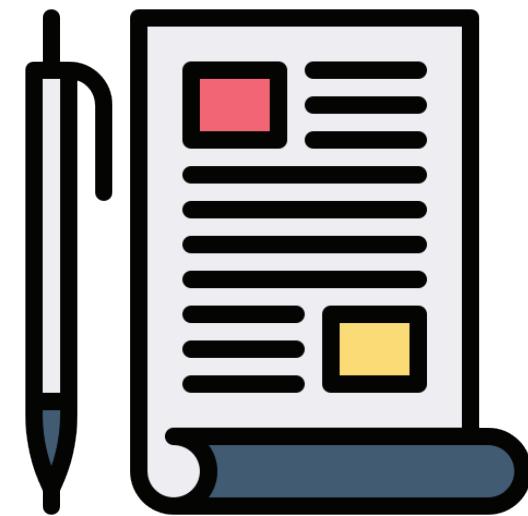


# UI/UX & WEB DESIGN **BOOTCAMP**

**Best Place to Became a Web Designer**

**Specialized Web Design Course**





# UI/UX & WEB DESIGN BOOTCAMP

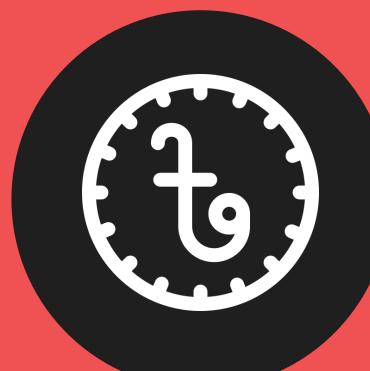
Web Development is a big journey and Design plays a vital role in the development process. There is mainly two type of design - Web Design and UI UX Design. Both are very important and we will learn both.



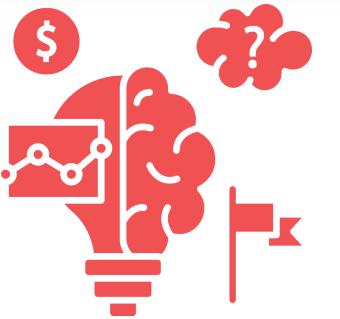
**26+ weeks - 2 CPW**  
A Long Journey for Long Career



**Total 52+ Classes**  
Structured and Detailed Lectures



**Regular Fee - 35K BDT**  
Fruitful Invesment for Your Career



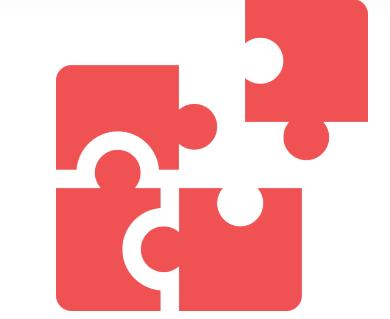
### What You Will Learn

- Web Design Workflow
- Different Type of Layout Techniques
- Responsive Web Design
- CSS Architecture Pattern
- UI UX Techniques
- How to Create A Prototype



### Prerequisites

- Basic Computer Uses
- Web Browsing
- Download Software
- 30 WPM Typing Speed (Minimum)
- 10 hrs/week Practicing Time (Minimum)
- Laptop and Internet Connection



### Highlighted Technologies

- HTML5 and CSS3
- Bootstrap 4
- JQuery and JQuery Plugins
- CSS Preprocessor - Sass
- UX - Business Strategy and User Research
- Figma - UI Design and Prototyping Tools

Nowadays we have a new buzz word called UI/UX which is a very simple but important part of any development process. If you are not able to design your product based on your users need you will fail. That's why we have UI/UX designers alongside Web Designer. In this Bootcamp, we will learn about both web design and UI/UX design. It will help to start your journey as a professional web designer.

