

Weeks 2 & 3: UX/UI

- **Tue 12/9 - Session 1: Introduction to UX/UI Design**
 - What is UX/UI?
 - UX/UI designer roles
 - The UX/UI design life cycle
- **Wed 13/9 - Session 2: Ideation**
 - What is ideation?
 - Ideation methods
- **Thu 14/9 - Session 3: Using Figma**
 - What is Figma?
 - Getting started with Figma
 - Figma design features
- **Tue 19/9 - Session 4: Wireframing**
 - What is wireframing?
 - Fidelity
 - The wireframing process
 - Wireframing in Figma
- **Wed 20/9 - Session 5: Wireframe to Prototype**
 - What is a prototype?
 - Key areas of prototyping
 - Prototyping in Figma
 - User Research
- **Thu 21/9 - Session 6: Project Workshop (online)**
 - Individual design project

Weeks 4 & 5: Web Development

- **Tue 26/9 - Session 1: Intro to Web Development**
 - How the Internet works
 - Anatomy of an HTML file
 - HTML tags
- **Wed 27/9 - Session 2: HTML (online)**
 - Basic text formatting
 - Images/links/lists/tables
- **Thu 28/9 - Session 3: Divisions & Styles**
 - Divisions
 - Style attribute
 - Using colours
 - Semantic tags
- **Tue 3/10 - Session 4: CSS**
 - Introduction to CSS
 - CSS in HTML file and in separate CSS files
 - CSS selectors
 - Fonts
- **Thu 5/10 - Session 5: Bootstrap**
 - Introduction to Bootstrap
- **Fri 6/10 - Session 6: Project Workshop (online)**
 - An individual project using HTML & CSS