UI/UX DESIGN

24 WEEKS SELF-PACED

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 Bootcamp. 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.

1 - STUDY AT YOUR OWN PACE

2 - STUDENT SLACK SUPPORT

3 - WEEKLY ASSIGNMENT FEEDBACK

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Bootcamp Curriculum Overview

The UI/UX Design Training Program is an online part-time program i.e. 10-15 hours a week or less, that jumpstarts your career to becoming a successful UI/UX Designer within 6 months. 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 Bootcamp program is rigorous and packed with challenges covering concepts, theories and projects; but you will have all the help needed to navigate through the process in the form of academic counselling, mentor office hours and assessments.

The UI/UX Design Bootcamp will provide fully immersive learning through lecture videos, workshops & weekly group projects, 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

IThis program is not just a UI/UX Design training bootcamp – it is a program that focuses on giving you a successful UI/UX Design career. You will be part of the largest network of top 1% UI/UX Professionals across the world. You will get access to networking events, latest industry trends, valuable resources, webinars, and much more.

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 program 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 program 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.

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

This UX/UI University Bootcamp program was honestly a great experience. I felt that I was able to expand my horizons as an artist and learn how to create applications

- Caitlin DeJesus

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UI/UX Bootcamp Structure

Throughout the 24 Weeks of this program, you will go through lecture videos, YouTube links, blogs and a variety of exercises in online self-paced format instructor hours.

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.

Student Slack Support
Get connected with the instructor and the student support team on slack from the start of the program and get a quick response to your questions and queries.

Weekly Assignment Feedback
Submit your assignments via Email/ Slack and get Feedback on it from your instructor in the form of an audio or video feedback.

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. Apart from that, experiential learning is one of the phenomena followed by our bootcamp program which is ought to truly add value.

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

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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

MODULE 17
Capstone + Project Two Review

- In-Depth Review of Project 2 Case Studies
- Your Capstone Project
- Portfolio Q+A
- Resume and LinkedIn Reviews

MODULE 18
Project Two Revisions, Define Phase Part Two

- Review Project 2 Revisions
- Capstone Project Choices and Q+A
- Storyboards
- Wireflows
- KPIs

MODULE 19
Portfolio, Capstone Week 2 Review,
Advanced Design Topics

- Portfolio Progress
- Capstone Progress
- Advanced Visual Design Topics
  (TBD by visual design expert)
- Design Q+A

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MODULE 20
Portfolio Review, Capstone Week 3,
Deep Usability Testing

- Portfolio Progress
- Capstone Progress
- Usability: Within-Subject Testing and Counterbalancing
- Unmoderated Usability Test
- Avoiding Usability Test Problems
- SUS
- Usability Q+A

MODULE 21
Capstone Week 4, Great Student
Projects, E-Commerce

- Capstone review
- A look at great Student Projects
- Q+A
- E-Commerce Products and Research

MODULE 22
In-Depth Portfolio Analytics A-B Tests

- In-Depth Portfolio review
- Q+A
- Introduction to Analytics
- Eye-tracking
- In-Depth Portfolio review

MODULE 23
Student Capstone Presentations,
Design Sprints

- In-Depth Capstone Review
- Design Sprints
- Portfolio Q+A

MODULE 24
Capstone Presentations, Post-Project
Duties, Resources

- Capstone Review of Revisions
- Portfolio Reviews
- Resume and LinkedIn

Want to learn more?

Schedule a call with one of our Admissions Reps.
We'd love to chat about the journey will look like for you !

Our Partners