UI/UX DESIGN SYLLABUS
Design Thinking Process (CORE 🔥)

- Empathize
- Define
- Ideate
- Prototype
- Test
- Real-world Design Case Studies

UX Fundamentals

- User-Centered Design
- User Needs & Pain Points
- Accessibility Basics
- UX Laws (Hick's Law, Fitts's Law, etc.)
- UX Metrics (Usability, Engagement, Retention)

User Research
- Primary vs Secondary Research
- User Interviews
- Surveys & Questionnaires
- Competitive Analysis
- Market Research
- Affinity Mapping

UI/UX DESIGN SYLLABUS

Personas & User Journey

- Creating User Personas
- User Stories
- User Journey Mapping
- Empathy Maps
- Experience Mapping

Information Architecture (IA)

- Content Structuring
- Card Sorting
- Site Maps
- Navigation Design
- Menu Systems

Wireframing (LOW → MID Fidelity)

- What is Wireframing
- Low-Fidelity Wireframes
- Mid-Fidelity Wireframes
- UX Flow Diagrams
- Wireframing Best Practices

UI/UX DESIGN SYLLABUS
UI Design Fundamentals (FOUNDATION 🔥)

- Color Theory for UI
- Typography for Screens
- Spacing & Layout
- Grid Systems
- Visual Hierarchy
- Consistency & Alignment

UI Components & Design Systems

- Buttons
- Forms & Inputs
- Cards
- Navigation Bars
- Modals & Alerts
- Icons
- Design Systems
- Component Libraries

UI/UX DESIGN SYLLABUS
Prototyping (INTERACTION DESIGN)

- Clickable Prototypes
- Micro-Interactions
- Transitions & Animations
- User Flow Prototypes

Tools:
- Figma
- Adobe XD

Usability Testing

- Usability Testing Methods
- A/B Testing
- User Feedback Analysis
- Heuristic Evaluation
- Iteration Based on Testing

Responsive & Mobile UI Design

- Mobile-First Design
- Android vs iOS Guidelines
- Responsive Web Design
- Breakpoints
- Adaptive Layouts