







# **Course Curriculum**

### Introduction

What is UX Design? What is UI Design? Affordance, signifiers and metaphors Cognitive biases Product strategy and revenue models B2B vs B2C apps Covering More Basics & Extra Information

### **UX Design**

HCD Vs UCD Understand design strategy **Concept Checklist** Research on concept Competitor analysis Perceptual mapping Contextual inquiry Quantitative survey Qualitative interviews Documentation **Creating Persona** Goals & frustration Personality types Motivation types Empathy map **Customer Journey Map** Delights & Opprtunity Excitment Level Mapping Card sorting & user flow Information Architecture creation Lofi Wireframes

# **UI** Design

Basics of Figma, Adobe XD & Design Understanding components and variants Learning responsive design Basics of Prototyping

#### **IOS Version**

Understanding Human Interface Guidelines (IOS) Developing wireframes with HIG using UI Kit Creating Visual Design from wireframes

#### Android

Understanding Material Design Developing wireframes with MD Creating Visual Design from wireframes

#### Web Version

Making a responsive website

# Prototyping

Create Prototype and Usuability Testing

### Portfolio & Resume

UX Case Study Presentation IOS version presentation Android version presentation Web version presentation Resume Building

## **Final Review & Certification**

Final review of presentation Get your certificate