

## **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

## **30 Days - Intermediate UI/UX Design**

***Includes All 15-Day Modules***

### ***Module 6: Advanced User Research Techniques (5 Days)***

- Competitor Analysis
- Creating Journey Maps and Storyboards
- Conducting Surveys and Interviews

### ***Module 7: Advanced UI Techniques (5 Days)***

- Designing High-Fidelity Wireframes
- Using Grids and Responsive Design Techniques
- Designing for Accessibility

### ***Module 8: UX Writing and Microcopy (2 Days)***

- Importance of UX Writing
- Writing Clear and Engaging Microcopy

### ***Module 9: Design Systems and Style Guides (5 Days)***

- Introduction to Design Systems (Material Design, Apple HIG)
- Creating a Style Guide for a Project

### ***Module 10: Intermediate Project (5 Days)***

- Create a multi-page website/app design with a design system

## **45 Days - Advanced UI/UX Design**

### ***Includes All 30-Day Modules***

### ***Module 11: Interaction Design (5 Days)***

- Motion Design Principles
- Adding Interactions and Animations to Prototypes
- Tools: ProtoPie or Principle

### ***Module 12: UX Metrics and Analytics (5 Days)***

- Understanding Key UX Metrics (Time on Task, Task Success Rate)
- Using Google Analytics and Heatmaps for UX Insights

### ***Module 13: Collaboration and Handoff (5 Days)***

- Collaborating with Developers
- Preparing Design Files for Handoff (Zeplin, Figma Inspect)
- Version Control for Design Projects

### ***Module 14: Advanced Project (10 Days)***

- Design a complete mobile app interface with advanced UI/UX techniques

## **60 Days - Comprehensive UI/UX Design**

*Includes All 45-Day Modules*

### ***Module 15: Design Thinking (5 Days)***

- Principles of Design Thinking
- Applying the Design Thinking Process to Solve Problems

### ***Module 16: Advanced Prototyping (5 Days)***

- Building Interactive Prototypes with Advanced Animations
- Tools: Adobe After Effects, ProtoPie

### ***Module 17: Real-World Projects (10 Days)***

- Redesign an existing website or app
- Conduct usability testing and iterate based on feedback

### ***Module 18: UI/UX for Emerging Technologies (5 Days)***

- Designing for Voice Interfaces
- Introduction to AR/VR Design Principles