This long Bootcamp is divided into 11 main different courses including -

- 1 Start with HTML and CSS**
- 2 Create HTML CSS Layouts**
- 3 Understand CSS Animations**
- 4 Understand CSS Architecture**
- 5 Explore SCSS**
- 6 Responsive Web Design**
- 7 Explore CSS Frameworks - Bootstrap**
- 8 Interactive Web Design using JQuery**
- 9 User Experience Research And Design**
- 10 User Interface Design**
- 11 Group Project and Collaboration**



### **Start with HTML and CSS:**

Basically web design starts with HTML and CSS. There is no website available in the universe which is not using HTML. We will start with basic web design concepts and implement it using HTML and CSS.



### **Create HTML CSS Layout:**

The most complicated thing to design a website is creating its layout. After learning HTML and CSS we will focus on learning different layout methods. We will cover the float-based layout, Flexbox and CSS Grid layout system.



### **Understand CSS Animations:**

Interaction is one of the key feature users always looking for and Animation is one the best way to interact with users. We will learn different CSS animation techniques like transitions and keyframe.



### **Understand CSS Architecture:**

CSS is a very easy language but managing CSS for a large project is not an easy job. Here CSS Architecture takes place. We will learn different architecture model to organize and reuse our CSS code that we can manage it very easily.



### **Explore SCSS:**

CSS is good but not enough as it is not a programming language. To write CSS code more efficiently we need CSS preprocessor. We will learn Sass which is now called SCSS as a preprocessor.



### **Responsive Web Design:**

To design a website for both mobile and desktop devices we need to learn responsive design. We will learn the core concept of responsive design and mobile-first design. We can choose any framework to make our website responsive. But we will learn from scratch.



### **Explore CSS Frameworks - Bootstrap:**

To reduce typing same CSS code over and over for multiple projects we have CSS frameworks. All most all CSS frameworks work similarly. We will learn Bootstrap as our CSS framework.



### **Interactive Web Design using JQuery:**

JQuery is a Javascript library which you can say the de facto standard for web designers. You can provide awesome interactivity to your website by writing few lines of code or sometimes nothing.



### **User Experience Research and Design:**

User Experience which we call UX is a very important part of our Bootcamp. We will learn different UX theory, techniques and patterns which will help you to create a world-class product.



### **User Interface Design:**

We will learn how to design the User Interface based on our UX Research using Figma. We will also learn how to create an awesome prototype using Figma and Framer.



### **Group Project and Collaboration:**

We will have a lot of projects and assignments throughout the camp and in the end, we will have a group project. This project will not like enterprise projects but most like university projects. Here we will learn how to manage versions, collaborate with teams and share the same code base alongside the project.



### Topics Covered in This Section

- Bootcamp Planning
- Web Design Roadmap
- Necessary Tools

Section No : 0

## Introduction and Bootcamp Planning

Total Class: 04 Total Hour: 02

01

Orientation Class

02

Web Desgin Roadmap

Understand Web Designing, Roadmap, Tools,  
Planning



## Topics Covered in This Section

- Start with HTML
- HTML Tags and Attributes
- Block vs Inline Elements
- Start with CSS
- CSS Structures
- Sizing and Box Model
- Display and Positions
- CSS Psuedo Elements

Section No : 01

# Start with HTML and CSS

Total Class: 10 Total Hour: 20

03

## Understand HTML Structure

What is HTML? Structure of HTML File, Doc-type, HTML, Head, Body, HTML Elements and Attributes, Heading, Paragraph, Links.

04

## Formatting HTML Elements

HTML Styles, HTML Formatting, HTML Images, Lists and Tables. HTML Comments

05

## Block and Inline Elements

Block Elements, Inline Elements, HTML Forms

06

## Understand CSS Structure

Why CSS? CSS Syntax, CSS Selectors, CSS Comments, CSS Text, CSS Fonts, CSS Colors, CSS Backgrounds, CSS Links

07

## Box Model

CSS Borders, CSS Margins, CSS Paddings, CSS Height-Width, CSS Box Model, CSS Outline

