Mastering User Experience Design (UX/UI)

Included Software: Adobe XD, Figma, FigJam

1. **Introduction to User Experience Design**
   - What is UX design?
   - Aspects of Great User Experience
   - UI
   - Usability
   - Desirable
   - Findable
   - Accessible
   - Credible
   - Valuable
   - UX Vs UI

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
   - Research and Analysis
   - Create Personas
   - Scenarios and storyboarding
   - Create User flows

4. **Gather and Analyze Data**
   - Qualitative
   - Quantitative

5. **UX Design - Ideation Techniques**
   - Empathy Map
   - User Journey Map
   - Affinity Mapping
   - Prototyping
   - What is prototype?
   - What is Information Architecture?
   - Sketch
   - Wireframe
   - Types of Prototype
   - Paper prototype and User Testing
   - Tools and Resources

- Tips for User Testing

6. **FigJam for brainstorming**
    - Creating wireframes
    - Working with POV
    - Personas
    - Affinity mapping
    - Create Information Architecture
    - Design Principals
    - Alignment
    - Proximity
    - Consistency & Repetition
    - Contrast
    - Color
    - Typography
    - Visibility

7. **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

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

9. **Tidy up and Smart Selection**
    - Using Tidy Up
    - Working with Smart Selection
    - Rulers and Guides
    - Aligning objects
    - Boolean Operations
    - Using Auto Layout
    - Introduction to Multidevice Design
    - Framework of 3 Cs
    - Planning your Multidevice Project
    - Affordance
    - Signifiers
    - Content Strategies
    - Designing for Touch Devices

10. **Component Library and Export in Figma**
    - Marking assets for export
    - Creating Components
    - Edit Object mode
11. **Prototyping in Figma**
    - Prototype
    - Designing Carousels
    - Designing Post Timeline
    - Working with hamburger menu
    - Multiple interactions
    - Sharing prototype
12. **Sharing Figma Files**
    - Exporting Assets
    - Exporting Styles and Components
    - Working with Version History
    - Sharing Figma Files
    - Saving local copy
    - Bonus tips
13. **An introduction to Adobe XD CC**
    - Installation
    - Workspace
    - Setting up a project
14. **Creating graphics in Adobe XD CC**
    - Adobe XD vector tools
    - Open and Closed paths
    - Pen Tool
15. **Adding images and text**
    - Masking images
    - Organizing content
    - Using Alignment
    - Smart Guides
16. **Managing content in Adobe XD**
    - Working with assets and CC libraries
    - Using effects and repeat grids
17. **Prototyping in Adobe XD**
    - Creating Prototypes
    - Adding multiple interactions
    - Using Voice commands
18. **Sharing Adobe XD files**
    - Sharing your prototype
    - Sharing design specs
    - Marking assets for export

- Saving Adobe XD file
- UI/UX Design in depth
- Design Thinking vs User Centric Design
- Portfolio building
- Creating Mockups