UI/UX Design

12 Weeks • Beginner to Advanced

Course Overview

A practical UI/UX Design program covering user research, wireframing, prototyping, visual design, design systems, usability testing and real-world interface design.

Course Module Structure

UI/UX Fundamentals

UI vs UX • Design principles • User-centered design • Design thinking • User personas • User journeys • Information architecture

User Research & UX Strategy

User research • Interviews • Surveys • Competitor analysis • User personas • Empathy maps • User flows • Problem statements

Wireframing & Prototyping

Low-fidelity wireframes • High-fidelity wireframes • Prototyping • Interactive flows • Navigation • Responsive layouts • Prototype testing

UI Visual Design

Color theory • Typography • Layout • Spacing • Grids • Visual hierarchy • Icons • Components • Accessibility • Responsive UI

Figma & Design Systems

Figma fundamentals • Frames • Components • Auto Layout • Variants • Styles • Design systems • Reusable components • Developer handoff

Usability Testing

Usability testing • Test planning • User feedback • Heuristic evaluation • Identifying usability issues • Iteration • Design improvements

Portfolio & Mini Project

Design a complete mobile or web application • Research • User flow • Wireframes • UI screens • Prototype • Usability testing • Portfolio presentation