08

## Style HTML Elements

CSS Lists, CSS Tables, CSS Input Elements, CSS Forms

**09**

## Positioning HTML Elements

CSS Display, CSS Position, CSS Overflow, CSS Float, CSS Inline-Block

**10**

## CSS Psuedo Classes

Pseudo class, Pseudo elements, Before and After, Link Psuedo classes, Nth Element

**11**

## CSS Applications 1

Navigation Bar, Dropdown Menu, Image Gallery

**12**

## CSS Applications 2

Facebook Post Card, Login Form, Signup Form, Product List, Product Table



### Topics Covered in This Section

- Understand Website Layout
- Float and Clear
- Flexbox Layout
- Grid Layout
- Complete Web Page Design

Section No : 02

## Create HTML CSS Layouts

Total Class: 06 Total Hour: 12

13

### HTML5 Semantics

Understand HTML5, HTML5 Features, HTML5 Semantics, HTML5 Design Guides

14

### Understand Website Layout

Anatomy of Website Design, HTML Structure, Floats and Clear

15

### Create A Blog Site Layout

Navbar, Sidebar, Content, Suggested Posts, Footer

16

### Introduction to Flexbox

Understand Flexbox, Flex-Direction, Flex-Wrap, Flex-Flow, Justify-Content, Align-Items, Align-Content

17

### Introduction to CSS Grid

Understand CSS Grid, Grid Container, Grid Item, Grid Layout

18

### Stock Image Site Layout

Navbar, Filter and Search, Image Gallery, Ads Placement, Footer



### Topics Covered in This Section

- CSS Effects
- CSS Transforms
- CSS Transitions
- CSS Keyframes

Section No : 03

## Understand CSS Animations

Total Class: 04 Total Hour: 08

19

### CSS Effects

Opacity, Colors, Gradients, Shadows, Text Effects

20

### CSS Transforms

2d Transform, 3d Transform, Transale, Rotate, Scale, Skew and Matrix

21

### CSS Transition Animation

Understand Transition, Transition Delay, Transition Duration, Transition Timing Function

22

### CSS Keyframe Animation

Understand Keyframe, Understand Animation



### Topics Covered in This Section

- Understand CSS Architecture
- Object Oriented CSS
- Block Element Modifier
- Scalable and Module Architecture
- Systematics CSS

Section No : 04

## Understand CSS Architecture

Total Class: 02 Total Hour: 04

23

### CSS Architecture Part 1

Object Oriented CSS, BEM - Block Element Modifier

24

### CSS Architecture Part 2

SMACSS - Scalable and Modular Architecture for CSS, Systematics CSS



### Topics Covered in This Section

- Understand CSS Preprocessing
- Understand Sass
- Nested CSS
- Sass Partials
- Sass Modules
- Sass Mixins
- 

25

### Understand CSS Preprocessing

Why do we need preprocessing, Preprocessing options, Install SCSS, SCSS Variables, SCSS Nesting

## Section No : 05 Explore SCSS

Total Class: 02 Total Hour: 04

26

### Component Lifecycle Methods

Partials, Modules, Mixins, Extends, Operators



### Topics Covered in This Section

- Understand Responsive Design
- Understand Media Queries
- Responsive Images
- Responsive Videos
- Responsive Videos

Section No : 06

## Responsive Web Design

Total Class: 04 Total Hour: 08

27

### Understand Responsive Design

1. What is Responsive Design & Mobile First Design, , Understand View Port, Understand Responsive Grid

28

### Explore Media Queries

What is Media Query, Understand Breakpoint, Typical Device Breakpoint, Orientation

29

### Responsive Image and Videos

Responsive Images, Responsive Videos

30

### Design A Responsive Blog

Responsive Navbar, Responsive Layout, Responsive Image, Responsive Font Size



### Topics Covered in This Section

- Understand CSS Frameworks
- Understand Bootstrap
- Bootstrap Grid and Layout System
- Bootstrap Components

Section No : 07

## Understand Media Queries

Total Class: 04 Total Hour: 08

31

### Understand CSS Frameworks

What is CSS Framework, Why do We Need Frameworks, Commonly Used Frameworks, Introduction to Bootstrap, Understand Bootstrap

