codeZcorp
ACADEMY PRIVATE LIMITED

Master
UX/UI Design

FROM INDUSTRY EXPERTS.



"Certified **UX UI** Professional" Training Program

ABOUT CODEZCORP

Talent is everywhere. Opportunity is not. We have working with our members and leading employers to break down barriers, ensuring firms can access the very best talent and that our graduate members have the chance to fulfill their potential.

Every day we are in the unique position to connect leading businesses with our community to help them identify and engage with their next generation workforce.



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Live Projects

Ready to support with flexibility.

Practical and engaging classes.

Time to bring your ideas to life.

Expert Guidance from Industry Experts.

Design & Development Collaboration.



COURSE HIGHLIGHTS



User Experience (UX) First 2 months:

- Cognitive Psychology
- Research & Analysis
- Strategy & Empathy
- Problem-Solving Techniques

User interface (UI) First 2 months:

- Design Fundamentals & Principles
- Typography & Color Theory
- Tools: Figma, Figjam
- Learn how to design user-friendly and aesthetically pleasing interfaces for smart devices, mobile apps, websites, and more.

PROJECTS ON UX UI DESIGN

With the help of our design experts, create a portfolio that highlights your best qualities.

- **Dashboard Web App Designs**
- **Smart watch concept screens**
- **App screens with prototype**

CAREER OPTIONS YOU CAN CHOOSE



- UX Designer
- UI Designer
- UX/UI Designer
- UX Researcher
- UX Writer
- UX Architect
- UX Strategist
- Product Designer
- Product Manager

PLACEMENT GUIDANCE

Portfolio development

- We help you create an impressive portfolio, which includes displaying your UX/UI creations on Behance and Dribble and creating a designer resume.
- Projects according to the requirements

Placement training

- With helpful interview advice and confidence-boosting practice interviews, our placement training sets you up for success.
- Interview tips
- Mockup Interview

FAQ'S

Why I should enrolled in this course?

Anyone who is passionate about devices and technology and uses apps, websites, and products to solve problems for customers and businesses.

Will this course involve a lot of coding?

No! Although you are not required to deal with coding technologies as a designer, you should be aware of them, thus at the end of the course, we will teach you the fundamentals of coding.

Is it possible for UXUI designers to survive in the future?

In fact! UXUI is the way of the future; without UXUI designers, no brand or product could exist. Additionally, you should keep up with the latest gadgets and innovations.



FEATURES OF CODEZCORP

Affordable Fees

In addition to being reasonably priced, Our motto is to provide high-quality training at a reasonable cost.



Certification

We offer certificates to our students upon successful completion of the course. This certification reflects their expertise and commitment to mastering UX/UI design.

Industry experts as Mentors

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Syllabus:

ON BOARDING

Introduction

- What is UXUI Design?
- Course overview
- Difference between UX & UI
- UXUI Designer responsibilities
- Why UXUI is becoming so Important?
- UXUI Job opportunities

UX DESIGN

Project Kick-Off

- Types of Devices & Products
- Mobile I Tab I Watch I Desktop I TV I Kiosk
- Difference between UX & UI
- Brainstorming

Project Kick-Off

- BX I ex I ux
- UX origin
- Benefits of UX
- Good UX Vs Bad UX
- Human Centered Design HCD
- User Centered Design UCO
- Activity Centered Design ACD
- Research Methods
- Process modules
- Product Analysis
- Competitor Analysis

Ethnography

- Pros & Cons of ethnography
- Dos & Don'ts
- Quantitative research Vs Qualitative research
- Benefits of ethnography

Empathise

- Observation tasks
- User interview questions
- Interviewing the users
- Identifying the problem
- Understanding its cause
- Stakeholder Interview

Define

- Defining the problem
- Analysing the problem
- Creating User Persona
- User groups
- Defining User needs
- Empathy Mapping

Ideate

- Brainstorming
- Card sorting
- User story Vs Job story
- User scenario
- Story boarding
- User flow & Information Architecture
- Tools X mind I Balsamiq

Prototype

- Sketching basic UI elements
- Paper sketching wireframes
- Sketching Onboarding screens
- Sketching User scenario screens
- Paper prototyping
- Digital low fidelity screens
- Interactive low fidelity prototype
- Tools Balsamiq I Invision

Testing

- Sharing links from Figma
- User testing types
- Benefits of testing
- Remote Vs In-person user testing
- Moderated Vs Unmoderated user testing
- A/B testing & Usability testing
- User feedbacks & Reiteration

Case Study

- Documenting the UX project
- Uploading case study in Behance

UI DESIGN

UI Introduction

- Human computer Interaction
- Why User interface is very important?
- Physical product UI Vs Digital product UI

Devices&OS

- Types of devices
- Mobile I Watch I Desktop I Tab I Kiosk I TV
- Understanding Operating system
- Windows Vs MacOs
- Android Vs IOS

User Interface types

- Interactive Vs Non-Interactive
- Mobile Vs Desktop Gestures
- Motion control
- Voice control

Ergonomics

- Importance & Benefits of ergonomics
- Physical product's ergonomics
- Minimalist products
- Interaction Vs Reading
- Posture & Placement

Visual Design

- Design fundamentals
- Design principles
- Color theory
- Typography
- Iconography

Design System

- What is Design System?
- Importance of Design System
- Existing Design system review
- Android's Material Design
- IOS's HIG Human Interface Guideline
- Microsoft's Fluent Design

UI Elements

- Mobile UI components sketching
- Web components
- UI Components States
- Text fields and Containers
- Lists & Tabs

Prototype Tools

- Figma
- Software interface
- Typography & Alignment
- Working with shapes
- Working with assets
- Working with plugins
- Responsive Design Mobile - Web - Tab - Watch

UI Kit

- Creating UI style guide
- Creating UI Kit
- Creating Product and System icons
- Creating UI Components
- Creating Component states
- Building UI library

Screens

- High fidelity screens
- Onboarding screens
- Home screen
- Task centered screens
- Linking screens
- Interactive Screens & sharing link

Micro Interactions

- Auto animate screens
- Screen t ransitions
- Icon animation
- Cards animation

Testing

- A/B testing screens
- Usabilty testing
- Accessibility & Readability testing
- Collect feedback & Reiterate

Export & Share

- Export for Android, IOS, Web
- Exporting Assets in PNG, JPEG, SVG
- Share Specs for Development.
- Collaboration with Developers
- Figma Multiple users

Projects

- Dashboard Designs
- Smart watch concept screens
- Kiosk concept screens
- Weather, e-commerce app screens

Case Study

- Documenting the UI project
- Creating UI mockup project
- Writing blog in medium
- Uploading works in Behance

PORTFOLIO

Project review

- Review with production person
- Feedbacks from Production Designer & Developer

Testing

- Creating Designer Resume
- Uploading UXUI projects in Adobe portfolio
- Projects according to the requirements
- Placement training

Portfolio development

- UX UI Designation lists
- Mockup Interview with Production person