



UI/UX Design
Curriculum

UI/UX DESIGN CURRICULUM

Learn the skills to become a UX or UI Designer. This live course teaches UX & UI design concepts, industry-standard tools, and research methods. You'll build a portfolio of projects and receive one-on-one mentoring to prepare for your new career.

Group classes in Live online and onsite training is available for this course.

Module 1 : UI Fundamentals

How & when to use common UI patterns

Menus

Tabs

Bottom tab bar

Buttons (including “call to action” or CTA)

Accordion

Carousel

Breadcrumbs

Modals

Forms

Module 2 : Learn Adobe XD, Sketch, & Figma

Create Visual Designs & Clickable prototypes

Create clickable prototype s to show users for testing, or for clients to see your work.

In the live course you'll learn and use Adobe XD. We'll also provide self-study courses so you can learn sketch (Mac only) & Figma.

These apps do the same thing as Adobe XD but are competing apps used by some companies. Once you learn how one app works, the others are much easier to learn because they work very similarly.

Module 3 : UX Design Concepts

Intersection of Design, Technology, & Business

Through critical analysis understand how user experience as a field sits in the intersection of different areas of the products.

What is the difference between User Experience Design and User

Interface Design? Learn about heuristics and apply heuristic evaluation to websites.

Competitive Research

Know Your User

Lear how to structure and conduct user interviews to better identify the needs and current behaviors of the user.

Understand how to engage the user to work through assumptions and preconceived notions that arise during the process.

Write down assumptions for your class project.

User Research Through Interviews Refine user interview questions.

Interview classmates for your project.

Refining User Research and Creating Personas

Create user personas from the interviews to represent the goals and behaviors of the users within the system.

Develop user scenarios to show when and how the user engages with the system.

Module 3 : UX Design Concepts

Synthesis of User Research, Journey Maps, and User Flows

Continue to synthesize results of User research to find patterns. Create a journey map for your project.

Think through the different features of the system by building user flows.

Take the written narrative to the next level through sketching and improvising using techniques such as storyboarding and bodystorming.

Wireframing, Sketching, Prototyping

Practice a sketching session for an existing website or mobile application of your choice. Start with sketching on a whiteboard or your notebook.

Sketch wireframes for your class project.

Learn the power of prototyping and testing an idea.

Understand different methods of prototyping and their levels of fidelity.

Discuss the motivation behind the prototyping such as newly discovered user goals, business needs and improved functionality

Prototyping & User

Testing User testing

Methods and strategies.

Do's and don'ts of user testing.

Do a user test on your project with a classmate.

Clearly list the assumptions and test your concepts. Work on multiple iterations of the prototype based on the test results

Iterating the Prototype and Further User Testing

Report conclusions based on user testing. User testing reports.

Rework the prototype based on user testing conclusions.

Module 4 : Case Study

Building Case Studies

Look at case study examples. Finish Your clickable prototype. Using a compilation of user reserch, prototypes, photographs, and user research,build your case study. present class projects as case studies on screen.

Module 5 : Creative Briefs

Getting to know a project: Creative Briefs

What is a Creative Brief?

What include in a Creative Brief?

What to include in a creative Brief

Module 6 : Wireframing For UI Designers

Wireframing

Why and How to Create

Wireframes issues to solve

Steps in creating a Wireframe

Designing on a Grid System (like Bootstrap)

Get Critiques

Incorporate Feedback & Improve Your Designs

Wireframe to Refined Design

Iterate & Refine

Understanding the Mobile Experience

Module 7 : UI Or Visual Design Concepts

Learning From Existing Websites and Apps

What Works & what Does Not?

Color

Color Harmonies

Creating Contrast with color

Guidelines for proper Color Usage

Typography & Fonts

Display Text (Such as Headings) versus Body Text

Legibility

Type Trends

Typeface Selection & Pairing

Where to Get Web Fonts

Ideal Line Height

Column Width(Line Length)

Hyphenation & Justification

Design Elements

Proximity

Similarity

Continuity

Trends In Web & App Design

Analysis of example Websites & Apps

Design Patterns

Example Design Patterns

Multiple Screen Sizes

Responsive Web Design

Mobile Considerations & Limitations

Discoverability Challenges

Mobile Navigation

Phone vs Tablet App Design

Workflow: Idea To Design

Example Web & App Design Workflows

Module 8 : The Business Of UX & UI Design

The UX & UI Design Industry

Getting into the business strategies and ideas. Resources
How to get remote jobs as a UI/UX Designer

Portfolio Website & Job

Preparation Creating Your Portfolio website. Examples of
UX & UI portfolio websites

What you should include on your portfolio website

Get a 1-ON-1 feedback on your case studies & portfolio

Website Resume Development

What you should include on your resume

Get a 1-ON-1 feedback on your resume



CLASS SCHEDULE

**ONLINE (3 MONTHS)-MONDAYS & FRIDAYS
7:30PM - 9:30PM**

8 LIVE CLASSES IN 1 MONTH WITH ACCESS TO PRE-RECORDED VIDEOS

2 MONTHS OF PROJECTS AND PORTFOLIO BUILDING

ACCESS TO REPLAY OF LIVE CLASSES

11 MONTHS OF CAREER COACHING SESSIONS





PAYMENT PLAN

Our Fees

40,000 Naira (PROMO PRICE)

ACCOUNT TO PAY INTO



PROVIDUS BANK

5401623379

THE HAGITAL CONSULTING





Thank You

For Choosing Us

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CONSULTING