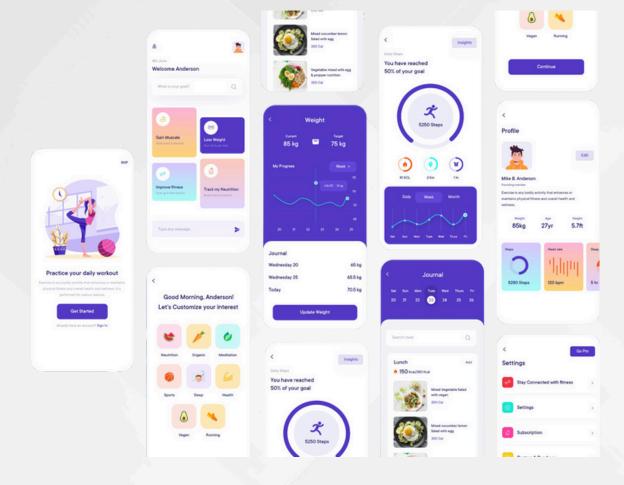


UI/UX

Empower Your Designing Journey

Master UI/UX

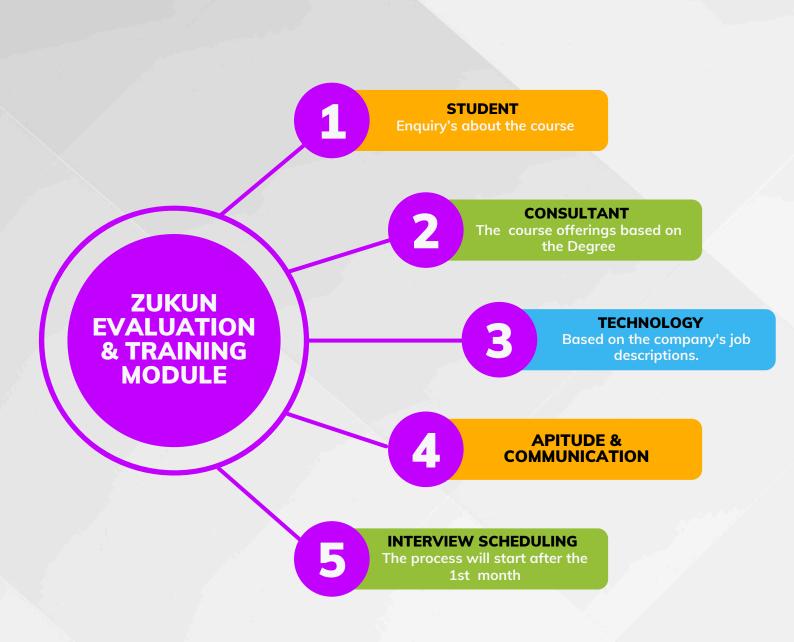




OUR PROMISES



TRAINING MODULE



PLACEMENT MODULE





Module-01

UX Research

- UX Fundamentals
- Business Requirement Gathering
- User Research
- User Interview Techniques

Module-02

UX Analysis

- Research Data Analysis
- Competitor Benchmaking
- Heuristic Analysis

Module-03

Design Strategy/Direction

- Ideation (upto 3 techniques)
- Whiteboarding
- Journey Maps
- Motivation Mapping



- Empathy Mapping Process
- Information Architecture
- Navigation
- Content through Card Sorting
- Sitemaps
- User Flows

Module-04

User Testing

- A/B Testing
- Remote Usability Testing
- Gorilla Testing

Module-05

UI Tools

- Figma
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Miro Board & More



Module-06

UX Psychology

- Heuristics Principles
- UXLaws
- UX Case Studies
- Minimalism and Maximalism
- Cognitive Bias

Module-07

User Interaction

- Typography
- Color theory
- Navigation
- Gestalt Principles
- Ul Principles
- Design System
- Grid Lines
- Responsive system
- Prototyping
- Wireframes
- UI Screens



Module-08

User Interaction

- How to Build a Portfolio
- The Interview Process
- Mock Interview
- Whiteboarding Challenge
- Tips and Techniques during developer handoff
- Industry standard Documentation Skills
- Incompleted Activities



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