

UI /UX Design

Introduction

In UX/UI Design Certification, students will learn everything about user interface design with Figma. Step-by-step, the students will cover everything they need to know from opening the program for the very first time to finalizing their finished design. You will get hands-on experience with all of the tools, as well as how and when to use them. The curriculum will help you collaborate easily with other web developers through its collaborative feature.

REQUIREMENTS:

- Learners must have the Basic IT knowledge
- Should be able to read English
- Matriculation/O-Level

CURRICULUM:

Week	Lecture	Topics
1	1	Introduction to User-Interface

Week	Lecture	Topics
2	2	Drafting
3	3	Type, Color & Icon Introduction
4	4	Prototyping (Part 1)
5	5	Prototyping (Part 2)
6	6	UX Design Principles
7	7	Conduct UX Audit
8	8	UI Design Principles
9	9	Design your website
10	10	Responsive Design
11	11	Design Principles for mobile apps
12	12	Final Project

OUTCOMES:

- Create a Figma account, learn about some of the main features of Figma
- Start to design the app in Figma
- Learn how to access and use a component library in Figma
- Add pages to the frame in Figma

BENEFITS:

- Create prototypes and collaborate with web developers easily
- Achieve an understanding of the process, purpose, and tools of prototype design
- Understand the principles of User Interface Design in order to design with the purpose
- Understand the principles of User Experience

Affiliation & Collaborations

