UPSKILLMENT

Essential UX/UI Design Skills

"Unlock your UX/UI design potential with Upskillment."

UPSKILLMENT

WWW.UPSKILLMENT.COM

INFO@UPSKILLMENT.COM

INTRODUCTION

UPSKILLMENT

- The Essential UX/UI Design Skills is designed to introduce beginners to the principles and methodologies behind user experience (UX) and user interface (UI) design. This course offers an engaging approach to creating user-centered designs that provide both functionality and an enjoyable user experience. Students will gain the essential skills needed to research, design, and test digital interfaces effectively, preparing them to work on real-world projects and succeed in the growing field of UX/UI design.

Duration: 32 Hours

Mode: Live Instructor Led Training (Weekend as well as weekday batches)

CURRICULUM

UPSKILLMENT

Module 1: Introduction to UX/UI Design

This foundational module introduces the UX development lifecycle, the methods, and techniques used to develop user-friendly designs. It covers the key principles of UX design, including user-centricity, problem-solving, and design iteration. Students will explore how UX and UI are interlinked, and the importance of understanding user needs to create effective and intuitive interfaces.

Key Topics:

- UX Development Lifecycle: Understand the stages of UX design, from research to wireframing, prototyping, and testing.
- Methods and Techniques: Learn the design methods such as Design Thinking and Human-Centered Design.
- User Needs: Understand the role of user research in identifying real user needs, and how to prioritize those needs in the design process.

Module 3: Personas

UPSKILLMENT

This module focuses on creating personas, which are detailed profiles representing user segments. These help design teams make informed decisions by putting faces to the data. Understanding a persona’s needs and pain points is crucial for creating tailored design solutions.

Key Topics:

- What are Personas?: Learn the concept of personas and their importance in UX design.
- Identify Persona's Needs: Understand how to use research data to pinpoint the unique needs of each persona.
- Creating Personas: Learn the step-by-step process of developing personas, including gathering demographic and psychographic data.

Module 4: Ideation

UPSKILLMENT

In the Ideation module, students will learn techniques to brainstorm and generate ideas based on the data gathered from user research. This phase of design focuses on turning insights into tangible solutions that meet user needs.

Key Topics:

- Introduction to Ideation: Understand the importance of brainstorming and idea generation in the design process.
- Generating Ideas Based on User Needs: Use user research insights to develop multiple solutions to address the identified problems.
- Ideation Techniques: Learn techniques such as mind mapping, brainstorming, and sketching to fuel creativity and innovation.
- Evaluating Solutions: Understand how to assess potential solutions based on feasibility, viability, and desirability.

Module 6: Wireframes

UPSKILLMENT

In this module, students will learn about wireframes, which serve as the skeleton of the UI design. Wireframes help in defining the structure and layout of a webpage or application before diving into visual design.

Key Topics:

- Introduction to Wireframes: Learn the purpose and role of wireframes in UX/UI design.
- Wireframing Tools: Get hands-on experience using tools like Figma or Adobe XD to create wireframes.
- Best Practices for Layout and Content Structuring: Learn how to organize content hierarchically to improve usability and navigation.
- Creating Wireframes: Develop basic wireframes for simple interfaces.

Module 7: Flowcharts

UPSKILLMENT

Flowcharts are essential for mapping out processes and decisions within an interface. In this module, students will explore how to create flowcharts that visually represent the paths users take to achieve goals within a product.

Key Topics:

- Flowchart Techniques: Learn how to create simple and complex flowcharts that represent decision-making processes.
- Paper vs. Computer-Generated Flowcharts: Understand the pros and cons of using manual vs. digital flowcharting tools.
- Creating Flowcharts: Develop flowcharts that illustrate the user's journey through different scenarios.

Module 8: Prototypes

UPSKILLMENT

This module introduces prototyping, where students will learn to create interactive, clickable prototypes that simulate real-world user interactions. Prototypes help test design ideas and iterate quickly based on feedback.

Key Topics:

- Advantages of Prototyping: Learn why prototypes are essential for testing usability and refining design.
- Low vs. High Fidelity Prototypes: Understand the difference between low-fidelity wireframes and high-fidelity prototypes, and when to use each.
- Prototyping Tools: Explore tools such as InVision and Marvel App to create interactive prototypes.
- Creating Prototypes: Build both low and high-fidelity prototypes to test user interactions and refine designs.

ISTQB Training Features :

UPSKILLMENT

- Flexible Learning and Rescheduling Options
- Tailor your learning schedule with weekday or weekend classes and morning or evening sessions to fit your commitments. Missed a session? Easily reschedule and join a batch that matches your availability.

- Personalized Learning Support
- Benefit from a dedicated Learning Manager who provides personalized guidance, resolves your queries, and supports you throughout the course to ensure a seamless learning experience.

- Practical and Job-Focused Training
- Gain hands-on experience through industry-relevant projects and real-world simulations. Enhance your employability with dedicated job assistance, including resume building, interview preparation, and placement support.

ISTQB Training Outlook

UPSKILLMENT

- Explosive Growth in Demand: The global software testing market is forecasted to grow from $40.7 billion in 2023 to $70.3 billion by 2028, driven by the increasing complexity of software systems and the need for robust quality assurance practices. This surge is supported by the adoption of agile and DevOps models across industries. (Source: Market Research Future)

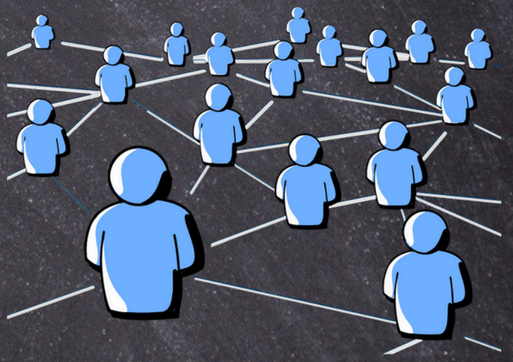
- Shift Toward Test Automation & AI: The rise of AI-driven testing tools is reshaping the industry, with the test automation market projected to reach $34.1 billion by 2027. AI and automation are enhancing efficiency, reducing manual effort, and enabling faster, more accurate testing. (Source: MarketsandMarkets)

- Critical Focus on Security Testing: As cybersecurity threats continue to grow, organizations are increasingly focusing on security testing. The cybersecurity industry is projected to reach $200 billion by 2025, highlighting the critical role of testers in safeguarding software systems from vulnerabilities. (Source: Statista)

LET'S CONNECT

Email: info@upskillment.com

www.upskillment.com



UPSKILLMENT