ui·ux academy

COURSE SYLLABUS · 2026 EDITION

Now 16 weeks · SaaS · AI workflows

The 4-month

Advanced UI/UX & SaaS Design Course

From zero background to designing real, enterprise-grade digital products — with a mentor reviewing every step.



4 months	Only 8	3–4	Kharghar
16 weeks	students per batch	portfolio case studies	offline + online option

PROGRAMME AT A GLANCE

Built for how design jobs *actually* work today

Hiring teams in Mumbai and Navi Mumbai are not short of people who can draw neat screens. They need designers who understand complex products. So we rebuilt this course: two months of foundations, then two full months of hands-on building — including a real SaaS platform case study.

Your 16-week journey

Learn · Build · Case study

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Month 1

UX Foundations

Psychology, HCI, research and information architecture.

Month 2

UI, Figma & SaaS Systems

Visual craft, advanced Figma, design systems, complex web apps.

Month 3

Product Design in Practice

Interaction design and three portfolio case studies.

Month 4

AI Building & Career Launch

Business KPIs, AI product workflows, portfolio and interviews.

THEORY & CRAFT — PRACTICAL IMMERSION

Max 8 students
Personal feedback on every project

Offline + online
Kharghar centre or join remotely

Every lecture recorded
Missed a class? Catch up anytime

New in this edition

- Expanded from 3 to 4 months, with a two-month practical immersion
- SaaS & complex web architecture: dashboards, admin panels, roles & permissions
- Advanced Figma: variants, design tokens, Dev Mode handoff
- AI product workflows, including Claude Skills and 11 AI tools
- Business KPIs and defending decisions to stakeholders
- Interaction design, micro-interactions and animation
- UX copywriting, plus SEO, GEO & AEO basics

Who it is for

- College students and fresh graduates
- Graphic designers moving into UI/UX
- Working professionals switching careers

No design or coding background needed.
Month 1 is built for complete beginners.



“The curriculum is comprehensive, perfectly blending design theory with essential practical skills like Figma and user research. The academy focuses heavily on helping students build a strong, job-ready portfolio.”

Vinit Thakur · Senior Lead, Experience Designer @ Infosys

Month 01

Weeks 1–4

UX Foundations: Psychology, HCI & Research

Understand how people think and decide before you design what they see.

By the end of this month you can research a real problem, map how users think and turn it into a clear structure.

Week 1

The Origins of Design & UX

- Bauhaus and its impact on modern design
- Soviet Constructivism and functional design
- Swiss design and the grid system
- From industrial design to digital interfaces
- UX vs UI: what each role really does

Week 2

HCI & Design Psychology

- Human–Computer Interaction fundamentals
- Mental models and cognitive load NEW
- Cognitive biases and how users decide
- UX laws in everyday life: Fitts's, Hick's, Jakob's
- The design thinking process

Week 3

User Research & Strategy

- Business requirements and goal setting
- Interviews, surveys and focus groups
- Competitor analysis and benchmarking
- AI-assisted research synthesis NEW
- UX case studies from successful products

Claude AI · Miro AI

Week 4

Information Architecture & User Flows

- User journey and empathy mapping
- Sitemaps and card sorting
- User flows and navigation patterns
- Content strategy
- Heuristics and usability principles

Relume AI · Notion

MONTH 1 DELIVERABLE

A research brief and user journey map for a real product problem.

Month 02

Weeks 5–8

UI Mastery, Advanced Figma & SaaS Systems

Visual craft plus the system thinking that product teams hire for.

By the end of this month you can design polished interfaces, build a reusable design system and read complex SaaS products.

Week 5

Visual Design Fundamentals

- Typography and colour theory
- Layout grids and visual hierarchy
- Contrast and scannability NEW
- Gestalt in action: proximity, similarity, continuity, closure

Figma

Week 6

Advanced Figma

- Auto Layout in depth
- Component variants and properties NEW
- Design tokens and light/dark themes NEW
- Responsive layouts and breakpoints
- Wireframes to clickable prototypes

Figma AI · Uizard

Week 7

Scalable Design Systems

- What a design system is and how to build one
- Buttons, forms, modals and cards
- Material Design and Apple's HIG
- Documenting a design system NEW
- Developer handoff with Figma Dev Mode

UX Pilot · zeroheight

Week 8 NEW

SaaS & Complex Web Architecture

- How multi-tenant web apps are structured
- Dashboards and data-heavy interfaces
- Admin panels, user roles and permissions
- Information architecture for complex products
- Accessibility (WCAG) and ethical design

Figma

MONTH 2 ASSIGNMENT

Redesign a poorly designed UI screen using heuristics, usability principles and your own mini design system.

