

UI/UX Design

Course Curriculum

Course Overview: *This course will guide students into the field of User Experience and User Interface design.*

They will learn about User Research, User Flow, Information Architecture, Wireframing, Visual Design and Prototyping.

By the end of the course they will be able to produce a functional Prototype towards a solution of their choice.

| Period | MODULE | TOPIC | HOURS | OBJECTIVES |
|--------------------|--------|--|-------|---|
| 3rd November 2020 | 1 | Introduction to UI/UX | 2 | Background of User Experience and User Interface design; Distinction between UI and UX & Introduction to design tools. |
| 5th November 2020 | 2 | User research and storyboarding / user flow | 2 | Developing a user research plan; Analysing usability and creating Personas using sticky notes; Creating Scenarios and to illustrate how users interact with the product; Designing user flows using overflow app; Creating storyboards. |
| 10th November 2020 | 3 | Information Architecture and designing for IOS and Android | 2 | Foundation of IA (Information Architecture); Understanding responsive web design principles; User experience on mobile versus web; Designing for Web/ creating Designing systems; Understanding UI patterns for mobile. |
| 12th November 2020 | 4 | Sketching and Workflow | 2 | Sketching and Workflows; Creating lo-fi Wireframes with Balsamiq. |
| 17th November 2020 | 5 | Visual Design | 2 | Setting up Design Workspace Figma; Typography and colour theory; Sourcing for images, png, svg, icons and illustrations; Designing a "food ordering" app; Creating a rapid Prototype. |
| 19th November 2020 | 6 | Prototyping | 2 | Prototyping and micro interactions; Testing your clickable Prototypes with users. |
| 24th November 2020 | 7 | Developer handoff / version control | 2 | Developer Handoff; Version control |
| 26th November 2020 | 8 | Portfolio building and self branding | 2 | Building your LinkedIn profile and portfolio; Introduction to Behance and Dribbble Contract vs Freelance vs Full time; Networking; Revisions/Q&A |

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| 1st December 2020 | 9 | Tools to be used | 2 | User research using Google Forms and Type Forms. User flow using Flow Map and Pen and Paper. Visual Design with Figma and Sketch. Wireframing with Adobe XD, sketch, pen, and paper. Rapid Prototype with Invision Classic. Micro-interaction Prototype with Invision Studio and Flinto. Developer Handoff using Zeplin. Files storage using Google drive and Dropbox. Plugins. |
| 3rd December 2020 | - | Revision & Feedback | 2 | Testimonials |
| TOTAL | | | 20 | |