User Experience Design (UX/UI)

Software: Fig Jam, Figma, Adobe XD

1. **Introduction to User Experience Design**
   - Aspects of Great User Experience
   - UX Vs UI
   - Roles in UX
2. **Introduction to FigJam**
   - About FigJam
   - Creating new FigJam file
   - Tools in FigJam
   - Collaborating with team members
3. **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
4. **UX Design - Ideation Techniques**
   - Adding Creativity to the User-Centered Design Process
   - Ideation Techniques
5. **UX Design - Creating Scenarios and Storyboards Techniques**
   - Scenarios and Storyboards in the User-Centered Design (UCD) Process
   - Creating Scenarios
   - Storyboards to Visualize Scenarios
6. **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
7. **UX Design - Analyzing User Data Techniques**
   - Data Analyzing in the User-Centered Design (UCD) Process
   - Gathering User Data
   - Experience Map
   - Actionable data
8. **FigJam for brainstorming**

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

9. **Figma Tools**
   - Working with Layout
   - Creating Design systems
   - Working with Styles
   - Editing Styles

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

11. **Component Library and Export**
    - Marking assets for export
    - Creating Components
    - Edit Object mode

12. **Introduction to UX Prototyping**
    - Prototyping Basics
    - Prototyping Processes
    - Prototyping Tools and Resources

13. **UX Design Techniques Paper Prototypes**
    - Paper Prototyping in the User-Centered Design (UCD) Process
    - Creating a Paper Prototype
    - User Testing a Paper Prototype

14. **Prototyping in Figma**
    - Prototype
    - Designing Carousels
    - Designing Post Timeline
    - Working with hamburger menu
    - Multiple interactions
    - Sharing prototype

15. **Introduction of UX Multidevice Design**
    - Planning your Multidevice Project
    - Content Strategies
    - Designing for Touch Devices
    - Designing Multidevice Experience

16. **Sharing Figma Files**

- Exporting Assets
- Exporting Styles and Components
- Working with Version History
- Sharing Figma Files
- Saving local copy
- Bonus tips

17. **Practical Tips and Tricks of User Experience Design**
    - Alignment
    - Proximity
    - Consistency & Repetition
    - Contrast
    - Color
    - Typography
    - Visibility

18. **An introduction to Adobe XD CC**
    - Installation
    - Workspace
    - Setting up a project

19. **Creating graphics in Adobe XD CC**
    - Adobe XD vector tools
    - Open and Closed paths
    - Pen Tool

20. **Adding images and text**
    - Masking images
    - Organizing content
    - Using Alignment
    - Smart Guides

21. **Managing content in Adobe XD**
    - Working with assets and CC libraries
    - Using effects and repeat grids

22. **Prototyping in Adobe XD**
    - Creating Prototypes
    - Adding multiple interactions
    - Using Voice commands

23. **Sharing Adobe XD files**
    - Sharing your prototype
    - Sharing design specs
    - Marking assets for export