Microsoft Designer

Duration: 8 Hours

Course Overview:

- **Creating effective user interfaces and experiences**
- **Creating user personas and scenarios to inform design decisions**
- **Understanding the importance of accessibility in user interface and experience design**

Target Audience:

- **Anyone who wants to learn the product**

Module 1: Introduction to Design Principles

- **Understanding design principles and their importance in creating effective user interfaces and experiences**
- **Applying design principles to Microsoft products and services**
- **Best practices for designing interfaces and experiences for different types of software (e.g. desktop apps, web apps, mobile apps)**

Module 2: User Research and Design Thinking

- **Conducting user research to understand user needs and preferences**
- **Using design thinking to identify user problems and create solutions**
- **Creating user personas and scenarios to inform design decisions.**

Module 3: User Interface and Interaction Design

- **Designing user interfaces that are easy to use and visually appealing**
- **Creating wireframes, prototypes, and mockups to test and refine designs**
- **Designing interactions and animations that enhance the user**

Module 4: Visual Design

- **Using color, typography, and layout to create effective visual designs**
- **Creating icons and other visual elements for user interfaces**
- **Ensuring consistency in visual design across Microsoft products and services**

Module 5: Designing for Accessibility

- **Understanding the importance of accessibility in user interface and experience design**
- **Designing for different types of users (e.g. those with visual impairments, motor impairments, etc.)**
- **Using accessibility tools and guidelines to create inclusive designs**

Module 6: Collaboration and Design Handoff

- **Collaborating effectively with product managers, engineers, and other designers**
- **Using design handoff tools to share designs with developers and ensure accurate implementation**
- **Communicating design decisions and solutions to stakeholders**

Course Conclusion:

- **Recap of key concepts and skills learned in the course**
- **Final project where students can apply what they've learned to create a design for a Microsoft product or service**
- **Resources for further learning and practice**