



# UI / UX



Programming & development

## Course Curriculum

Basic – 30 Hours



# UI / UX

## **Module 1: Design Thinking Process**

- User Experience
- User Interface
- Difference between UI and UX

## **Module 2: User Research**

- What is User research?
- Research Analysis
- Understanding Goals and Frustrations

## **Module 3: User Journey Analysis**

- Affinity Analysis
- How to create User Persona and Scenarios
- User Journey and Story Board
- UX Laws

## **Module 4: UI Fundamentals**

### **When to use common UI patterns**

- Menus
- Tabs
- Bottom tab bar
- Buttons
- Accordion
- Carousel
- Breadcrumbs
- Modals
- Forms



## **Module 5: Create Visual Designs**

- Create Clickable prototypes to show users for testing
- Design the UI in Figma

## **Module 6: Wireframing**

- Introduction to Wireframing
- Why and how to Create Wireframes
- Issues to Solve
- Steps in Creating a Wireframe
- Designing on a Grid System
- Wireframe to Refined Design
  - Iterate and Refine
  - Understanding the Mobile Experience

## **Module 7: User Journey Flow chart**

- User flow creation
- Navigation patterns
- Sitemap creation



## **Module 8: UI Design Principles**

- Android vs IOS
- Understanding prototype animations
- Designing for Mobile App, Desktop
- Understanding and conducting the Heuristic Evaluation

## **Module 9: Paving User Flows**

- User flows
- Understanding & Creating Navigation Patterns
- Sitemap creation
- Mental Model in UX design
- Creating User Journey Maps



## **Module 10: High Fidelity Design**

- High fidelity wireframes
- UI Components
- Understanding Wireflow
- Introduction to Google Material Design
- Core UI Design Concept
- Interaction Design

## **Module 11: Interaction Design Principles**

- Interaction design
- Understanding UX Laws and Significances
- UX Writing

## **Module 12: UI or Visual Design Concepts**

### **Color**

- Color Harmonies
- Creating contrast with color
- Guidelines for proper color Usage



**POSITIVE QUADRANT**  
TECHNOLOGIES  
SERVING INFORMATION WORLDWIDE

### **Typography & Fonts**

- Display Text Versus Body Text
- Legibility
- Type Trends
- Typeface Selection & Pairing

### **Design Elements**

- Proximity
- Similarity
- Continuity



## **Module 13: Multiple Screen Sizes**

- Responsive Web Designs
- Mobile Considerations & Limitations
- Mobile Navigation
- Phone vs Tablet App Design

## **Module 14: Case Studies**

