

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

90 Days - Professional UI/UX Design

Includes All 60-Day Modules

Module 19: Specialized UX Research Techniques (5 Days)

- A/B Testing and Multivariate Testing
- Conducting Remote Usability Testing

Module 20: Advanced UI Topics (10 Days)

- Creating Advanced Components and Widgets
- Advanced Responsive Design Techniques for Mobile and Desktop

Module 21: Case Study Development (10 Days)

- Build and document a case study for portfolio showcasing

Module 22: Comprehensive Capstone Project (10 Days)

- Design a complex project like a multi-functional app or dashboard