



UI / UX Designing Course



The Best Training Institute in Hyderabad



MODULE 1

Fundamentals and Introductions:

UI UX Design Fundamentals:

- What is Design?
- What is UI and UX?
- Difference Between UI and UX?

Introduction to Figma:

- Detail explanation about Figma.
- Learning Figma interface.
- Starting first design.



MODULE 2

Design Thinking Process:

- Design thinking process.
- Double diamond approach.

Colors, Gradients & Styling:

- Understanding text layers and properties.
- Applying gradients and understanding their properties.
- Utilizing the Styles feature for consistency.
- Best practices for maintaining a cohesive design system.

PRACTICAL

Draw shapes, colors, icons, gradients.

Design an icon or small illustration using vector tools.



MODULE 3

Usability:

- What is Usability? .
- Explain with real-world examples.
- Digital examples.

Typography and Text Styling:

- Creating and managing text styles.
- Applying typography best practices.
- Text effects and advanced styling.

PRACTICAL

Task: Choose an app (e.g., Swiggy, Zomato) and identify pain-points by asking 3-5 users.

Outcome: Create User Personas and a short research report.



MODULE 4

Research:

Heuristics Analysis:

- Explanation of 10 heuristics of a highly usable UI.

Intro to Wireframing:

- Basics of sketching.
- Creating low fidelity wireframes.

PRACTICAL

Task: Compare 3 food delivery apps (Swiggy, Zomato, Uber Eats).

Outcome: List good & bad UX practices and suggest improvements.



MODULE 5

UX Research:

- How to conduct stakeholder analysis.
- How to conduct stakeholder interview.
- Understanding client requirements.
- Understanding target audience.

Paper Prototyping:

- Replicating an existing UI of any app.
- Presenting screen designed by Students.

PRACTICAL

Task: Design low-fidelity wireframes for an e-commerce homepage-
Using Figma.

Outcome: Paper sketches → Digital wireframes.



MODULE 6

Methods of user Research:

- Primary and Secondary Research.
- Qualitative and Quantitative.
- How to create survey.

Medium fidelity in figma:

- Create medium fidelity prototyping in Figma.
- Introduction to grids, style and plugins in Figma.

PRACTICAL

Task: Take any existing app, ask 3 users to use it & note problem-they face.

Outcome: Document usability issues and suggest solutions.



MODULE 7

UX Interview and Data Collection:

- Create open-ended interview-questionnaire.
- Design challenge to understand how a real world user interview-process works.
- Identifying user needs.
- Learning to map user needs.

Prototyping:

- Making interactive prototypes in Figma.
- Converting previously drawn paper prototypes to medium fidelity-in Figma.
- Iconography.
- Hierarchy

PRACTICAL

Task: Pick an old-looking website (e.g., IRCTC, SBI) and redesign-the homepage with a modern look.

Outcome: Before & after screens.



MODULE 8

Competitive Analysis:

- In-depth competitive analysis.
- SWOT chart to understand market opportunities.
- Take up a problem statement.
- Let students perform it in class with guidance from mentor.

Design Principles:

- Visibility.
- Mapping.
- Consistency.
- Grids and spacing.
- Types, benefits, rules, importance and values.
- Layouts (types and rules).
- Hierarchy Principles.

PRACTICAL

Task: Select 3 famous brands (e.g., Google, Netflix, Paytm) and analyze their color & font choices.

Outcome: Present why they use those colors/fonts.



MODULE 9

Analysis and Synthesis:

Persona and Empathy Mapping:

- Creating user persona.
- Creating empathy map.

User Journey Mapping:

- Creating user journey map.



Color Theory:

- Color Theory.
- Branding and Moodboard generation.
- Gestalt principles.
- Creating UI Components and styles in Figma.
- Create moodboard for medium-fidelity prototypes.



MODULE 10

Storyboarding:

- Visualize the user journey in pictorial manner.
- Creating Value Proposition Canvas.



Practice high fidelity design in Figma:

- Making UI in Figma..
- Create High Fidelity prototypes of previously created medium-fidelity screens.

PRACTICAL

Task: Design a mobile login + signup screen for a food delivery app.

Outcome: User-friendly, modern design.



MODULE 11

Ideation and Designing:

Ideation:

- Methods of idea generation and shortlisting.
- How Might We statements and Creating Design Statement. Apply learning on a design problem and present in class.

Color Theory:

- Intro to types of interactions.
- Creating interactions and micro interactions in Figma by prototyping - previously made.
- Introduction to design system.
- Design System.
- Understanding components of Google material design and Apple's iOS.
- Intro to Spatial UI.
- Create spatial UI components of designed UI in Figma.



MODULE 12

Information Architecture:

- Card sorting methods for generating IA.
- Types of Card Sorting.

PRACTICAL

Task: Convert any UI into dark mode.

Outcome: Learn accessibility & contrast principles.



MODULE 13

Navigation design:

- Navigation design and sitemap generation.
- Types of Navigation
- Create sitemap of an existing application to understand the detailing- involved in sitemap creation

Law's:

- Introduction to important 10-15 UX laws for a highly usable UI design.

PRACTICAL

Task: Build a complete app or website design from -
research → wireframe → UI design → prototype.

Outcome: Portfolio-worthy project!.



MODULE 14

Portfolio and Resume Guidance:

- Intro to case study design for portfolio.
- Creating case study on Behance and Dribbble.
- Learning through sample case studies.
- Guide to create a CV for the role of UI/UX Designer.

Interview Preparation:

- Guide to crack user interview
- Commonly asked questions
- How to crack a whiteboard challenge?
- Examples and Live practice. How to tackle 24 hour design challenge



CLOUD VISION TECHNOLOGIES

