

Welcome to UI & UX Design FULL course for Beginners

#### 1 - Beginner 2 - Intermediate 3 - Advanced 4 - Web/App Creating

# UI & UX DESIGN

This is FULL UI & UX course starting from beginner level to Advanced. With the knowledge acquired after the end of this course, you will be able to work as a Junior UX & UI Designer and be a master of web product creating





- **Day 1 Introduction to UI/UX Design**
- Day 2 "Discussion" Figma and FigJam, components & style, how to work with content, practice Day 3 - "Discussion" - Design thinking, UI/UX as virtual architecture, design examples Day 4 - "Discussion" User flows, Sitemaps, Wireframing, Prototyping, Practice **Day 5 - "Discussion" UX Roles and Processes, Information architecture Day 6** - "**Discussion**" Website and landing page, Research methods, User interviews Day 7 - "Discussion" Landing page design part 1, sitemap, user flow, sketching Day 8 - "Discussion" Landing page design part 2, wireframing, logic, systemrchitecture Day 9 - "Discussion" Landing page design part 3, feedback, UI, resposnive design guides Day 10 - "Discussion" Improving UI of the design, interaction, how to defend your case Day 11 - "Discussion" How to present your work on Behance, structure, mockups

- **Day 11 Repetition**
- Day 12 Exam

# Beginner



### Intermediate

- **Day 1 Emotional Design, Accessibility, Brainstorm, Project Practice** Day 2 - Research, User Research, Gamification, User Needs on Project Day 3 - User Flow, Sketching, Lo-Fi / Hi-fi Wireframing, Practice Concept Creation Day 4 - Spacing and Grids, Typography, Color, Imagery and Iconography, Choosing project Day 5 - Figma Variables, Project Structure, Making Main Components for Project, Auto Layout, **Day 6** - Main Page Finalize (Practice), Responsive Design, Responsive Design Elements **Day 7- Responsive vs Mobile App design, Responsive design practice Day 8 - Secondary Page Content, Design Practice, Prototype basics Day 9 - Prototype, desktop and responsive designs, UX Emotions Day 10 - Project's Desktop and Responsive design Finalize, Practice Day 11 - Clear Prototype for Desktop and Responsive design, Figma Dev Mode**

- **Day 12 Repetition**
- Day 13 Exam



### Advanced

- Day 1 How to use AI for design better, discuss about AI and future
- Day 2 Minimalism in Design, Examples, Prototype Animations
- Day 3 Complex Compositions, Typography, Color Scheme, Selecting New Project
- Day 4 Wireframing new project Practice, Making Variables
- Day 5 Starting UI kit, Buttons, Forms
- Day 6 Using AI for texts and Images
- Day 7- Principles of visual design, UI effects
- Day 8 Photoshop and Illustrator basics, practice
- Day 9 Vectors vs Images, Working with vectors and images
- Day 10 Improved version of all your projects, case study
- Day 11 Portfolio page design, Writing Case study
- Day 12 Repetition
- Day 13 Exam

scuss about AI and future totype Animations ny, Color Scheme, Selecting New Project Making Variables

s actice ectors and image cts, case study a study



# Web/App Creating

- **Day 1 Figma (Prototyping)**
- **Day 2 Discussion**
- **Day 3 Figma (Creating web page)**
- **Day 4 Discussion**
- Day 5 Figma (Prototyping)
- Day 6 Figma (Mobile Design)
- **Day 7 Figma (Discussion)**
- Day 8 Figma (App Design)
- Day 9 Figma
- Day 10 Mockup
- **Day 11 Creating portfolio**
- Day 12 Interview, CV

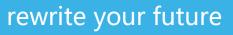


# **HRM Special Course**

How to enter the labor market?

Day 1 - CV & resume difference | How to make a competent CV or Resume. Practical Task

Day 2 - Cover letter & motivation letter | How to appear for an interview 





# THANK YOU

FIGISONA

