

Adobe XD CC

1. Introduction to user experience design

- Aspects of great user experience
- UX vs UI
- Roles in UX

2. Careers in user experience design

- Careers option in UX
- Design careers
- Research careers
- Strategy careers
- Making your career in UX

3. UX design techniques overview

- What is user-centered design
- UX techniques
- Gather and analyze user
- Create personas
- Ideation techniques
- Scenarios and storyboarding
- Paper prototype design and testing
- Plan your development cycle

4. An introduction to adobe xd cc

- Installation
- Setting up a project

5. UX design - ideation techniques

- Adding creativity to the user-centered design process
- Ideation techniques

6. UX design - creating scenarios and storyboards techniques

- Scenarios and storyboards in the user-centered design (UCD) process

- Creating scenarios
- Storyboards to visualize scenarios

7. **Adobe XD tools**

- Creating graphics
- Adding images and text

8. **UX design - analyzing user data techniques**

- Data analyzing in the user-centered design (UCD) process
- Gathering user data
- Experience map
- Actionable data

9. **Managing content in Adobe XD**

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

10. **Introduction to UX prototyping**

- Prototyping basics
- Prototyping processes
- Prototyping tools and resources

11. **UX design techniques paper prototypes**

- Paper prototyping in the user-centered design (UCD) process
- Creating a paper prototype
- User testing a paper prototype

12. **Introduction of UX multidevice design**

- Planning your multidevice project
- Content strategies
- Designing for touch devices
- Designing multidevice experience

13. **Prototyping in Adobe XD**

- Creating prototypes
- Sharing your prototype
- Sharing design specs and exporting

14. Practical tips and tricks of user experience design

- Alignment
- Proximity
- Consistency & repetition
- Contrast
- Color
- Typography
- Visibility