

# **UI & UX Topics**

- Basics of UX designing
- Common usability problems and their solutions
- UI patterns
- User research
- UX designer portfolio
- Creating a design
- Creating personas
- Designing a test
- Identify usability problems
- Information architecture
- Interaction and visual design
- The anatomy of user experience
- The basics of UX design
- User experience and project management methodology
- Wire framing
- Basics of UX design
- Building empathy using techniques such as contextual inquiries, customer interviews, and diary studies
- Designing UX portfolio; customer journey maps, empathy maps, personas, and storyboards
- Heuristic review and feature matrix
- Ideation
- Identifying and organizing patterns in customer data

- Prototyping
- Quantitative and qualitative testing, usability testing, and practice testing
- Various research techniques for gaining customer insight
- Augmented reality
- Conceptual modeling for mobile applications
- Elements of mobile user experience design
- Goals of mobile UX
- Information architecture in the mobile age
- Introduction to UX design for mobile
- Micro-moments
- Mobile-first and the importance of mobile computing
- Mobile usability research
- Mobile UX issues
- Mobile UX lifecycle
- Native vs. Hybrid vs. Responsive
- Prototyping for mobile apps
- Responsive vs. adaptive design
- UI style guide for mobile
- Coding with CSS, HTML, and WordPress
- Content labeling and file naming
- Content strategy: identifying, organizing, and delivering
- Fundamentals of web design
- IA models
- Information architecture
- Navigation design

- Principles of UX design
- Wire-framing: creating, socializing, and validating
- Adding UX to agile development
- Exploring the Double Diamond Process
- Quick methods for validating UX design
- Quick methods for early research
- Understanding UX design
- Five stages in the design thinking process
- Basics and importance of UX design
- Behavioral level of processing
- Emotions in systems
- Norman's three levels of design
- The reflective level of emotional design
- User research: what and why
- Visceral level of processing