Mastering Adobe

1. What is User Experience Design?
   - User Centered Design Process
   - UX vs UI
   - Vector vs Raster Graphics
2. Principles of designing
   - Alignment
   - Proximity
   - Consistency & Repetition
   - Contrast
   - Color
   - Typography
   - Visibility
3. Research and Analysis
   - Interviews
   - Focus Groups
   - A/B testing
   - Survey
   - Analytic tools
   - User feedback
   - Contextual enquiry
   - User flow analysis
   - Building Persona
   - Creating scenarios and storyboards

4. Mapping
   - Empathy map
   - Customer journey map
   - Service blueprint
   - Experience map

5. Ideation
   - POV
   - How might we?

6. Actionable data
   - Affinity map

7. Building Information Architecture
   - Card Sorting

8. Storyboarding and Sketching

9. Wireframing

10. Types of prototypes

11. Responsive designing
    - Planning your Multidevice Project
    - Content Strategies
    - Designing for touch devices

12. User Testing

13. Introduction to **Adobe CC**
    - Installation
    - Tools in Adobe CC

14. Getting started with **Adobe XD**
    - Introduction
    - Setting up project

15. Adding graphics in **Adobe XD**
    - Creating vector graphics
    - Adding images and text
    - Organizing content

16. Adding effects in Adobe XD
    - Using blur and shadow effects
    - Working with Repeat grid

17. Prototyping
    - Working with assets
    - Adding interactions

18.   Sharing design specs
   - Exporting assets
   - Sharing prototype

19.   Working with **Adobe Illustrator**
   - Getting started
   - Using selection tools

20.   Working with shapes
   - Editing and combining shapes and paths
   - Using basic drawing tools
   - Drawing with pen tool

21.   Adding colors and type
   - Designing poster
   - Organizing artwork with layers
   - Gradients, blends and patterns

22.   Creating Illustrations
   - Using brushes and styles
   - Sharing projects

23.   Working with **Photoshop**
   - Image Retouching
   - Quick fixes

24.   Advanced Composting
   - Working with Layers
   - Masking and blend modes

25.   Typographic design in Photoshop

26.   Mastering **Adobe InDesign**
   - Managing and creating pages
   - Working with master page

27.   Managing Colors

- Need for color management
- Proofing colors on screen
- About spot and process colors

28. Designing PDF
    - Designing Adobe PDF files with form fields
    - Creating EPUB

29. Adding 2D animation
    - Using a motion preset to create animation
    - Using buttons to play animation
    - Custom motion paths
    - Creating pop-up caption
    - Adding multimedia
    - Creating slideshow
    - Adding sound

30. Printing and exporting PDF

31. Working with Adobe CC libraries
    - Sharing styles and assets
    - Collaborating with team members