

# START YOUR CAREER IN UX/UI DESIGN

UX/UI Design Programme

6 Months



**UX**  
**UI**





# OBJECTIVE OF THIS COURSE

UX stands for 'user experience'. The user experience relates to how a user feels whenever they interact with a product or service. It's not a physical, tangible thing—it's the ease and user-friendliness of the interaction as a whole.

UI stands for 'user interface'. The user interface relates specifically to the screens, buttons and other visual and interactive features a person uses to interact with a digital product, such as a website or app.

Our UI/UX Design Course has been designed for candidates who want to build a career in UI UX field. This program gives you the confidence and skills to achieve your goal of becoming great UI/UX Designers. Our training in UX/UI Design is based on the current industry requirements and helps students to get a job immediately after completing the course.

---

## CAREER OPPORTUNITIES

This course will help you to become:

- UX/UI Designer
- UI Designer
- UX Writer
- UX Researcher
- Product Designer
- Interaction Designer
- Visual Designer





# PROGRAM CURRICULUM

## INTRODUCTION TO UX/UI

- What is UX/UI Design?
- Course overview
- Difference between UX & UI
- UXUI Designer responsibilities
- Why UXUI is becoming so Important?
- UX/UI Job opportunities



## DESIGN THINKING

- Syntax & Basic Constructs
- Why design thinking is great?
- Stages in design thinking
- Empathy
  - *Observation tasks*
  - *User interview questions*
  - *Interviewing the users*
  - *Identifying the problem*
  - *Understanding its cause*
- Define
  - *Defining the problem*
  - *Analysing the problem*
  - *Creating User Persona*
  - *Defining User needs*
  - *Empathy Mapping*





## - Ideate

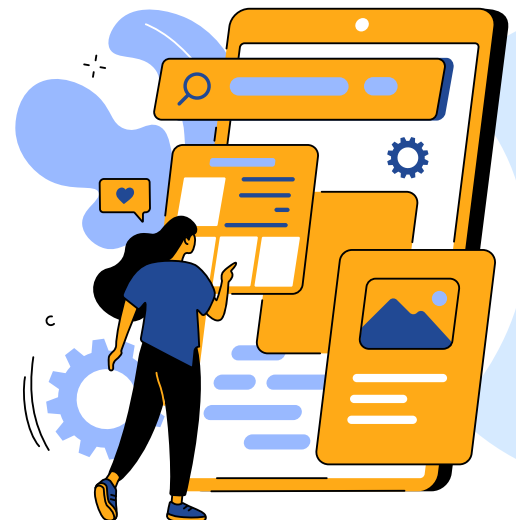
- *Brainstorming*
- *Card sorting*
- *User story*
- *User scenario*
- *Story boarding*
- *User flow & Information Architecture*
- *Tools Miro | Balsamiq*

## - Design

- *Sketching basic UI elements*
- *Paper sketching wireframes*
- *Sketching Onboarding screens*
- *Sketching User scenario screens*
- *Paper prototyping*
- *User flow & Information Architecture*
- *Interactive low fidelity prototype*
- *Tools Figma | Invision | XD*

## -Testing

- *User testing types*
- *Benefits of testing*
- *Remote Vs In-person user testing*
- *Moderated Vs Unmoderated user testing*
- *A/B testing & Usability testing*
- *User feedbacks & Reiteration*





## COLOR THEORY AND TYPOGRAPHY

- Understanding Color Psychology and Color Wheel
- Designing Color Palette for Design System
- Designing Typography
- Applying Colors & Typography to the Screens



## CASE STUDY

- Documenting the UX project
- Case Study
- Designing Portfolio Website
- Uploading case study in your website

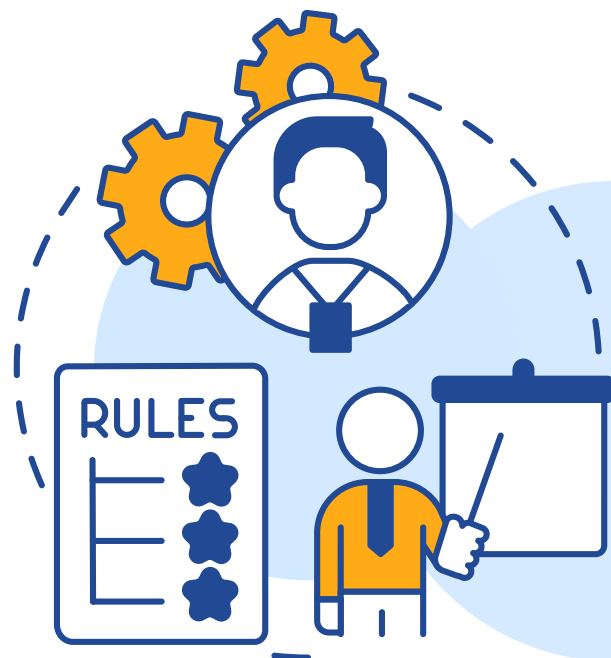






## PLACEMENT TRAINING

- Interview tips
- UX/UI Designation lists
- Mock Interview Practice
- Examination





# UX/UI DESIGN TOOLS

This course will give you hands-on experience on the following tools:



**Sketch**



**Adobe XD**



**Figma**



**Adobe Photoshop**



**Adobe Illustrator**



**Zeplin**



**Invision**



**Miro**



**Balsamiq**



# PROGRAM DETAILS

## DURATION

6 months (180 hours )

---

## PROGRAM FEE

Complete program  
INR 65,000

Program fee mentioned in INR\*

---

## ELIGIBILITY

Bachelor's degree in any field or  
anyone passionate about design  
industry

---

For further details, call us at  
**+91-9810117094** or  
drop an email at : [info@webbrains.com](mailto:info@webbrains.com)

