



Transforming Aspirations into Achievement

# UI - UX

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**Master UI - UX with Expert Guidance!**

**SELF-PACED | MENTOR LED | PROFESSIONAL**





A Brief Story About The Company



# ABOUT US

Our team is dedicated to empowering students with the skills needed to thrive in today's ever-evolving job market. We believe that staying ahead requires continuous skill development to meet industry demands.

At innoKNOWVEX, we bridge the gap between current capabilities and the expertise sought by leading organizations. Our platform offers industry-specific training in a professional setting, equipping students with the knowledge and practical skills essential for securing employment in their chosen fields.



# About the Program

InnoKnowvex Edu Tech's 3-month program includes two months of industrial training with experts through live sessions & recorded materials.

The final month involves an individual project and a major project with affiliated companies, offering industry exposure and MNC work experience. This program prepares interns for successful careers in the field.

## Modes of Training

### ★ SELF PACED

- Recorded Sessions with doubt-clearing opportunities
- Lifetime access to study material
- Training Certification+Internship Opportunity

### ★ MENTOR LED

- Live interactive sessions with doubt clearing
- Lifetime access to recordings
- Training Certification+Internship Opportunity

### ★ PROFESSIONAL

- Live interactive sessions with doubt clearing
- Lifetime access to recordings
- Training Certification+Internship Opportunity+placement assistance



## FIRST TWO MONTHS

- Comprehensive industrial training from experts
- Live interactive sessions
- Lifetime access to session recordings
- Hands-on practice
- Mini-projects and exercises
- Real time engagement
- Immediate feedback
- Supportive learning environment
- Mentorship and peer collaboration
- Solid foundation
- Real-world projects in the internship phase

## THIRD MONTH

### Two key projects:-

1. Minor project focused on implementing and evaluating their skills independently.
2. Major collaborative project, providing industry exposure and experience in a multinational corporation environment.

**\*Interns work on real-world challenges under the guidance of experienced professionals, gaining valuable insights into industry practices while refining their technical skills. This hands-on experience prepares them for successful careers, giving them a competitive edge in the job market.**



