

● UX/UI DESIGN DEEP COURSE FOR BEGINNERS.

# PIXELITSCHOOL

# UX/UI DESIGN

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# UX DESIGN

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## UX PART DAY 1

Introduction

# What Is User Experience Design

- What is UX|UI design?
- Design thinking process
- Empathy in UX
- Why do we use UX design?
- A brief history of user experience design
- What is usability
- How does a UX designer see the world?
- Qualities essential to becoming a UX designer
- Jakob Nielsen and Alan Cooper
- Homework

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## UX PART DAY 2

About UX Design Process

## The UX Design Process Step-by-Step

- Understand Research
- User Persona Information Architecture (IA)
- User flow Wireframes Prototype Test Analyze
- UI Design
- Design heuristics
- Homework

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## UX PART DAY 3

About Figma

## Figma & Figma Jam

- Understanding Figma interface
- Elementary components creation
- Autolayout
- Share Design for Developers
- Prototyping creation
- Homework

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## UX PART DAY 4

About User Persona

### User persona

- What is User Persona
- How to create a User Persona
- User Persona creation
- Homework



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## UX PART DAY 4

About Journey Map

### Journey Map

- What is Journey Map
- How to create a Journey Map
- Journey Map creation
- Homework

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## UX PART DAY 5.6

About User Research

## User Research

- About User Research
- Elaborate on qualitative vs quantitative research methods
- user testing methods | moderated vs unmoderated, on-site vs remote
- Surveys
- Interviews
- Homework

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UX PART  
DAY 7.8

About information Architecture

## Information Architecture (IA)

- What is information Architecture?
- Understand the Business Context
- Understand Users and their Context
- Understanding the Content based on User Needs
- Information Architecture creation
- Homework

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UX PART  
DAY 9.10

About Wireframing

## Wireframing

- What is Wireframing?
- High fi vs low fi wireframes
- Sketch on paper Easy & fast tools for Wireframes
- Wireframes creation
- Homework

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UX PART  
DAY 11.12

About Responsive Design

## Responsive vs adaptive

- Responsive vs adaptive
- Grid system
- Adaptive design Creation
- Responsive Design Creation
- Homework

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UX PART  
DAY 13.14

About Mobile App IOS

## Mobile App IOS

- What is Mobile App?
- What is IOS Design?
- App Architecture
- Visual Design
- Icons and Images
- Bars
- Views
- Controls
- Extensions
- Homework

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UX PART  
DAY 15.16

About Mobile App Android

## Mobile App Android?

- Android
- App Architecture
- User Interaction
- Visual design
- Icons and Images
- Bars
- Views
- Controls
- Extensions
- Homework

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## UX PART Examination

- UX Quiz
- UX Test Task



# UI DESIGN

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UI PART  
DAY 17

About User Interface (UI)

## User Interface (UI)

- What is the User Interface?
- Color scheme
- Layout
- Style
- Flow
- Homework

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UI PART  
DAY 18

About Layout

## What is Layout?

- What is Layout?
- Navigation tabs
- Cards
- Grids
- Progressive disclosure
- Homework

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UI PART  
DAY 18.19

About Visual design

## What is Visual design?

- What is Visual Design?
- Point, Line & Shape
- Golden Ratio
- Color
- Typography
- Space
- Balance, Rhythm & Contrast
- Scale
- Grid & Alignments
- Framing
- Texture & Patterns
- Visual Concept
- Homework

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UI PART  
DAY 20

About Typography

## Typography

- Inspiration
- Do your reading
- Make some notes
- Choosing typefaces
- Setting Anchor text
- Dummy text, yes or no?
- Scale
- Alignment
- Type color
- Text styles
- Homework

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UI PART  
DAY 21

About design system

## Building design systems

- About Design system
- Design ops- who are they
- Human interface guidelines vs Material Design
- Homework

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## UI PART DAY 21

About icons

## Iconography

- Concept
- Grid and keyline shapes
- Icon sizes
- Dense layouts
- Layout
- Keyline Shapes
- Basic shapes
- Geometry
- Clarity (Pixel perfection)
- Anatomy
- Corners
- Stroke
- Complex icon shapes
- Space
- Dense layouts (Desktop)
- Color
- Outlined icons
- Stroke and fill
- Sharp and rounded icons
- Homework

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DEVELOPMENT  
DAY 22.23

About Atomic Design

## Atomic Design

- What is Atomic Design?
- Atoms
- Molecules
- Organisms
- Templates
- Pages



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PORTFOLIO  
DAY 22.23

About Case study

## Case Study

- What is a Case study?
- How to present your design?
- Behance
- Dribbble
- Building process
- Homework

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## WORKING GUIDE DAY 24

About Freelance sources

**Freelance sources  
(Upwork, Behance, Dribbble  
and etc.)**

- About Upwork
- About Behance
- About Dribbble

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WORKING GUIDE

DAY 25

About Cv and Linkedin

**Working guide ( Build CV,  
Linkedin)**

- How to Build a CV in Figma
- About Linkedin
- Linkedin profile-building process

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GRADUATION

**Graduation presentation**

- Case Study presentation
- Certification

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## UX/UI PART Examination

- UX/UI Quiz
- UX/UI Test Task

# CONTACT US

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# Pitch

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