UI/UX Designer

Training Syllabus

1. What is UX Designing ?
2. Why we do implement in Products/Apps/Web in UX
3. How we are involving in real life in UX and Usages?
4. UX Laws, Methods and Effects
5. Vocabulary Inflation
6. What is HCI, UCD, UI, UX, CX, IXD, Usability, UX Principles, UX Roadmap, Blueprint, UX Artefact, Lean UX
7. Design Thinking Process Types.
    - Corporate Design Thinking Process
    - Intuitive Design
    - Iterative design process
    - Linear Thinking process
    - F & Z Design Patterns
    - Product Life cycle
    - Holistic Design Approach
    - IBM UX Process
    - UX Localizations & Standard – Cross Cultural Designs
    - Gamification
    - AI Designs
    - IVR (Interactive Voice Response)

1. UX Designing Responsibilities
2. Creating Persona and Usages
3. Information Architecture (AI)
   - Navigation
   - Context
   - Sitemap
   - User Goals, Task Flows, Wire flows, User flows
   - Sketch/Wireframes/Prototypes/Visual Designs

4. User Stories
5. Customer Journey Map
6. User Journey Map
7. Accessibility
   - AAA, AA, A and WCGA, ARIA, AGA, Section 508
   - Responsive Design Screens (Adaptive, Fluid, Responsive, Fixed, Fluid & Elastic)
   - Colorography
   - Typography
   - UX Buttons
   - Accessibility

1. Heuristic Evaluation
2. Usability Testing
3. Researching Methods (Qualitive, Quantities)
4. Ethnographic Research
5. Academic Research
6. Primary Secondary Research
7. User Researching Tools
8. UX Use Cases (7 Factors Influence, 6D Process, 5 Stages Process)
9. Story Board
10. White Board
11. UX Road Map
12. Bench Marking

1. UX Mapping Methods (Mind Maps, Empathy Maps, Affinity Map, Experience Map, Service Blue Print Map)
2. UX Case Study
3. How to Create UX Portfolio.
4. AUI (Adaptive User Interface)
5. HIG (Human Interface Guidelines)
6. KPI (Key Performance Indicator)
7. ROI (Return Of Investment)
8. SAAS (Software as a service)
9. Next Generation Process
10. Psychometrics
11. Market Influences and Product Led Growth
12. Most UX implementation Examples
13. Conducting Workshop

1. Introduction and history of HTML and CSS
2. Implementation of HTML and CSS with example
3. How to use Less and Sass in applications
4. How to do application in Responsive mode
5. How to implement Jquery, JavaScript Plug-ins in application.