UX / Ui Diploma

UX	**20 HR**
UI ADOBE XD	**20 HR**
Figma	**15 HR**
Final Project	**20 HR**

Estimated Time   **75 HR**

curriculum

UX [User Experince]

UX

Analysis & Consumer Behavior

UX Full Track

FRD [Function Requerment Description]

WorkFlow

Sketching   [Design Thinking]

Low Fidelity & High Fidelity Prototype

user interface (UI) design patterns can speed up your design processes

organize content to achieve maximum usability

ensure minimal effort is required from the user when moving through the user interface

simplify data entry and reduce errors

enhance the user experience of a user interface

Analyzing the YouTube Website on Design Pattern Use

Exercise to Understand the Design Patterns of Facebook

Analysis of Design Pattern Use in the EBay Website

HCI [Human Computer Interaction]

User Research – Methods and Best Practices

Emotional Design — How to Make Products People Will Love

Mobile User Experience (UX) Design

UI [user interface]

visual design

Adobe XD CC

Design + Prototyping

UI Full Track

Basic Tools

- Creating Artboards
- Lines & Shapes
- Adding Text
- Borders, Fills & Shadows
- The Pen Tool

Advanced Tools

- Importing & Masking Images
- Importing SVG Files
- Combining Shapes
- Aligning & Positioning Objects
- The Repeat Grid Tool

Design Assets

- Menu Icon
- Location Icon
- Select Icon
- Search Icon

- Options Icon
- Navigation
- Tags
- Search Icon

Prototyping

- Linking Screens & Transitions
- Exporting Assets
- Sharing Prototypes

Creating and editing vector shapes

Using symbols with text and image overrides

Visually repeating elements with the new Repeat Grid

Using the new Assets panel to manage colors and character styles

Creating and consuming bitmaps and vectors from CC Libraries

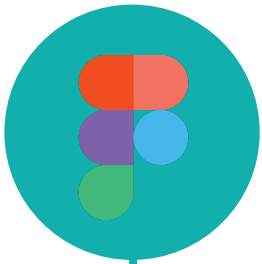Bringing files for Photoshop, Illustrator, and Sketch

Extending the power of XD using great plugins

Sharing symbols across files, with text and image overrides

Resizing multiple elements with responsive resize

Creating a responsive website

Mobiel Design

Figma

Design + Prototyping

UI Full Track

Basic Tools

- How to design within Figma
- How to create an app
- The importance of color theory
- How to animate in Figma
- The principles of User Interface Design and Prototyping
- How to use Figma and its tools
- The principles of forms, buttons, and plugins
- Auto Layout
- Figma Component
- Figma Variants
- Interactive Components With Figma
- Figma Plugins | How to Install
- Smart Animate and Figmotion
- Boolean and Variants

Organizing Project

Final Project [Mobile App - Web Site - Dashboard]