

Mobile Application UI/UX Designing

1. Introduction to User Experience Design

- Aspects of Great User Experience
- UX vs UI

2. Introduction to Prototyping

- Sketch, Wireframes and Prototype
- Types of Prototypes

3. UX/UI context with Multidevice design

- Planning your multidevice project
- Content Strategies
- Designing for Touch Devices
- Designing Multi Devices Experiences

4. Working with Adobe XD CC

- Set up new project
- Creating graphics
- Using images and text

5. Working with Assets and CC Libraries

- Organizing Content
- Using Effects

6. Prototyping and Sharing

- Prototyping
- Sharing design Specs
- Exporting assets