# Explore the **CAREER PATHS**

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UI  
Designer

Visual  
Designer

Motion  
Designer

UI  
Developer

UX  
Designer

Product  
Designer

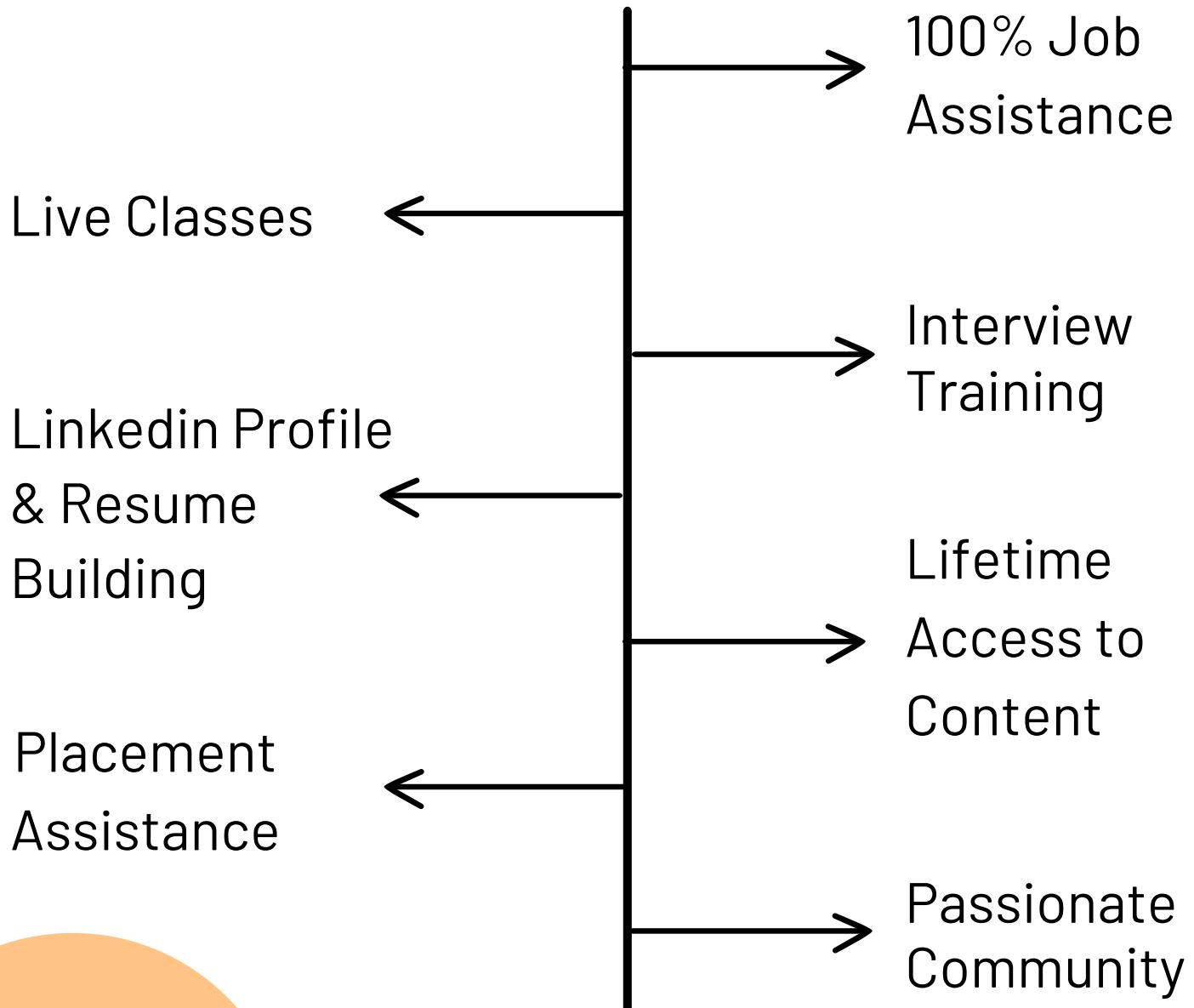
UX  
Strategist

Visual  
Designer

Interaction  
Designer



# WHY US?





# TOOLS

## You will learn





# KEY HIGHLIGHTS OF PROGRAM

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UI Design  
Principles

UI Design  
Principles

User Flow  
Mapping

Visual Design

Typography

Wireframing

Prototyping

Mobile Design

Usability Testing  
Techniques

Figma

Adobe XD

Sketch

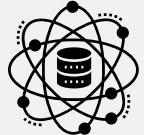
# Course Curriculum



## Week 1- Introduction to UI/UX Design

01

- Overview of UI/UX Design**
- Differences between UI and UX**
- Design Thinking and User-Centered Design**
- Introduction to Design Tools (Figma, Adobe XD)**



## Week 2- Understanding User Research

02

- Importance of User Research in Design Conducting User Interviews and Surveys**
- Creating Personas and Empathy Maps**
- Hands-on: Analyzing user needs**





## Week 3 - Information Architecture and Wireframing

03

- Structuring Information for Better Usability
- Creating Sitemaps and User Flows
- Introduction to Wireframing
- Hands-on: Designing wireframes using Figma/Adobe XD



## Week 4 - Visual Design Principles

04

- Color Theory, Typography, and Layout Design
- Consistency and Design Systems
- Designing for Accessibility
- Hands-on: Creating style guides, for Theory, Typography, and Layout Design



## ★ RESUME BUILDING WORKSHOP



### Week 5 - Prototyping and Interaction Design

05

- Creating Interactive Prototypes**
- Microinteractions and Animation Basics**
- User Testing and Feedback Integration**
- Hands-on: Developing a clickable prototype** cy and Design Systems



### Week 6-UI Design Tools Mastery

06

- Deep Dive into Figma/Adobe XD**
- Designing Responsive Interfaces**
- Exporting Assets and Design Handoff to Developers**
- Hands-on: Full mockup creation** signing for Accessibility



### Week 7 - Usability Testing and Iteration

07

- Conducting Usability Tests**
- Analyzing User Feedback**
- Iteration and Improving Design**
- Hands-on: Conducting a usability test on a projects-** on: Creating style guides





## Week 8 - Design Systems and Branding

08

- Building and Managing Design Systems**
- Branding Essentials for UI/UX Designers**
- Consistency in Multi-platform Design**
- Hands-on: Creating a mini design system**



## Week 9 - Advanced UI/UX Concepts

09

- Introduction to Motion Design**
- UI Advanced Prototyping Techniques**



## Week 10 - Advanced UI/UX Concepts

10

- Inclusive and Ethical Design Practices**
- Hands-on: Designing for diverse user needs**



## ★ SOFT SKILL DEVELOPMENT WORKSHOP



### Week 11 - Capstone Project and Review

09

- Building a comprehensive machine learning project
- End-to-end project workflow: problem definition



### Week 12 - Capstone Project and Review

10

- Data collection, model development, evaluation,& deployment
- Code review and optimization
- Q&A and troubleshooting anced Prototyping Techniques





# CERTIFICATIONS





*Pricing*

# PLAN

**Live Sessions>**

**Get real-time Assistance**

**₹2,500**

**Self Paced>**

**Learn at your own pace**

**₹2,500**



# OUR COLLABORATIONS

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Capgemini

IBM

wipro

accenture

meesho

SWIGGY

Razorpay

PhonePe

boAt



# COMPANY DETAILS

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