Month 03

Weeks 9–12

PRACTICAL IMMERSION · PART 1

Product Design in Practice

Half the course is hands-on building. It starts here, with three portfolio case studies.

By the end of this month you have two finished case studies and a SaaS platform well under way.

Week 9

NEW

Interaction Design & Motion

- Micro-interactions and feedback
- Advanced prototyping and animation
- Empty, loading and error states
- Usability testing and A/B testing basics

Figma · Maze AI

Week 10



Case Study 1 — Mobile App

- Problem statement and UX research
- Wireframe and prototype the app
- Apply UI components and principles
- Test, iterate and document

Figma · Maze AI

Week 11



Case Study 2 — Responsive Website

- Mobile, tablet and desktop breakpoints
- Grid layouts, navigation and content strategy
- UX copywriting for interfaces NEW
- SEO, GEO & AEO basics for designers NEW

Figma · Claude AI

Week 12

NEW



Case Study 3 — SaaS Platform, Part 1

- Requirements and stakeholder discovery
- Multi-user roles and permissions
- Complex workflows and data-heavy screens
- A design system for the product

Figma · UX Pilot

MONTH 3 DELIVERABLE

Two finished case studies (mobile app and responsive website) and a SaaS platform in progress.

Month 04

AI Product Building & Career Launch

Weeks 13–16

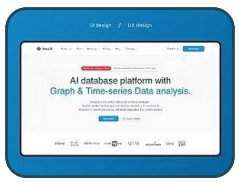
PRACTICAL IMMERSION · PART 2

Finish your SaaS case study, build with AI, and walk into interviews ready.

By the end of this month you have a complete portfolio, an AI-assisted workflow and interview practice behind you.

Week 13 NEW

SaaS Platform, Part 2 & Business KPIs



- Defining success metrics and KPIs
- Defending design decisions with data
- Explaining trade-offs to PMs and developers
- Final SaaS prototype

Figma · Notion

Week 14 NEW

From Idea to Product with AI

- Claude Skills: reusable design and build workflows
- Defining features and user flows with AI
- Visual direction and asset generation
- Design to code: towards a working product
- Judging AI output with design fundamentals

Claude AI · Nano Banana · Builder.io

Week 15

Portfolio & Storytelling

- Structuring a UX case study
- Building your portfolio website
- Presentation and storytelling
- Soft skills for designers

Wix AI · Relume AI

Week 16

Interviews & Job Readiness

- Mock interviews and whiteboarding challenges
- Resume, LinkedIn and portfolio review
- Job search strategies and freelancing
- Final portfolio review and certification

FINAL SUBMISSION

3–4 portfolio-ready case studies, including at least one full SaaS platform, presented at your final portfolio review.

TOOLS YOU WILL USE

Figma, plus the *AI tools* professionals use

Not 30+ tools you will forget. A focused set, each taught at the stage of the design process where it actually helps — because using AI is not the same as knowing how to design.

1 Research

- **Claude AI** — Research synthesis
- **Miro AI** — Mapping & workshops

2 Structure

- **Relume AI** — Sitemaps & IA
- **Notion** — Docs & planning

3 Design

- **Figma · Figma AI** — UI design
- **Uizard** — Wireframes
- **UX Pilot** — Design systems

4 Test

- **Maze AI** — Usability testing

5 Hand off

- **zeroheight** — System docs
- **Builder.io** — Design to code

6 Build & publish

- **Claude Skills** — Product workflows
- **Wix AI** — Sites
- **Nano Banana** — Visual assets

WHAT YOU WALK AWAY WITH

1 — 3–4 case studies
Mobile app, responsive website and a full SaaS platform — not just UI screens.

2 — Product thinking
Research, IA, KPIs and the confidence to defend decisions in interviews.

3 — Advanced Figma & design systems
Variants, tokens, responsive layouts and clean developer handoff.

