

Expert-Level UI/UX Course Module (Updated 2025)

Institution: Shikhbe Shobai

Course Duration: 88 Hours (44 Classes x 2 Hours Each)

☐ **Beginner Level (Foundation)**

Class 1: Orientation

- Course Overview, Tools, Outcome Expectations
- UX Design vs UI Design
- Career Paths and Scope

Class 2: Color Theory Basics

- Introduction to Color Wheel (Primary, Secondary, Tertiary)
- Hue, Saturation, Lightness
- Warm vs Cool Colors

Class 3: Advanced Color Theory

- 5 Ways to Create Color Schemes
- Color Psychology in UI/UX
- Figma Variables: Creating & Managing Color Tokens

Class 4: Practical Color Usage

- The 60-30-10 Rule
- Creating Harmonious Color Palettes
- Applying Palettes to Design Systems in Figma

Class 5: Typography Fundamentals

- Font Classifications
- Font Pairing Techniques

- Readability and Accessibility in Typography

Class 6: Typography in UI

- Choosing Fonts for Web & Mobile
- Figma Text Styles
- Setting Up a Typography System using Variables

□ Intermediate Level (UI Skills)

Class 7: UI Design Introduction

- Figma Basics
- Layouts and Grids
- Building Your First Landing Page

Class 8: Web Layouts & Composition

- Advanced Layouts using Auto Layout
- Sections, Padding, Spacing Rules
- Create a Multipage Website in Figma

Class 9: E-Commerce UI Design

- Homepage, Product Card, Cart
- Component Libraries in Figma
- Responsive Web Design using Constraints

Class 10: Mobile App UI Introduction

- Platform Guidelines: iOS vs Android
- Auto Layout for Mobile

- Design a Mobile App Home Screen

Class 11: Advanced Mobile UI

- UI Trends: Neumorphism, Glassmorphism, etc.
- Using Figma UI Kits
- Design a Complete Mobile Flow

Class 12: Figma Pro Tips

- Variables (Color, Text, Numbers, Boolean)
- Component Properties and Variants
- Prototyping with Smart Animate

● Advanced Level (UX Process)

Class 13: UX Design Overview

- UI vs UX Deep Dive
- Product Design Lifecycle
- What Makes Good vs Bad UX?

Class 14: UX Frameworks

- Design Thinking, UCD, Lean UX
- Double Diamond, Design Sprint
- Selecting the Right Framework for a Project

Class 15: UX Project Kickoff

- Capstone Project Intro, Grouping
- Empathy Phase Explained

- Research Goals & Planning

Class 16: User Research Methods

- Qualitative & Quantitative Research
- Creating Survey Forms & Interview Questions
- Figma Jamboard for Research Collaboration

Class 17: Conducting User Interviews

- Do's and Don'ts
- Creating Interview Guides
- Documenting Findings with Figma Variables

Class 18: Empathy Map

- Define: Think, Say, Do, Feel Quadrants

- Empathy Mapping with Sticky Notes (Figma Jam)

Class 19: User Persona

- Creating Primary & Secondary Personas
- Persona Template and Real Data Input

Class 20: User Stories & Journey Map

- Writing Clear User Stories
- Mapping User Journey Touchpoints
- Highlighting Pain Points

Class 21: Problem & Hypothesis Statements

- HMW Statements
- Creating Hypotheses & Solutions

- Prioritizing Problems

Class 22: Value Proposition Canvas

- Identifying Gain Creators and Pain Relievers
- Matching with Product Features

Class 23: Competitive Audit

- Competitor Research Matrix
- Feature Comparison Table
- UI Inspiration and Benchmarking

Class 24: Ideation through Sketching

- Crazy 8s and Solution Sketching
- How Might We Notes

● Expert Level (Wireframes to Prototype to Testing)

Class 25: Goal Statements & User Flows

- Setting SMART Goals for UX
- User Flow Chart Creation (Web & Mobile)

Class 26: Information Architecture

- Sitemaps and Navigation Trees
- Gestalt Principles in UX
- Content Strategy Outline

Class 27: Low-Fidelity Wireframes

- Wireframe Types (Paper, Digital)
- Building Lo-Fi Wireframes in Figma

Class 28: Wireframe Reviews

- Peer Feedback Loops
- Review Checklist for UX Wireframes

Class 29: Medium-Fidelity Design

- UI Refinement and Grayscale UI
- Adding Text Variables and Number Tokens

Class 30: Usability Testing Fundamentals

- Types: Moderated, Unmoderated, Remote
- Usability Metrics and SUS Score

Class 31: Testing Plan & Execution

- Defining Tasks and Goals

- Capturing Feedback
- Iteration Planning

Class 32: Affinity Diagramming

- Synthesizing Research Insights
- Organizing Themes Visually

Class 33: Affinity Map Review

- Finalize Group Learnings
- Prepare Next Iterations

Class 34: High-Fidelity UI Design

- Design System Components
- Figma Component Variants

- Final Visual UI Screens

Class 35: High-Fidelity Prototyping

- Interactive Transitions and Smart Animate
- Building Clickable Prototypes

Class 36: Project Presentation

- Group Showcase to Instructors
- Peer Evaluation and Feedback

🚀 Career & Freelancing Prep

Class 37: Portfolio Creation

- Behance vs Dribbble
- Layouts and Case Study Formats

Class 38: Resume & Portfolio Review

- Resume for Designers
- LinkedIn Tips & Case Study Titles

Class 39: Freelancing 101

- Fiverr: Profile, Gigs, Communication
- Setting Up Orders and Deliverables

Class 40: Freelancing Advanced

- Upwork: Profile, Job Bidding, Client Messaging
- Handling Long-term Projects

Class 41: Personal Branding & Beyond

- Building Presence on LinkedIn, Medium

- Sharing Knowledge via Carousels
- Planning a Career Path as UX Professional

Class 42: Mock Interview & UX Q&A

- Common UX Questions and Answers
- Group Discussion on Real Case Studies

Class 43: Group Project Finalization

- Final Improvements on UX Capstone
- Preparing Portfolio Showcase

Class 44: Convocation & Certification Day

- Present Top Projects to Industry Guests
- Certificate Distribution

- Career Advice and Closing Notes