

Shikhbe Shobai UI/UX Course Outline

Class #	Topic	Duration
1	Orientation	2 Hours
2	Color Theory Introduction to Color Wheel. Hue, Saturation and Luminance Warm/Cool Colors	2 Hours
3	Color Theory (Cont) 5 ways to create color combination Color Psychology	2 Hours
4	60-30-10 Rule for UI Design Create your own color palletes How to use color palletes	2 Hours
5	Introduction to Typography How to pair fonts for UI design	2 Hours
6	Introduction to UI Design Figma Basics Layout and composiotion for Web UI Create a Simple Landing Page Using Figma	2 Hours
7	Introduction to UI Design (Cont) Figma Basics - 2 Create a Simple Website Using Figma	2 Hours
8	Design E-Commerce Website Create a Simple E-Commerce Website Using Figma	2 Hours
9	Mobile App UI Design Basics Trends and UI Kit Auto Layout and composiotion for Mobile App UI Design a Mobile App Home Screen Using Figma	2 Hours
10	Mobile App UI Design Basics (Cont) Design a Simple Mobile App Screen UI Using Figma	2 Hours
11	Introduction to UX Design Understanding UI and UX design and their difference. UX Design Careers, Difference between good and bad design, Prodcust Development Life Cycle.	2 Hours
12	UX Design Frameworks Design Thinking Process, User Centered Design Process, Design Sprints, etc.	2 Hours
13	Practical Capstone Project Announcement, Group and Topic Finalization.	2 Hours
Part 1: Empathise With Users		
14	Conducting User Research and Research Methods In-depth understanding of the need to conduct user research. Guide to preparing a questionnaire for user interviews. How to conduct user interviews, empathize with users and have a better understanding of the problem.	2 Hours
15	Conducting User Interview Interview Do's and Donts. Creating Interview Quistionnaire. Conducting Interviews for Case Study	2 Hours
16	Research Analysis - Empathy Maps	2 Hours

	Understanding how to compile and analyze the data collected during the user research process, by using Empath Map	
	Create Empathy Map for Case Study	
17	Research Analysis - Buyer Persona	2 Hours
	How to Create Buyer Persona	
	Part 2: Defining User Pain Points	
	Create Buyer Personas for Case Study	
18	User Stories	2 Hours
	How to Create User Stories	
	Create User Stories for Case Study	
19	User Journey Map	2 Hours
	How to Create User Journey Maps	
	Create User Journey Maps for Case Study	
20	Problem and Hypothesis Statements	2 Hours
	How to Create Problem and Hypothesis Statements	
	Create Problem and Hypothesis Statements for Case Study	
21	Define Value Propositions	2 Hours
	How to Create Value Propositions for Product	
	Create Value Propositions for Case Study	
	Part 3: Ideating Design Solutions	
22	Competitive Audits	2 Hours
	Learn about Design Ideation	
	Direct and Indirect Competitors	
	How to conduct Competitive Audits of Competitors	
	Create Competitive Audit for Case Study	
23	Brainstorm Design Ideas by Sketching	2 Hours
	Crazy Eights and How Might We	
	Create Crazy Eights Sketch for Case Study	
	Part 4: Build Wireframes and Low Fidelity Prototypes	
24	Goal Statements	2 Hours
	How to Create Goal Statements	
	Create Goal Statements for Case Study	
25	Outline User Flows	2 Hours
	How to Create User Flows for Website and Mobile Apps	
	Create User Flow for Case Study	
26	Information Architecture: Content Strategy	2 Hours
	Designing Information Architecture of Websites and Mobile Applications	
	Learn about Gestalt Principles	
	Create Site Map for Case Study	
27	Interaction Design and Low fidelity Wireframes	2 Hours
	Introduction to the wireframing process, different kinds of Wireframes, and the need to make Wireframes.	
	Creative Ways to make paper prototypes.	
	Create Low fidelity Wireframes for Case Study	
28	Low-Fidelity Wireframe Review	2 Hours
	Projects Low-Fidelity Wire-frame Review	

29	Medium-Fidelity Wire-frame and Prototype Projects Low-Fidelity Wire-frame Review	2 Hours
30	Usability Testing Understanding what is usability testing. Using SUS testing and calculating task success to detect usability issues in the interface.	2 Hours
31	Usability Study Plan Review Projects Usability Study Plan Review	2 Hours
32	Affinity Diagram An affinity is a visual tool that helps you organize information from a brainstorming session.	2 Hours
33	Affinity Map Review Projects Affinity Map Review	2 Hours
34	High-Fidelity Wire-frame A high fidelity wire-frame is a realistic prototype that closely resembles the final design of a project.	2 Hours
35	High-Fidelity Wire-frame Review Projects High-Fidelity Wire-frame Review	2 Hours
36	Project Presentation Project Presentation is a formal submission of a project to stakeholders for familiarization, discussion and acceptance.	2 Hours
37	Portfolio Creation Creation of portfolio, and a guide on how to create a Behance Portfolio.	2 Hours
38	Review and Refine Portfolio Finalizing the portfolio. Reviewing the portfolio. Guidelines to create a resume/CV.	2 Hours
39	Review and Refine Portfolio (Cont) Projects High-Fidelity Wire-frame Review	2 Hours
	Freelancing Session	
40	Introduction to Freelancing with UI Design Introduction to Fiverr and account Creation	2 Hours
41	Fiverr GIG Creation Introduction to Fiverr Gigs and GIG Creation	2 Hours
42	Client Communication Fiverr Client Communication, Custom Order, Notifications, Delivery, Fiverr TOS, Order Dispute, Fiverr Overview	2 Hours
43	Introduction to Upwork Upwork Account and Finding Work Upwork Tips and Tricks	2 Hours
44	Upwork Projects Upwork Projects Creation, Hourly Projects, Job Bidding.	2 Hours