4 — An AI-assisted workflow
From idea to working product, with the judgement to evaluate AI output.

5 — A portfolio website
Your case studies, presented and published.

6 — Placement assistance
Mock interviews, resume and portfolio reviews, job search support.

UI UX Academy Certificate

Awarded after you complete the course and pass the final portfolio review.



COURSE FEES

One programme. Three ways to pay.

Admission offers may apply. Contact us for the current fee.

BEST VALUE

One-time payment

₹37,980

Pay once

You save ₹10,000

Two instalments

₹42,980

Total, paid in 2 parts

You save ₹5,000

Three instalments

₹47,980

Total, paid in 3 parts

Most flexible

EVERY PLAN INCLUDES

- ✓ 16 weeks
- ✓ Batch of 8
- ✓ Recorded lectures
- ✓ Certificate
- ✓ Placement assistance

5 of 6

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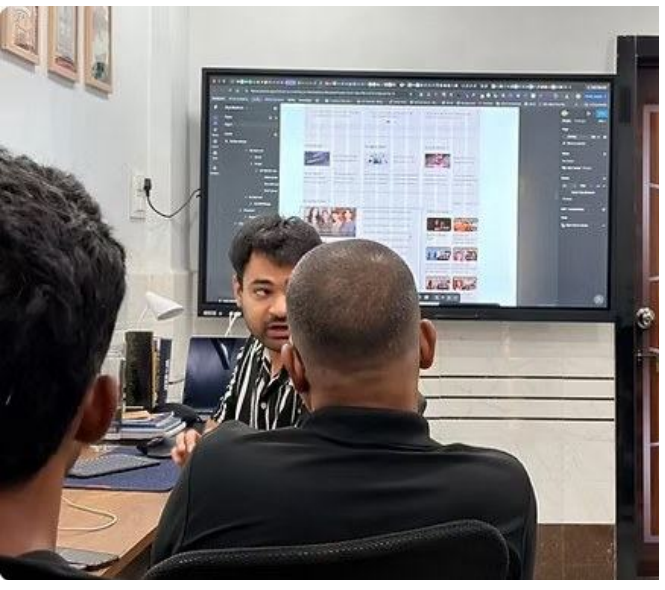
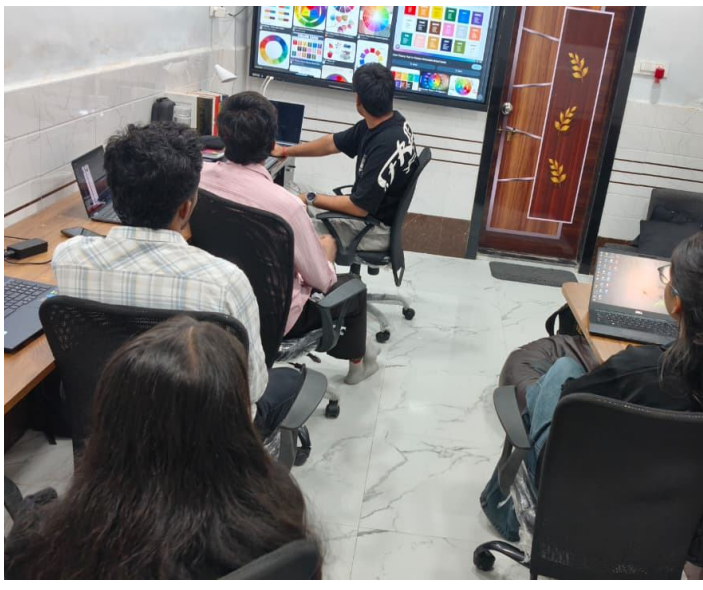
students from our most recent batch were placed in companies.

We provide placement assistance; placement is not guaranteed and depends on your portfolio, consistency and interviews.

INSIDE OUR KHARGHAR CENTRE







HOW TO JOIN

01
Book a free demo class

02
Meet the mentor and see the centre

03
Pick your batch and payment plan

04
Start building your portfolio

VISIT US

UI UX Academy

Ananya House, Plot no. G-39/30, Sector 12, Kharghar, Navi Mumbai, Maharashtra 410210

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Scan to chat on WhatsApp

Syllabus may be updated to keep pace with industry tools and practices.