32

### Understand Bootstrap Layout System

Container, Fluid, Responsive, Responsive Breakpoints, Grid System, Container Row Column, Column Alignments

33

### Common Bootstrap Components

Buttons, Card, Input Groups and Forms, Navs and Navbar, Lists and Tables

34

### Portfolio Project using Bootstrap

Home Page, About Page, Contact Page, Blog Page



### Topics Covered in This Section

- Why do we need JQuery
- What is JQuery
- JQuery Selectors
- JQuery Events
- JQuery Effects
- JQuery Plugins

Section No : 08

## Interactive Web Design using JQuery

Total Class: 04 Total Hour: 08

35

### Understand JQuery

What is JQuery, Why do We Need JQuery, JQuery vs Javascript, Install and Start with JQuery

36

### Understand JQuery Selectors

Selectors, DOM Lists, Change Styles, Add Attributes

37

### Understand JQuery Events

What is Event, Browser Events, Document Events, Events Object, Input Element and Form Events, Mouse Events

38

### Understand JQuery Effects and Plugin

Fading and Sliding, Custom Effects, Understand JQuery Plugins, Using Third Party Plugins



## Topics Covered in This Section

- Understand UX Design
- UI vs UX Design
- Designing 4 Phase
- Business Strategy and Design Architecture
- Validate User Research
- Information Architecture Design
- Wire Framing
- Principles of Killer UX Design

Section No : 09

# User Experience Research And Design

Total Class: 06 Total Hour: 12

1. Asthetic Usability Effect
2. Hikk's Law
3. Fitt's Law
4. Jacob's Law
5. Zeigarnik Effect
6. Pareto Principle

39

## Introduction to Design

What is Fullstack Design? Roadmap to Full-stack Design, Role of a Fullstack Designer in Web Design, What is UI/UX? etc

40

## Business Strategy and Design Architecture

Business Goals and Objectives, Branding and Other Business Standards, Competitor / Market Research and Customer Segment . etc

41

## Validate User Research

Creating Persona, Decision Path and Progressive Disclosure, User Journey an Mental Model, Project Scopes

42

## Information Architecture Design

Hierarchical Model, Nested Model, Hub and Spoke Model, Bento Box Model, Filtered View Model, Combined Model

42

## Wireframing and Sketching

Case Studies, Live Project

44

## Principles of Killer UX Design

Asthetic Usability Effect, Hikk's Law, Fitt's Law, Jacob's Law, Zeigarnik Effect, Pareto Principle



### Topics Covered in This Section

- Understand UI Design
- UI Design Principles and Design Pattern
- Work with Figma
- Design Token
- Launch and Growth

Section No : 10

## User Interface Design

Total Class: 06 Total Hour: 12

45

### UI Design Principles and Design Pattern

Color Theory, Balance, Contrast, Grid System, Typography, Consistency, F Pattern, Z Pattern, 10 Common Web Design Principles

46

### Design Tools - Figma

Understand Figma, Explore Figma Tools, Create UI using Figma

47

### Design Token - Project Framework

48

### Live Project - I

49

### Live Project - II

50

### Launch and Growth

Usability Testing, Qualitative and Quantitative Testing Version Controlling System



