User Experience Design & UX Tools

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 Analyse User
     - Create Personas
     - Ideation techniques
     - Scenarios and storyboarding
     - Paper Prototype design and testing
     - Plan your development cycle

4. UX Design - Ideation Techniques
   - Adding Creativity to the User-Centered Design Process
   - Ideation Techniques

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

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

7. Introduction to UX Prototyping
   - Prototyping Basics
   - Prototyping Processes
   - Prototyping Tools and Resources

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

9. Introduction of UX Multidevice Design
- Planning your Multidevice Project
- Content Strategies
- Designing for Touch Devices
- Designing Multidevice Experience

10. Practical Tips and Tricks of User Experience Design
- Alignment
- Proximity
- Consistency & Repetition
- Contrast
- Color
- Typography
- Visiblity

UX TOOLS

Axure RP

1: Prototyping fundamentals
2: Axure basics – the user interface
3: Prototype construction basics
4: Creating basic interactions
5: Advanced interactions
6: Widget libraries
7: Managing prototype change
8: UI specifications
9: Collaboration

Adobe Experience Design (XD)

1. Designing and prototyping - workflow overview
2. Working with artboards
3. Combine and mask objects
4. Working with external assets
5. Create interactive prototypes
6. Preview designs and prototypes in the preview window
7. Share designs and prototypes