

Program Curriculum

Month 1- UX (40 hours)

Module 1

UX Research

- ❖ UX Fundamentals
- ❖ Business Requirement Gathering
- ❖ User Research
- ❖ User Interview Techniques

Module 2

Data Analysis

- ❖ Research Data Analysis
- ❖ Competitor Benchmarking
- ❖ Heuristic Analysis

Module 3

Design Strategy/Direction

- ❖ Ideation (upto 3 techniques)
- ❖ Whiteboarding
- ❖ Journey Maps
- ❖ Motivation mapping
- ❖ Empathy mapping process
- ❖ Information Architecture
- ❖ Navigation
- ❖ Content through Card Sorting
- ❖ Sitemaps
- ❖ User Flows

Module 4

User Testing

- ❖ A/B Testing
- ❖ Remote Usability Testing
- ❖ Gatilla Jestng

Month 2- UI (40 hours)

Module 5

UI Tools

- ❖ Figma
- ❖ Adobe XD
- ❖ Adobe Photoshop
- ❖ Adobe Illustrator
- ❖ Miro Board & more

Module 6

UX Psychology

- ❖ Heuristics Principles
- ❖ UX Laws
- ❖ UX Case Studies
- ❖ Minimalism and Maximalism
- ❖ Cognitive Bias

Module 7

User Interaction

- ❖ Typography
- ❖ Color Theory
- ❖ Navigation
- ❖ Gestalt Principles
- ❖ UI Principles
- ❖ Design Systems
- ❖ Grid Lines
- ❖ Responsive system
- ❖ Prototyping
- ❖ Wireframes
- ❖ UI Screens

Month 3 - Preparation (40 hours)

Module 8

Interview Preparation

- ❖ How to Build a Portfolio
- ❖ The interview Process
- ❖ Mock Interview
- ❖ whiteboarding challenge
- ❖ Tips and Techniques during developer handoff
- ❖ Industrv-standard Documentation Skills

