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