

Why UX UI Designer Certifications ?

UX UI designers have always been crucial to the success of any product or service.

UI UX design aims to create a positive user experience that encourages customers to stick with a brand or product.

UX UI Designer decides how the user interface works and looks.

Audience Profile :

People interested in to Become UX designer

Prerequisites:

- Basic computer knowledge is sufficient to pursue this course.
- Basic experience in design process and color theory.



Course Overview:

- This UX UI Design Learning path focus on the most important UX design topics to give you the power to start in real projects.
- The purpose of this training is to give you a full understand to the UX UI approach and process.
- The engagement and experience that customers have with a company's products and services is referred to as User Experience UX.
- The user interface UI is the part of an application that users see and utilize , UI can handle traditional principles like color schemes and typography.
- The goal of UX design is to make the user's experience as pleasurable as possible by addressing their requirements and desires as well as their psychological makeup.
- Understanding why users do what they do and why they stay or leave a site is critical to designing a digital product that both fits the demands of the user and the needs of the business.
- You'll need to put everything you've learned into practice using a UI UX software such as Figma, and Adobe XD.
- Having a solid foundation in HTML and CSS will help you immensely when creating user interfaces for the web. Front-end developers could also be referred to as UI developers.

In this Learning path

1. HTML, CSS and JavaScript
2. UX Design and Strategy with Figma

HTML, CSS and JavaScript Outline:

- Module 1: How the web works?
- Module 2: HTML
- Module 3: CSS
- Module 4: JavaScript
- Module 5: HTML5
- Module 6: CSS3
- Module 7: Advanced JavaScript
- Module 8: jQuery

UX Design and Strategy with Figma Outline:

- UX Design Overview
- UX in agile software development.
- What's a UX strategy?
- Understanding business model
- Planning and research
- Creating user personas
- Information Architecture
- Sketching, Wireframing, and Prototyping
- Sketching Project screens
- What is UI Design?
- Validation and testing
- Introduction to the Figma
- Learning the Figma Interface
- Setting up a new project
- Adding and Editing Content
- Completing the Design
- Prototyping, Sharing, and Exporting

Training Solutions:

✓ Offline Classroom Instructor-Led Training in our labs or onsite Locations.

✓ Virtual Instructor-Led Training Via Virtual Video Conferencing Tools.

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