

UI/UX DESIGN COURSE OUTLINE

TOOL USED:



WHAT YOU WILL LEARN

1. Fundamentals of UI/UX Design
2. How to interpret a project brief
3. How to Design any website or App from Scratch
4. Wireframe & Mockup for any Digital Product
5. Design system, UI Plugin, Prototyping
6. Basics of creating a Case Study
7. Where and How to Host your Portfolio

WEEK**LESSON**

WEEK 1

- Fundamentals of UI/UX Design
- Introduction to UX Elements
- Design Thinking Process
- Getting Started with Figma
- Interpreting project Brief
- Introduction to UI Principle,
- UI Elements & Plugins

WEEK**LESSON**

WEEK 2

- Introduction to Design Systems
- Grid & Layout
- Components & Auto layout
- Frames & Shapes
- Image Masking

WEEK**LESSON**

WEEK 3

- Introduction to Wireframe design
- Low & High Fidelity Wireframe

WEEK**LESSON**

WEEK 4

- Introduction to Mockup Design
- Prototyping with Figma
- Case Study Best practice
- Building & Host your portfolio

WEEK	LESSON
WEEK 5/6	- Mentorship

Length of Program: Six(6) weeks

Frequency of Class: 3 days per week

Class Schedule: 12pm - 2pm