

Course Title: User Interface (UI) and User Experience (UX) Design

Duration: 10 Weeks

Mode: Online

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Course Overview:

This UI/UX Design course is where creativity meets functionality. You'll master how to design intuitive digital products that users *actually* enjoy using. It's perfect if you're looking to break into product design, app interfaces, or even front-end dev with a strong focus on user experience.

From wireframes to high-fidelity mockups, user journeys to interactive prototypes—this course gives you real-world design thinking skills that companies are actively hiring for. No fluff, just solid design tools, methods, and mindset.

Learning Outcomes:

By the end of this course, you'll be able to:

- Understand the principles of effective UI and UX
- Conduct user research and apply findings to designs
- Create wireframes, prototypes, and user flows
- Use industry tools like Figma, Adobe XD, or Sketch
- Design responsive, mobile-friendly interfaces
- Apply usability testing to improve product designs
- Build a professional UI/UX portfolio

Module Breakdown:

Module 1: UI/UX Fundamentals

- Definitions and differences between UI and UX
- Human-centered design
- Product thinking and design systems

Module 2: Research & User Personas

- User interviews & surveys
- Competitive analysis
- Creating personas and user scenarios

Module 3: Wireframing & User Flows

- Sketching and wireframing
- Designing user journeys
- Task flows and low-fidelity prototyping

Module 4: Visual Design Principles

- Color theory, typography, spacing
- Accessibility and inclusive design
- Branding and consistency

Module 5: Prototyping & Tools

- Intro to Figma, Adobe XD, or Sketch
- Building clickable prototypes
- Iterating based on feedback

Module 6: Usability Testing

- A/B testing and heatmaps
- User feedback sessions
- Iteration cycles and refinements

Module 7: Portfolio Building

- Case study creation
- Personal branding as a designer
- Preparing for job interviews

Hands-On Activities:

- Design a mobile app interface from scratch
- Redesign a real website based on UX flaws
- Create a clickable prototype and test it with users
- Develop a case study for your portfolio

 **Who This Is For:**

- Aspiring UI/UX designers
- Web and app developers wanting to up their design game
- Graphic designers transitioning to digital product design
- Entrepreneurs and product managers

 **Career Outcomes:**

- UI/UX Designer
- Product Designer
- Interaction Designer
- Front-End Designer
- Web/App Interface Specialist

