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## **UI UX Design Course**

UI UX Tools
Photoshop
Illustrator
Adobe xd
Figma
HTML5

# Introductioning Webs, Connecting Everyone

User Experience - What is It User Experience

Importance of User Experience

User-centered Design

UX vs. UI

CSS3

UX and its Future

## **User Study**

Stakeholder Interviews & Meetings

**Business & Product Goals** 

**Competitor Analysis** 

Analysis of Market segment

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User profile

**Critical Success Factors** 

Group Analysis - User

**Usability Criteria** 

#### **User Research**

Interview Users

**Contextual Enquiry** 

Review - Heuristic

Surveys

Focus Group

**Empathy Map** 

#### Information Architecture

Creating Webs, Connecting Everyone Navigation - Different Types

Sorting Toolsy Management System: ISO 9001:2015

Card sorting and Reverse card sorting

## **Predesign Basics**

Mobile UX - An Introduction

Mobile UX Design Basics

Native vs. hybrid

Sketching & Paper Prototypes

Mobile First approach

Design Workshop

**Prototyping & Wireframe** 

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**Connecting Everyone** 

Low & Hi-Fidelity Wireframes

Wireframes Tool- Sketch, Balsamiq

Prototype Tool - InvisionApp

### **Approach To Design On Mobiles**

Different Mobile Platforms

Screen Sizes

Native & Hybrid Applications

iOS & Android Design

**Design Guidelines** 

Design Patterns for Mobiles (Forms, Navigation, Sort& Search, Tables, Filters, etc.)

## Approach To Design On Web Platform

Responsive Design Guidelines

Global Standards - Fonts & Colours

Assets and Style Guide agement System: ISO 9001:2015

## **Testing Procedures**

Preparation - Usability Test (Scenario, Screeners)

Creating a Test Plan

Tools for Testing

Testing - Usability & Remote Usability