

User Experience Design UX / UI

Duration: 80 Hours (10 Days)

Overview

The User Experience Design UX/UI course is a comprehensive program that equips learners with the essential skills to create user-centric digital products. It covers a broad spectrum of topics, from the fundamentals of what UX design is to advanced Prototyping techniques using industry-standard tools like Figma and Adobe XD. The course is structured into various modules that delve into the aspects of great user experience, the differences between UX and UI, and the roles within UX. It also explores careers in UX, ideation techniques, and practical tips for creating a seamless user experience across devices. Learners will gain hands-on experience with tools such as FigJam and Figma, learning about collaboration, Wireframing, Prototyping, and Exporting assets. The course also focuses on analyzing user data, creating User personas, Empathy maps, and Journey maps—all crucial for designing products that meet user needs effectively. By the end of the course, participants will be well-versed in Design principles, Multidevice design, Prototyping, and Content strategies, enabling them to build a robust portfolio to showcase their skills. This course is an invaluable resource for anyone looking to start or advance their career in the field of UX/UI design.

Audience Profile

Koenig Solutions' UX/UI Design course offers comprehensive training for aspiring and current design professionals to master user experience strategies.

- Aspiring UX/UI Designers
- Graphic Designers looking to upskill
- Product Managers seeking design proficiency
- Software Developers interested in UI/UX
- Web Designers aiming to specialize in UX
- Interaction Designers
- Mobile App Developers
- Front-end Developers
- User Researchers
- Usability Analysts
- Information Architects
- Brand Managers wanting to improve user interaction
- Marketing Professionals aiming to understand user experience
- Entrepreneurs who design their own digital products
- Project Managers overseeing design projects
- UI Engineers
- Creative Directors
- Design Consultants
- Content Strategists
- Individuals looking to change careers into UX/UI design

Course Syllabus

Introduction to User Experience Design

- Aspects of Great User Experience
- UX Vs UI
- Roles in UX

Introduction to FigJam

- About FigJam
- Creating new FigJam file
- Tools in FigJam
- Collaborating with team members

UX Design Techniques Overview

- What is User-Centered Design
- UX Techniques
- Gather and Analyse User
- Create Personas
- Ideation techniques
- Scenarios and storyboarding
- Paper Prototype design and testing
- Plan your development cycle

UX Design - Ideation Techniques

- Adding Creativity to the User-Centered Design Process
- Ideation Techniques

UX Design - Creating Scenarios and Storyboards Techniques

- Scenarios and Storyboards in the User-Centered Design (UCD) Process
- Creating Scenarios
- Storyboards to Visualize Scenarios

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

UX Design - Analyzing User Data Techniques

- Data Analyzing in the User-Centered Design (UCD) Process
- Gathering User Data
- Experience Map
- Actionable data

FigJam for brainstorming

- Creating wireframes
- Working with POV

- Personas
- Affinity mapping
- Card Sorting

Figma Tools

- Working with Layout
- Creating Design systems
- Working with Styles
- Editing Styles

Tidy up and Smart Selection

- Using Tidy Up
- Working with Smart Selection
- Rulers and Guides
- Aligning objects
- Boolean Operations
- Using Auto Layout

Component Library and Export

- Marking assets for export
- Creating Components
- Edit Object mode

Introduction to UX Prototyping

- Prototyping Basics
- Prototyping Processes
- Prototyping Tools and Resources

UX Design Techniques Paper Prototypes

- Paper Prototyping in the User-Centered Design (UCD) Process
- Creating a Paper Prototype
- User Testing a Paper Prototype

Prototyping in Figma

- Prototype
- Designing Carousels
- Designing Post Timeline
- Working with hamburger menu
- Multiple interactions
- Sharing prototype

Introduction of UX Multidevice Design

- Planning your Multidevice Project
- Content Strategies
- Designing for Touch Devices
- Designing Multidevice Experience

Sharing Figma Files

- Exporting Assets
- Exporting Styles and Components
- Working with Version History
- Sharing Figma Files
- Saving local copy
- Bonus tips

Practical Tips and Tricks of User Experience Design

- Alignment
- Proximity
- Consistency & Repetition
- Contrast
- Color
- Typography
- Visibility

An introduction to Adobe XD CC

- Installation
- Workspace
- Setting up a project

Creating graphics in Adobe XD CC

- Adobe XD vector tools
- Open and Closed paths
- Pen Tool

Adding images and text

- Masking images
- Organizing content
- Using Alignment
- Smart Guides

Managing content in Adobe XD

- Working with assets and CC libraries
- Using effects and repeat grids

Prototyping in Adobe XD

- Creating Prototypes
- Adding multiple interactions
- Using Voice commands

Sharing Adobe XD files

- Sharing your prototype
- Sharing design specs
- Marking assets for export