

UI/UX Designer - Sample Syllabus

Course Goal:

Become job-ready by learning user research, wireframing, Figma, prototyping, visual design and portfolio case studies

Module 1: Design Foundations

- What is UI and UX design
- Design thinking process
- User-centered design basics
- Understanding digital products

Module 2: UX Research

- User personas and user journeys
- Empathy maps and problem statements
- Competitor analysis
- Information architecture basics

Module 3: Wireframing

- Low fidelity wireframes
- Layout planning for mobile and web
- User flows and screen mapping
- Project: App wireframe

Module 4: Figma UI Design

- Figma tools and components
- Typography, color and spacing
- Buttons, cards, forms and navigation
- Project: Mobile app UI screens

Module 5: Prototyping and Interaction

- Clickable prototypes
- Micro interactions
- Usability testing basics
- Project: Interactive app prototype

Module 6: Design Systems and Handoff

- Reusable components
- Style guides and UI kits
- Developer handoff basics
- Design documentation

Module 7: Portfolio and Career Preparation

- Case study writing
- Behance/Dribbble/portfolio presentation
- Resume building
- Mock interviews and placement support

Final Projects:

- Mobile app UI/UX case study
- Website landing page redesign