



UI/UX Design Course Content

Module 1: What is user experience?

- Functional, aesthetic and experience design
- What goes into the process?
- What are the benefits?
- Why UX has become indispensable?

Module 2: What we need to understand about users?

- Goals, behaviours, and context
- Mental models
- Organizing information
- Visualizing the interface

Module 3: Research techniques

- Deciding what information you need
- Task analysis
- How to ask questions
- Interviews and observation
- Online surveys
- Analytics

Module 4: User Flows and Wireframes

- Creating User flows
- Creating Wireframes

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Module 5: Prototyping

- Profiling your users
- Recruiting participants
- Creating a test script

Module 6: Building a prototype

- Minimum viable prototype
- Prototyping tools
- Building a prototype

Module 7: The test setup

- Desktop testing: software
- Mobile testing: software

Module 8: How to moderate a test

- Allowing participants to relax
- Giving instructions
- Open-ended questions

Module 9: Design tools

- Photoshop
- Illustrator
- Figma

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- Adobe Xperience Design (XD)

Module 10: Essential Frontend Mark-up languages

- HTML5
- CSS3
- Bootstrap
- Javascript
- JQuery
- Create and test your designs

Module 11: Mobile design

- Type of apps (Native Apps, Mobile Web Apps, Hybrid Apps)
- Designing for Android and iOS
- Design Guidelines (Android and iOS)
- Mobile design Patterns
- User Testing

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