

One-Month UX/UI Design Syllabus

Week 1: Introduction to UX/UI Design

- ****Day 1-2:** Fundamentals of UX/UI Design**
 - Differences between UX (User Experience) and UI (User Interface)
 - Design thinking process
 - Overview of popular tools (Figma, Adobe XD, Sketch)
- ****Day 3-4:** Understanding User Needs**
 - User research techniques: surveys, interviews, and personas
 - Empathy maps and user journey mapping
- ****Day 5-7:** Principles of Good Design**
 - Usability heuristics (e.g., Nielsen's principles)
 - Color theory, typography, and layout basics
 - Design systems and accessibility

Week 2: UI Design Basics

- ****Day 8-10:** Wireframing and Prototyping**
 - Low-fidelity vs. high-fidelity wireframes
 - Creating wireframes in tools like Figma
 - Prototyping basics
- ****Day 11-12:** Visual Design**
 - Working with grids and alignment
 - Choosing fonts, colors, and images
 - Consistency and branding
- ****Day 13-14:** Interaction Design**
 - Basics of micro-interactions

- Hover effects, transitions, and animations
- Tools for prototyping interactions

Week 3: UX Design Process

- ****Day 15-16:** Information Architecture**
 - Organizing content and navigation
 - Sitemap creation and card sorting
- ****Day 17-18:** Usability Testing**
 - Planning and conducting usability tests
 - Analyzing test results
- ****Day 19-21:** Iterative Design**
 - Gathering feedback
 - Iterating on designs based on user input

Week 4: Capstone Project

- ****Day 22-25:** Designing a Complete UX/UI Project**
 - Choose a problem and conduct user research
 - Develop wireframes and prototypes
 - Create a visually polished design
- ****Day 26-27:** Usability Testing and Refinement**
 - Conduct usability tests on your design
 - Implement feedback and finalize designs
- ****Day 28:** Presentation and Wrap-up**
 - Present the final project
 - Discuss portfolio building and next steps