UI/UX Design

Course Curriculum

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Course Overview:

This course will guide students into the field of User Experience and User Interface design. They will learn about User Research, User Flow, Information Architecture, Wireframing, Visual Design and Prototyping.

DAY	MODULE	OBJECTIVES	TOPICS	HOURS
Day 1	1. Introduction to UI/UX	Background of User Experience and User Interface Design; Distinction between UI and UX & Introduction to Design Tools.	Background of User Experience	3.0
Day 2	2. User research and Storyboarding / user flow	Developing a user research plan; Analysing usability and creating Personas using sticky notes; Creating Scenarios and to illustrate how users interact with the product; Designing user flows using overflow app; Creating storyboards.	User research and Storyboarding / user flow	3.0
Day 3	3. Information Architecture and designing for IOS and Android	Foundation of IA (Information Architecture); Understanding responsive web design principles; User experience on mobile versus web; Designing for Web/ creating Designing systems; Understanding UI patterns for mobile.	Information Architecture and designing for IOS and Android	3.0
Day 4	4. Sketching and Workflow	Sketching and Workflows; Creating lo-fi Wireframes with Balsamiq.	Sketching and Workflow	3.0
Day 5	5. Visual Design	Setting up Design Workspace Figma; Typography and colour theory; Sourcing for images, png, svg, icons and illustrations; Designing a "food ordering" app; Creating a rapid Prototype.	Visual Design	3.0
Day 6	6. Prototyping	Prototyping and micro interactions; Testing your clickable Prototypes with users.	Prototyping	3.0

DAY	MODULE	OBJECTIVES	TOPICS	HOURS
Day 7	7. Developer handoff / version control	Developer Handoff; Version control	Developer handoff / version control	3.0
Day 8	8. Portfolio building and self branding	Building your LinkedIn profile and portfolio; Introduction to Behance and Dribbble Contract vs Freelance vs Full time; Networking; Revisions/Q&A	Portfolio building and self branding	1.5
	9. Tools to be used	User research using Google Forms and Type Forms. User flow using Flow Map and Pen and Paper. Visual Design with Figma and Sketch. Wireframing with Adobe XD, sketch, pen, and paper. Rapid Prototype with Invision Classic.	Tools to be used	1.5
			TOTAL	24