

UPL PROSPECTOUS

early break even | best experience



2023

ABOUT COMPANY:

UNLIMITED POWER FULL LEARNING (UPL) aims to solve the challenges and minimize the gap between students with IT industries' expectations. This organization is built by a strong team who are having good academic and industry experience of more than two decades. The founder of this experience G.D. Mallikarjuna has 20+ plus started as a technologist having diverse experience in the education sector as Trainer and Developer.

VISION:

At UPL@SNIPE, we make the best experience in technology learning with career guidance for their life journey

MISSION:

Learn with Live experience and career values.

PROGRAMS OFFERED:

PROGRAMS	DURATION	AMOUNT + GST
CODING BOOT CAMP	4 TO 6 MONTHS	Rs.30000/-
CERTIFICATION COURSE	3 SEMESTERS 1 YEAR COURSE	Rs. 25000/- per semester Rs. 10000/- final semester
CAREER BRIDGE	3 MONTHS	Rs. 50000/-
INDUSTRY READINESS PROGRAM	3 MONTHS	Rs.20000/-

CODING BOOT CAMP

ABOUT THIS MODEL

- **Category:** Virtual Program
- **Target Audience:** Fresher & Experienced
- **Duration:** 4 To 6 Months
- **Cost:** Rs. 30,000/Candidate (Registration: 10K + GST After 6 Weeks: 10K + GST Live Project: 10K + GST)
- **Course Coverage:** 2 Months training in a relevant discipline, 1 capstone project & followed by involving in live project for duration 4 months.
- **Outcome:** Build their careers feature strong growth projections & lucrative salaries
- **Career Opportunities:** The best jobs you can secure after completing one of these programs such as, Technical Support Specialist, Digital Marketer, Junior Developer, Data Analyst, Web Developer, Project Manager, User Interface/Xperience (UI/UX) designer, Application Developer, Product Manager, Software Engineer, Full Stack Developer, Data Scientist, Development Operations (DevOps) Engineer, Back End Developer, Teach Others, also Freelancer

COURSES ARE :

- JAVA FULLSTACK
- FULL STACK C# .NET
- FRONT END DEVELOPER IN (REACT/ANGULAR)
- MEAN STACK
- PYTHON
- DATA-SCIENCE
- AUTOMATION TESTING WITH JAVA
- UI/UX DESIGN
- DIGITAL MARKETING
- JENKINS
- MACHINE LEARNING
- DATASTRUCTURE IN PYTHON
- TABLEAU
- POWER BI
- PSPARK
- DEVOPS

BENEFITS IN THIS PROGRAM :

- Uplsnipe Coding Bootcamp Certificate.
- Program Transcript For The Entire Learning Path.
- Coding Bootcamps Can Open Doors To Exciting Technical Career Opportunities.
- Mastering Programming Languages And Associated Technologies Can Prepare You To Work As A Software Or Web Developer.
- Strong Growth Projections And Lucrative Salaries

UI/UX DESIGN

A UI/UX (User Interface/User Experience) course aims to provide individuals with the knowledge and skills necessary to design intuitive and user-friendly digital experiences. The specific content of a UI/UX course may vary depending on the program or training provider. However, here is a general outline of the topics commonly covered in a UI/UX course:

UNIT_001: INTRODUCTION TO UI/UX DESIGN:

02 HRS

Understanding the role and importance of UI/UX in digital product development.

Overview of UI/UX design principles, processes, and methodologies.
Exploring the differences between UI and UX and their relationship.

UNIT_002: USER RESEARCH AND ANALYSIS:

02 HRS

Techniques for conducting user research, such as interviews, surveys, and user testing.

Understanding user behavior, needs, and goals.

Analyzing and interpreting user research data to inform design decisions.

UNIT_003: INFORMATION ARCHITECTURE:

02 HRS

Organizing and structuring information for optimal usability.
Creating user flows, site maps, and navigation systems.
Understanding content hierarchy and labeling systems.

UNIT_004 : USER INTERFACE (UI) DESIGN:

03 HRS

Principles of visual design, including layout, typography, color theory, and visual hierarchy.
Designing for different devices and screen sizes (responsive design).
Creating wireframes, mockups, and interactive prototypes using design tools like Sketch, Adobe XD, or Figma.

UNIT_005 :INTERACTION DESIGN:

03 HRS

Defining interactive elements and behaviors, such as buttons, forms, menus, and animations.
Understanding usability principles and best practices for interactive elements.
Creating interactive prototypes to demonstrate user interactions.
Usability Testing and User Feedback:
Planning and conducting usability tests to evaluate the effectiveness of designs.
Collecting and analyzing user feedback.
Iterative design process based on user testing and feedback.

UNIT_006 : USER-CENTERED DESIGN:

02 HRS

Designing with empathy and putting the user at the center of the design process.
Understanding user personas and scenarios.
Creating user-centered design solutions that meet user needs and goals.