### Topics Covered in This Section

- Git and Github
- Project Management with Trello
- Project Architecture

Section No : 11

## Group Project and Collaboration

Total Class: 02 Total Hour: 04

51

### Understand Collaboration

Version Controlling, Git and Github, Release Management, Project Management

52

### Understand Project Architecture

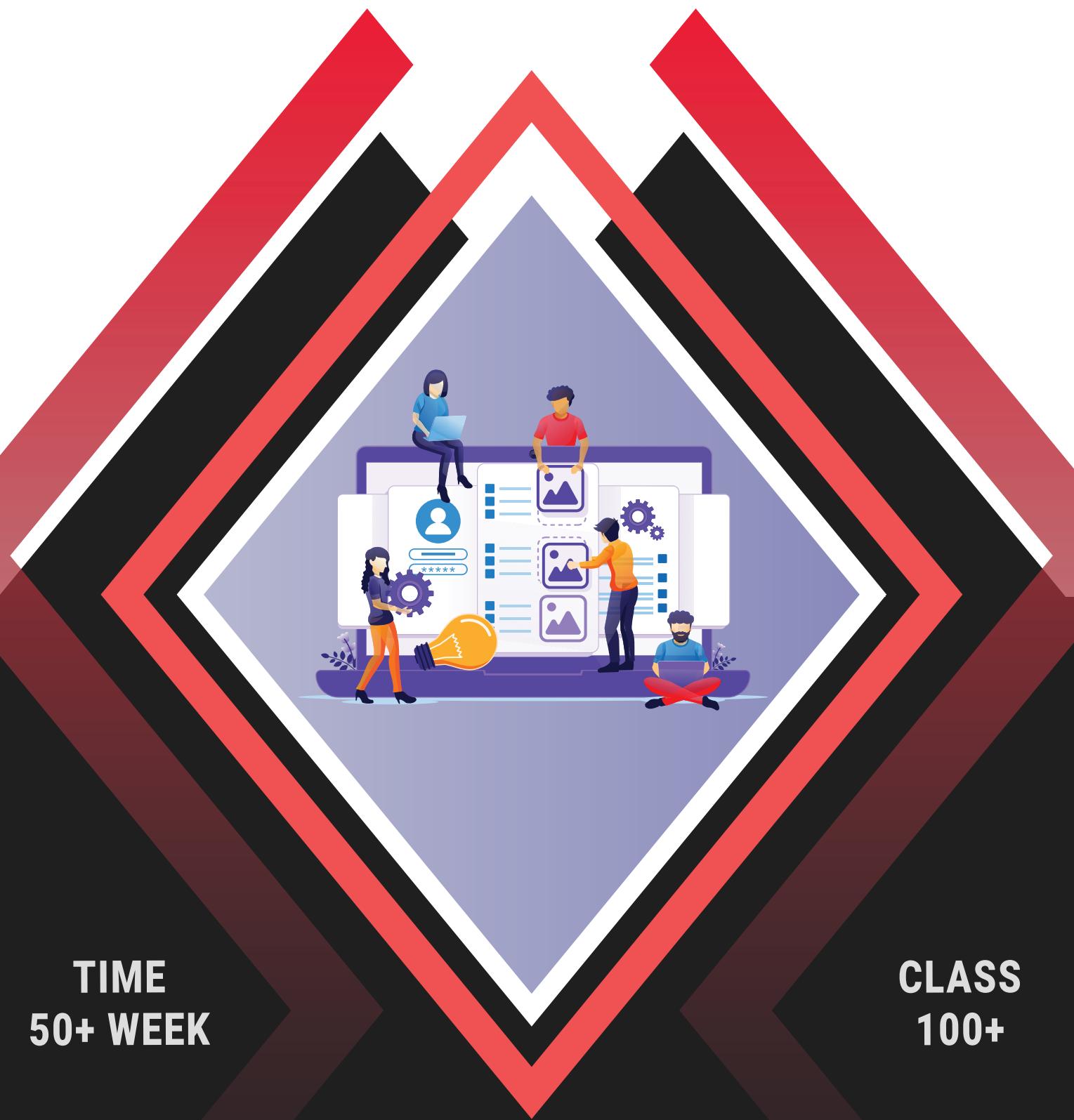
Project Planning, Project Tooling



TIME  
60+ WEEK

CLASS  
120+

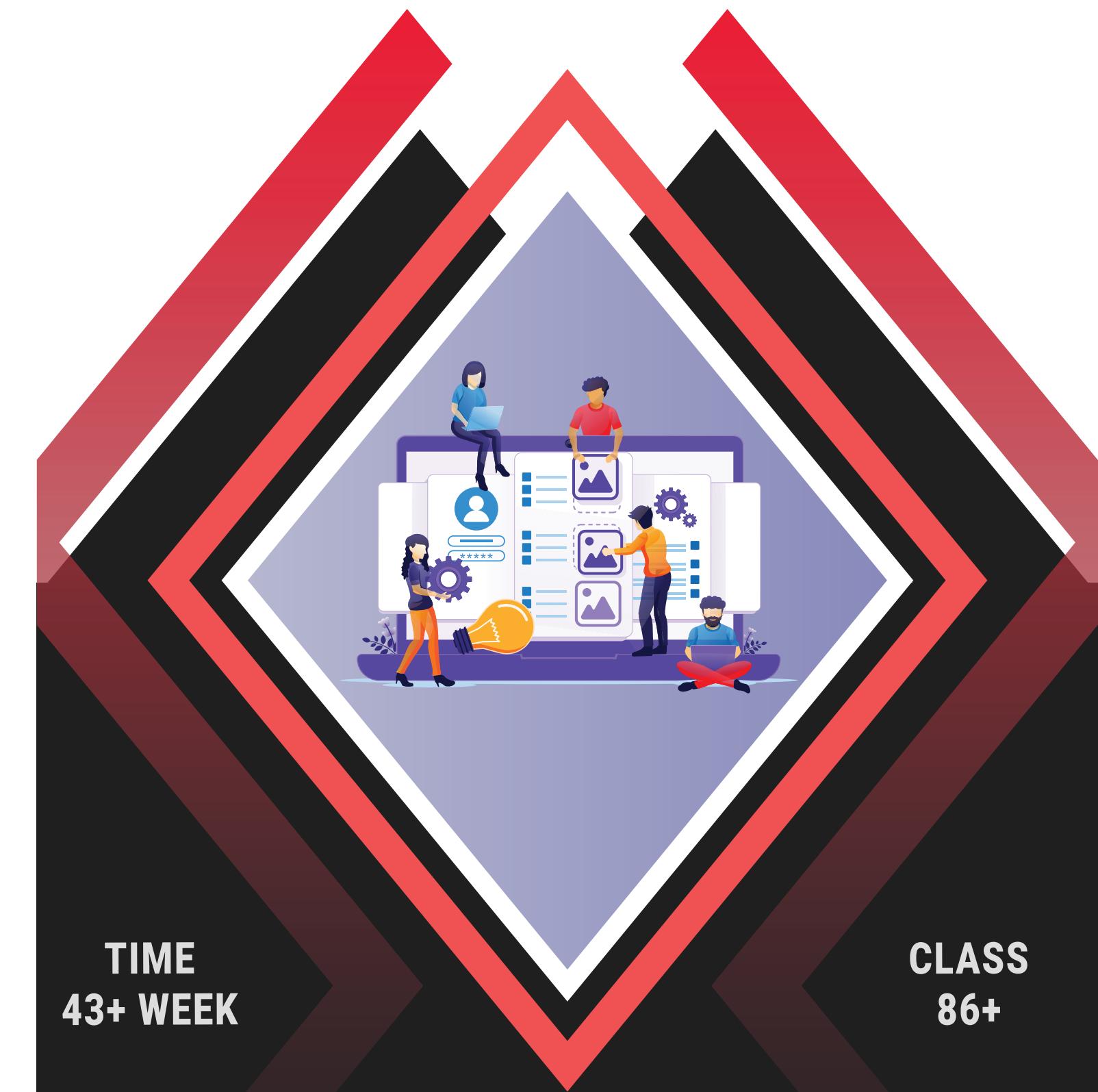
## BACKEND DEVELOPMENT **BOOTCAMP**



TIME  
50+ WEEK

CLASS  
100+

## BOOST YOUR BASE **BOOTCAMP**



TIME  
43+ WEEK

CLASS  
86+

## FRONTEND DEVELOPMENT **BOOTCAMP**

Thank You

