

15 Days - Fundamentals of UI/UX Design

Module 1: Introduction to UI/UX Design (1 Day)

- What is UI/UX Design?
- Difference between UI and UX
- Overview of Design Process: Research, Ideation, Design, Testing
- Tools: Figma, Adobe XD, or Sketch

Module 2: Basics of UX Design (4 Days)

- Understanding User Research
- Creating User Personas and Empathy Maps
- Basics of Information Architecture and User Flows

Module 3: Basics of UI Design (4 Days)

- Principles of Visual Design: Color Theory, Typography, and Layouts
- Designing Low-Fidelity Wireframes
- Introduction to UI Components: Buttons, Forms, Menus

Module 4: Prototyping and Testing (3 Days)

- Building Clickable Prototypes in Figma or Adobe XD
- Basics of Usability Testing and Feedback

Module 5: Mini Project (3 Days)

- Design a simple landing page with a focus on UI/UX principles