

Month 1: UX Foundations (Theory + Research + Strategy)

Week 1: The Origin of Design (4 hours)

- Bauhaus Movement and its impact on modern design
- Soviet Constructivism and its role in functional design
- Modern Swiss Design and the Grid System
- Evolution of UX from Industrial Design to Digital Interfaces

Week 2: Introduction to UX & User-Centered Design (4 hours)

- What is UX? Difference between UX & UI
- Understanding Human-Computer Interaction (HCI)
- Design Thinking Process
- UX Case Studies from Successful Products

Week 3: User Research & Psychology (4 hours)

- Business Requirements & Goal Setting
- User Research Methods (Interviews, Surveys, Focus Groups)
- Cognitive Biases & How Users Make Decisions
- Competitor Analysis & Benchmarking

Week 4: Information Architecture & Interaction Design (4 hours)

- User Journey Mapping & Empathy Mapping
- Creating Sitemaps & Card Sorting Techniques
- Navigation Patterns & Content Strategy
- Heuristics & Usability Principles

Month 2: UI Foundations (Visual Design + Interaction + Tools)

Week 5: UI Design Fundamentals (4 hours)

- **Introduction to UI Design Principles**
- **Understanding Visual Hierarchy & Layouts**
- **Typography & Color Theory**
- **Gestalt Principles in UI Design**

Week 6: Design Systems & UI Components (4 hours)

- **What is a Design System? How to Build One**
- **Buttons, Forms, Modals, Cards – UI Components**
- **Grids & Responsive UI Design**
- **Introduction to Material Design & Human Interface Guidelines**

Week 7: UI Tools & Prototyping (4 hours)

- **Figma Basics (Frames, Components, Auto Layout)**
- **Adobe XD vs. Figma vs. Sketch**
- **Wireframing & Low-Fidelity Prototyping**
- **Creating Clickable Prototypes for Testing**

Week 8: UX Psychology & Accessibility (4 hours)

- **UX Laws (Fitts's Law, Hick's Law, Jakob's Law)**
- **Dark Patterns in UX & Ethical Design**
- **Designing for Accessibility (WCAG Guidelines)**
- **A/B Testing & Usability Testing Basics**

***Assignment:** Redesign a poorly designed UI screen with proper heuristics and usability principles*

Month 3: Real-World Projects + Portfolio Building

Week 9: Project 1 - Mobile App Design (4 hours)

- **Choose a problem statement & Conduct UX Research**
- **Wireframe & Prototype a Mobile App**
- **Apply UI Components & Design Principles**
- **Conduct Usability Testing & Iterate**

Week 10: Project 2 - Responsive Website Design (4 hours)

- **Design a Website with Mobile, Tablet & Desktop Breakpoints**
- **Use Grid Layouts, Navigation, and Content Strategy**
- **Create a Design System & Style Guide**

Week 11: Developer Handoff & Industry Readiness (4 hours)

- **Preparing Design Files for Handoff (Figma Inspect Mode)**
- **Industry-standard Documentation Skills**
- **Collaboration Between Designers & Developers**

Week 12: Portfolio & Interview Preparation (4 hours)

- **Structuring Your UX Case Study**
- **Creating a Personal Portfolio Website**
- **Mock Interviews & Whiteboarding Challenges**
- **Job Search Strategies & Freelance Opportunities**

Final Submission: Complete a full UX/UI project and present it as a case study

Outcome & Certification

- A complete portfolio with two major projects
- Strong understanding of UX & UI principles
- Hands-on experience with Figma & industry tools
- Certificate of Completion after passing the final portfolio review

Contact Us

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Start Your Career in UI/UX Designing

