

AI-Enhanced UI/UX Design

SELF-PACED PROGRAM

Get Skilled

Get Hired

Get Promoted

High Impact, Multifaceted Training

Embark on a transformative journey into the dynamic realm of UI/UX Design with our Self-Paced UI/UX Design Course. In an era where digital experiences shape customer perceptions, traditional design approaches are becoming obsolete. The demand for skilled UI/UX Designers has never been higher, yet formal training often lags behind industry evolution.

Our comprehensive program is meticulously crafted to bridge this gap, offering you the flexibility of self-paced learning while ensuring you acquire cutting-edge skills. Navigate the ever-changing business landscape with confidence as you master the latest UI/UX techniques and methodologies that resonate with the demands of today's users.

WorkForce INSTITUTE

Course Overview

> The UI/UX Design course is an online program that jumpstarts your career to becoming a **successful UI/UX Designer**. You will gain complete knowledge and skills to thoroughly analyze data and help business leaders make important decisions, even if you have no prior practical experience working in Creative Design.

The program is rigorous and packed with challenges covering concepts, theories and projects

The UI/UX Design course will provide fully immersive learning through lecture videos, workshops , and a Final project. You will learn UI/UX Design fundamentals, key skills and techniques from industry and academic experts in this unique program.

Invest in Acquiring the Required Skills

At the end of this program, you will:

- Develop essential skills to improve UI/UX Design performance
- Learn the secrets, methodologies and tips and tricks used by UI/UX Design experts

Who Should Attend This Training?

The UI/UX Design course is a diverse program that caters to anyone interested in building UI/UX Design career. Whether you're a millennial, a college grad or a diploma holder, going through any of the following career phases, this course is meant for you:

New Career Seekers:

UI/UX Design is an in-demand profession across the United States, and one that is quite lucrative if you have the right training.

Career Changers:

Think you have a knack for UI/UX Design and want to test out a different career phase? The program gives a foundational training to anyone who wants to learn about UI/UX right from the start.

Career Advancers:

Been in the industry for long but are not able to close more deals? The program's advance training & coaching sessions with UI/UX experts will empower you with the knowledge you need to improve UI/UX performance.

AI-Enhanced UI/UX Design Course Structure

Throughout this program, you will go through lecture videos, YouTube links and a variety of exercises in online self-paced format.

Online Modules

Self-paced learning through online course modules within our platform allowing you the flexibility with the hours you can choose to study within the week.

Jobs You Will Be Ready For

Here is a list of real-world jobs that you can apply this bootcamp to:

- UX Visual Designer
- UX Interaction Designer
- UX Usability Analyst
- Product Designer
- User Research

Course Outline

The courseware contains various preliminary foundation lectures which teaches the basics of the subject at hand then you gradually move on to moderate and advanced level courses.

MODULE 1

Introduction to User Experience

- What is UX Design?
- The History of UX Design
- How does UX Design compare to UI Design?
- The Benefits of UX
- The UX Design Process
- The UX Case Study
- Roles in UX Design
- The UX Job Landscape
- UX Market Value
- Common Fields of Study for UX Professionals

MODULE 2

Processes and Introduction to deliverables

- The Kickoff Phase
- Business Rules and Requirements
- Stakeholder Interviews
- Creating a Research Plan
- Key UX Deliverables
- Using Figma: An Introduction to Wireframes
- Figma

MODULE 3

Key Research Techniques

- Why conduct Research
- Categories of Research
- User Interviews
- Other Research Techniques
- Competitive Research
- Presenting Research

MODULE 4

Information Architecture and Navigation

- Organizing content
- Information Architecture
- Navigation and Search
- Types of Navigation
- Creating Navigation Categories through Card Sort
- Search as Navigation
- Sitemaps

MODULE 5

The Define Phase: Clarifying the problem

- The many sides of the Define Phase
- What are User Requirements?
- Empathy Maps
- Personas, their Value and how to create them
- Customer Journey Maps
- The Problem Statement

MODULE 6

User Stories, Flows, and Sitemaps

- Writing User Stories
- What are User Flows
- Alternate Task Flows: Flowchart story board & Wireflows
- User Flows and Site Maps
- How to prioritize User Stories and Flows
- Introduction to Key Performance Indicators (KPIs)

MODULE 7

HTML and CSS

- HTML
- CSS
- CSS Breakpoints
- The SUS Survey
- CSS Breakpoints
- JavaScript and jQuery
- Advanced Figma Techniques

MODULE 8

The Design Phase 1: Wire framing and Interaction Design

- Rapid Sketching
- Wireframing
- Interaction Design Standards
- Choosing the Right Interactive Objects

MODULE 9

The Design Phase 2: Mobile First & Responsive Design

- Mobile First Design
- Responsive Design: Designing for Desktops, Phones, and Tablets
- Design Trends

MODULE 10

Prototyping

- Prototyping
- Why Prototype?
- Effective Prototyping
- Paper Prototyping
- Digital Prototyping

MODULE 11

Case Studies

- Purpose of Case Studies and Your Portfolio
- What to include in a Case Study
- Great Student Case Studies
- An introduction to Online Portfolio Tools
- Your Second Project: Redesigning an Existing Site

MODULE 12

Usability Testing

- Goals of Usability Testing
- Choosing Participants
- Creating a Test Plan
- How to Conduct a Usability Test
- Testing Roles
- Different Types of Usability Tests
- Benchmarks
- Online Testing Tools
- Introduction to Maze
- Accessibility

MODULE 13

Case Study Review, Your Personal Presence

- In-Depth Review of Our Case Studies
- Project 2 Progress
- The UX Resume
- LinkedIn
- Connecting with Professionals
- UX Meetups

MODULE 14

Visual Design 1

- Visual Design Basics
- Color
- Typography
- Iconography
- Using Grids
- Gestalt Principles and other Basics

MODULE 15

Visual Design 2

- Grids
- Creating Logos
- Material and Flat Design
- Other Trends in Visual Design
- Creating Design Systems
- The Style Guide

MODULE 16

Your Portfolio: Additional Research Techniques

- Overview of Portfolio Hosting Tools
- Ready-Made Templates
- Great Student Portfolios
- Surveys
- Heuristic and Expert Reviews
- Focus Groups
- Contextual Inquiry