

UIUX Training Course outlines

Contents	Course outlines
Introduction to UX/UI Design	Understanding the Basics
	Exploring the impact of good design and user experience.
	Overview of Design Tools: Figma, Sketch, or Adobe XD
User Research and Persona Creation	Conducting User Research.
	Creating User Personas.
	User Journey Mapping.
Information Architecture and Wireframing, Prototyping	Information Architecture Basics
	Wireframing Design
	Prototyping for Testing
UI Design Principles	Understanding and Creating UI Elements.
	Color Theory, Typography, and Visual Hierarchy
Design System	Understanding and Creating Design Systems
Mobile and Web Design	Crafting designs for small and big screens.
Design Handoffs and Collaboration	Collaborating with Developers for Design Handoffs.
	AGILE Work Environment.
Industry Trends, Case Studies, Building a Portfolio	Showcasing work.
	Presenting Design with context and impact.