

UEDUX- User Experience Design (UX)

Duration: 10 Days

Course Description:

The User Experience Design UX/UI course is a comprehensive program that equips learners with the essential skills to create user-centric digital products. It covers a broad spectrum of topics, from the fundamentals of what UX design is to advanced prototyping techniques using industry-standard tools like Figma and Adobe XD.

Target Audience:

- Aspiring UX/UI Designers
- Graphic Designers looking to upskill
- Product Managers seeking design proficiency
- Software Developers interested in UI/UX
- Web Designers aiming to specialize in UX

Prerequisites:

- Basic understanding of what User Experience (UX) and User Interface (UI) design entail.
- Familiarity with using computers and navigating through software applications.
- An interest in design thinking and problem-solving.
- Comfort with basic internet usage for research and collaboration purposes.
- Openness to learning new tools and design concepts

Course Outlines:

Introduction to User Experience Design

- Aspects of Great User Experience
- UX Vs UI
- Roles in UX

Introduction to FigJam

- About FigJam
- Creating new FigJam file
- Tools in FigJam
- Collaborating with team members

UX Design Techniques Overview

- What is User-Centered Design
- UX Techniques
- Gather and Analyse User
- Create Personas
- Ideation techniques
- Scenarios and storyboarding
- Paper Prototype design and testing
- Plan your development cycle

UX Design - Ideation Techniques

- Adding Creativity to the User-Centered Design Process
- Ideation Techniques

UX Design—Creating Scenarios and Storyboards Techniques

- Scenarios and Storyboards in the User-Centered Design (UCD) Process
- Creating Scenarios
- Storyboards to Visualize Scenarios

Introduction to Figma

- Why Figma
- Figma Color Space
- Creating new Figma file
- Tools in Figma
- Pages and Frames in Figma
- About Figma Sections
- Creating graphics in Figma

UX Design – Analyzing User Data Techniques

- Data Analyzing in the User-Centered Design (UCD) Process
- Gathering User Data
- Experience Map
- Actionable data

Introduction of UX Multidevice Design

- Planning your Multidevice Project
- Content Strategies
- Designing for Touch Devices
- Designing Multidevice Experience

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COURSE OUTLINE

FigJam for brainstorming

- Creating wireframes
- Working with POV
- Personas
- Affinity mapping
- Card Sorting

Figma Tools

- Working with Layout
- Creating Design systems
- Working with Styles
- Editing Styles

Tidy up and Smart Selection

- Using Tidy Up
- Working with Smart Selection
- Rulers and Guides
- Aligning objects
- Boolean Operations
- Using Auto Layout

Component Library and Export

- Marking assets for export
- Creating Components
- Edit Object mode

Introduction to UX Prototyping

- Prototyping Basics
- Prototyping Processes
- Prototyping Tools and resources

UX Design Techniques Paper Prototypes

- Paper Prototyping in the User-Centered Design (UCD) Process
- Creating a Paper Prototype
- User Testing a Paper Prototype

Prototyping in Figma

- Prototype
- Designing Carousels
- Designing Post Timeline
- Working with hamburger menu
- Multiple interactions
- Sharing prototype

Sharing Figma Files

- Exporting Assets
- Exporting Styles and Components
- Working with Version History
- Sharing Figma Files
- Saving local copy
- Bonus tips
- Practical Tips and Tricks of User Experience Design
- Alignment
- Proximity
- Consistency & Repetition
- Contrast
- Color
- Typography
- Visibility

An introduction to Adobe XD CC

- Installation
- Workspace
- Setting up a project

Creating graphics in Adobe XD CC

- Adobe XD vector tools
- Open and Closed paths
- Pen Tool

Adding images and text

- Masking images
- Organizing content
- Using Alignment
- Smart Guides

Managing content in Adobe XD

- Working with assets and CC libraries
- Using effects and repeat grids

Prototyping in Adobe XD

- Creating Prototypes
- Adding multiple interactions
- Using Voice commands

Sharing Adobe XD files

- Sharing your prototype
- Sharing design specs
- Marking assets for export

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