and streaming	
6. Prototyping and user testing	1. an overview of prototyping	19th July
	2. choosing a prototyping tool	
	3. the role of motion in a prototype	
	4. why use prototype microinteractions	
	5. the proposal be prototype	19th July
	6. refining microinteractions	
	7. the overview of user testing	