



# PRODUCT DESIGN (UI/UX) SYLLABUS

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## COURSE OVERVIEW

This 6-month program is designed for beginners who are eager to dive into the exciting world of User Interface (UI) and User Experience (UX) design. Whether you're looking to embark on a new career path or enhance your existing skills, this course provides a solid foundation in the principles, tools, and techniques essential for crafting engaging digital experiences.

## REQUIREMENTS

- No prior mobile development experience is required.
- A fully functional laptop that is able to access the internet.
- Minimal hardware requirements for laptop: [core i7, 256 SSD, and 16Gb of RAM]

## RESOURCES

Figma, etc.

**COURSE CURRICULUM**

WEEK	CONTENT
Week 1-2	<ul style="list-style-type: none"> <li>Understanding the basics of UI (User Interface) and UX</li> </ul>
Week 3-4	<ul style="list-style-type: none"> <li>Conducting user research to gather insights</li> </ul>
Week 5-7	<ul style="list-style-type: none"> <li>Overview of Figma as a UI/UX design tool</li> </ul>
Week 8 - 10	<ul style="list-style-type: none"> <li>Introduction to information architecture and its role in UI/UX design</li> <li>Creating user flows and sitemaps</li> <li>Wireframing techniques and tools</li> <li>Translating user requirements into wireframes</li> <li>Tasks:               <ul style="list-style-type: none"> <li>Use Figma to create a user flow diagram.</li> <li>Sketch potential screens for your app design on paper.</li> <li>Translate user flows into low-fidelity wireframes using Figma.</li> <li></li> <li></li> </ul> </li> </ul>
Week 11-12	<ul style="list-style-type: none"> <li>Introduction to interaction design</li> <li>Designing intuitive and engaging user interactions</li> <li>Prototyping techniques</li> <li>Tasks:               <ul style="list-style-type: none"> <li>Create interactive prototypes for key screens of your application using Figma's prototyping features.</li> <li></li> </ul> </li> </ul>

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Week 13-15

- Understanding visual design principles and their application in UI/UX
- Typography and its impact on user experience
- Color theory and color palettes
- Designing effective layouts and grids
- Creating a design system
- Tasks:
  - Apply visual design principles, typography, and color theory to wireframes using Figma.
  - Design a sample layout using grids and experiment with different visual design elements in Figma.

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Week 16-18

- UI design fundamentals
- Designing aesthetically pleasing interfaces
- Creating consistent and accessible UI elements
- Implementing responsive design principles
- Tasks:
  - Design the final user interface for your application in Figma.
  - Implement responsive design principles by adapting the UI to different screen sizes or devices within Figma.

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Week 19-22

- Project Refinement and Feedback
- Soft Skills Development
- Accessibility in UI/UX
- Additional Resources and Industry Trends
- Career Development in UI/UX

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Week 23-24

- Final Project Presentation and Showcase
  - Portfolio Development
  - Job Readiness and Interview Preparation
  - Course Review and Reflection
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## **ADDITIONAL INFORMATION**

Our Product Design course not only provides a robust curriculum but also emphasizes mentorship and community collaboration. With dedicated instructors and a vibrant learner community, you'll benefit from personalized guidance and industry insights. Enjoy lifetime access to resources, exclusive webinars, and continuous support for a successful learning journey. Receive a completion certificate and join a UI/UX community that values your success.