UI-UX Design Syllabus

UI/UX Design Tools & Technologies

- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Figma
- HTML5
- CSS3
- JavaScript

Module 1: Introduction to UI/UX Design

- What is User Experience (UX)?
- Importance of User Experience
- User-Centered Design
- Difference Between UX and UI
- UX and Its Future

Module 2: User Study

- Stakeholder Interviews and Meetings
- Understanding Business and Product Goals
- Competitor Analysis
- Market Segment Analysis
- User Profiling
- Critical Success Factors
- Group Analysis – Users
- Usability Criteria

Module 3: User Research

- Interviewing Users
- Contextual Enquiry
- Heuristic Evaluation
- Surveys
- Focus Groups
- Empathy Mapping

Module 4: Information Architecture

- Navigation – Different Types

- Information Sorting Tools
- Card Sorting
- Reverse Card Sorting

Module 5: Pre-Design Basics

- Introduction to Mobile UX
- Mobile UX Design Fundamentals
- Native vs. Hybrid Applications
- Sketching and Paper Prototyping
- Mobile-First Approach
- Design Workshops

Module 6: Wireframing & Prototyping

- Low-Fidelity and High-Fidelity Wireframes
- Wireframing Tools: Sketch and Balsamiq
- Prototyping Tools: InVision App
- Understanding Wireframe Structures
- Creating Interactive Prototypes

Module 7: Mobile Application Design

- Different Mobile Platforms
- Understanding Mobile Screen Sizes
- Native and Hybrid Applications
- iOS and Android Design
- Mobile Design Guidelines
- Mobile Design Patterns:
    - Forms
    - Navigation
    - Sorting and Search
    - Tables
    - Filters

Module 8: Web Platform Design

- Responsive Design Guidelines
- Global Design Standards
- Fonts and Colours
- Design Assets
- Creating and Maintaining Style Guides

Module 9: Usability Testing Procedures

- Preparing for Usability Testing
- Creating Test Scenarios and Screeners
- Preparing a Usability Test Plan
- Introduction to Usability Testing Tools
- Conducting Usability Tests
- Remote Usability Testing
- Evaluating and Reviewing Test Results