



UI/UX Design

Day 1:

- Introduction to User Interface (UI) and User Experience (UX)
- Evolution of Design
- Need for Good Design
- UX design to UI design
- Principles of UI and UX Design
- Core Stages of Design Thinking
- Characteristics of graphical and web user interfaces

Day 2:

- UX Design Process and its Methodology
- Requirement Gathering
- User Research
- Analysis phase
- Design phase
- Usability Testing
- Information architecture
- Sitemaps

Task: Create a UX Design Plan for a Mobile Application (*Social Media app, E-commerce app, Travel App, Food Delivery App, Fitness and Health App, Educational App*)

Day 3:

- Designing for People
- Spacing and Grid
- Responsive Grids and Breakpoints
- Typography
- Color Schemes
- Visual Assets
- Plugins and Icons
- Accessibility
- Getting Input from Users
- Forms and Controls

Task: Design a Responsive Website Layout for an E-commerce Platform



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Day 4:

- Tools used for UI and UX Design
- Wireframing
- Principles of wireframing
- Build Prototypes
- Create interaction
- Share Prototypes
- Comment on Prototype
- Incorporate feedback
- Export designs.

Task: Design and Prototype a Mobile App Interface for a Social Media Platform

Day 5:

- Design Patterns
- Analyzing Design Patterns
- Mobile Design
- Visual Style
- Design Fidelity

Task: Redesign the UI/UX of a Mobile Banking Application (*YONO Lite SBI*)

Day 6:

- Micro Interactions
- Components
- Cards
- Layout and composition
- Using Templates.

Task: Design and Implement Micro Interactions for a Mobile Travel Booking Application (*MakeMyTrip*)