UNIT_007: VISUAL DESIGN FOR UI:

03 HRS

Visual design principles, including branding, visual identity, and style guides.

Creating consistent and visually appealing interfaces.

Incorporating visual elements like icons, illustrations, and images.

UNIT_008 : PROTOTYPING AND DESIGN HANDOFF:

03 HRS

Techniques for creating high-fidelity prototypes.

Collaborating with developers and stakeholders in the design handoff process.

Using design tools or specialized prototyping tools to create interactive and functional prototypes.

UNIT_009 : DESIGN THINKING AND INNOVATION:

03 HRS

Applying design thinking methodologies to solve complex problems.

Generating innovative design solutions through brainstorming and ideation.

Incorporating user feedback and iteration in the design process.

Collaborative Design and Teamwork:

Effective communication and collaboration within design teams and interdisciplinary teams.

Understanding the roles and responsibilities of UI/UX designers in a team setting.

Presenting and communicating design concepts and decisions to stakeholders.

UNIT_010 : UI/UX PORTFOLIO DEVELOPMENT:

03 HRS

Building a portfolio that showcases UI/UX design skills and projects.

Creating case studies that highlight the design process, problem-solving approach, and outcomes.

Presenting and marketing oneself as a UI/UX designer.

UNIT_011: USER INTERFACE DESIGN PATTERNS

03 HRS

- Exploring common UI design patterns and their purposes
- Understanding when and how to apply different patterns
- Creating intuitive and familiar user interfaces

UNIT_012 : USER FLOWS AND USER JOURNEY MAPPING

03 HRS

- Mapping out user flows and user journeys to understand user interactions and experiences
- Identifying pain points and opportunities for improvement in the user journey
- Optimizing user flows to enhance usability and conversion rates

UNIT_013 : DESIGN THINKING AND IDEATION

04 HRS

- Applying design thinking methodologies to solve problems and generate innovative ideas
- Conducting ideation sessions and brainstorming techniques
- Iterating and refining design ideas based on feedback and user needs

04 HRS

UNIT_014 : CONTINUOUS LEARNING AND PROFESSIONAL DEVELOPMENT

- Engaging in ongoing learning and staying curious about new design concepts and techniques
- Participating in design communities, forums, and events
- Seeking feedback and mentorship to enhance design skills and expertise

UNIT_015 : CAPSTONE PROJECT

LAB SET UI/UX DESIGN

LAB 1 : SKETCH:

Sketch is a vector-based design tool widely used by UI/UX designers. It offers an intuitive interface, powerful design features, and extensive plugin support, making it popular for creating wireframes, prototypes, and visual designs.

LAB 2 : ADOBE XD:

Adobe XD is a comprehensive design and prototyping tool that allows designers to create interactive prototypes, design user interfaces, and collaborate with stakeholders. It offers features like artboards, responsive design tools, and integrations with other Adobe Creative Cloud apps.

LAB 3 : FIGMA:

Figma is a cloud-based design tool that enables real-time collaboration and sharing. It offers a range of design capabilities, including prototyping, vector editing, and design system management, making it a popular choice for UI/UX designers working in teams.

LAB 4 : INVISION:

InVision is a prototyping and collaboration tool that allows designers to create interactive prototypes and gather feedback from stakeholders. It also offers features like design handoff, user testing, and workflow management, making it a versatile tool for UI/UX design projects.

LAB 5 : AXURE RP:

Axure RP is a powerful prototyping tool that allows designers to create interactive wireframes and prototypes with advanced interactions and animations. It offers features like conditional logic, dynamic content, and team collaboration capabilities.

LAB 6 : MARVEL:

Marvel is a web-based prototyping tool that focuses on simplicity and ease of use. It offers features like design and prototyping tools, user testing, and integrations with other design tools, making it suitable for creating interactive prototypes quickly.

LAB 7 : ADOBE PHOTOSHOP:

Adobe Photoshop is a raster graphics editor widely used for image editing and manipulation. While primarily used for graphic design tasks, it is also used by UI/UX designers for creating and editing visual elements, image assets, and mockups.

LAB 8 : ADOBE ILLUSTRATOR:

Adobe Illustrator is a vector graphics editor used for creating scalable illustrations and icons. It is often used by UI/UX designers for creating high-quality vector-based assets and graphics.

LAB 9 : BALSAMIQ:

Balsamiq is a wireframing tool that focuses on creating low-fidelity wireframes and mockups. It offers a simple and sketch-like interface, making it suitable for quickly sketching out ideas and concepts during the early stages of the design process.

LAB 10 : PEN AND PAPER:

While not a software tool, pen and paper are essential tools for UI/UX designers. They allow for quick sketching, idea generation, and iteration without the constraints of digital tools. Many designers start the design process by sketching on paper before moving to digital tools.



THANK YOU

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