

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 - analysing user data techniques**
 - Data analysing 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