

UI/UX Design :- Figma & Adobe Photoshop

UI UX	
INTRODUCTION TO UI/UX DESIGN	DESIGN PRINCIPLES AND FUNDAMENTALS
<ul style="list-style-type: none"> Understanding the role of UI/UX designers The importance of user-centered design User experience vs. user interface design Design thinking and the design process Ethical considerations in design 	<ul style="list-style-type: none"> Layout and composition principles Color theory and color psychology Typography and font choices Visual hierarchy and contrast Gestalt principles in design Accessibility and inclusivity in design
USER RESEARCH AND ANALYSIS	WIREFRAMING AND PROTOTYPING
<ul style="list-style-type: none"> Conducting user interviews Creating user personas User journey mapping Usability testing and feedback gathering Competitive analysis and benchmarking Information architecture and content strategy 	<ul style="list-style-type: none"> Introduction to wireframing and prototyping Sketching and paper prototyping Digital wireframing tools (e.g., Balsamiq, Sketch) Interactive prototyping with tools (e.g., Adobe XD, Figma) Creating low-fidelity and high-fidelity prototypes
USER INTERFACE (UI) DESIGN	INTERACTION DESIGN (IXD)
<ul style="list-style-type: none"> UI design principles and best practices Creating a design system and style guide Designing responsive and mobile interfaces Iconography and visual elements UI animation and micro-interactions Adaptive and accessible design 	<ul style="list-style-type: none"> Principles of interaction design Designing user flows and navigation Implementing effective user feedback Gestures and touch interactions Designing for voice interfaces and AI User onboarding and walkthroughs

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<u>USABILITY TESTING AND EVALUATION</u>	<u>COLLABORATION AND COMMUNICATION</u>
<ul style="list-style-type: none"> • Planning and conducting usability tests • Usability metrics and heuristic evaluation • Analyzing and interpreting usability test results • Iterative design and feedback loops • A/B testing and split testing • User satisfaction and post-launch evaluation 	<ul style="list-style-type: none"> • Working with cross-functional teams (developers, product managers) • Effective communication of design concepts • Presenting and justifying design decisions • Version control and collaboration tools (e.g., Git, Slack) • Client and stakeholder management
<u>PORTFOLIO DEVELOPMENT</u>	<u>INDUSTRY TRENDS AND EMERGING TECHNOLOGIES</u>
<ul style="list-style-type: none"> • Creating a compelling portfolio • Showcasing projects and case studies • Resume and LinkedIn profile optimization • Preparing for job interviews and design challenges • Networking and job search strategies 	<ul style="list-style-type: none"> • Keeping up with UI/UX design trends • Emerging technologies (AR/VR, IoT) • Designing for mobile apps and web applications • Ethical considerations in emerging tech • Continuous learning and professional growth
<u>FINAL DESIGN PROJECTS</u>	
<ul style="list-style-type: none"> • Capstone project or real-world client project • Applying all design principles and techniques • Project presentation and documentation • Peer and instructor feedback • Portfolio inclusion of final project 	

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FIGMA TOPICS SYLLABUS	
INTRODUCTION TO FIGMA	BASIC DESIGN TOOLS
<ul style="list-style-type: none"> Overview of Figma and its importance in design Creating a Figma account and setting up a profile Navigating the Figma interface Understanding Figma's cloud-based collaboration features Differentiating between design files, prototypes, and team libraries 	<ul style="list-style-type: none"> Drawing shapes and lines Working with the Pen tool for custom shapes Using vector editing tools Working with text layers and typography Selecting and manipulating objects
ARTBOARDS AND FRAMES	COLOR AND TYPOGRAPHY
<ul style="list-style-type: none"> Creating and managing frames and canvases Artboard organization and naming conventions Designing responsive layouts Grids and layout techniques Managing layers within frames 	<ul style="list-style-type: none"> Applying color fills and strokes Managing color styles and swatches Typography and text styles Character and paragraph formatting Creating and using text styles
COMPONENTS AND STYLES	PROTOTYPING AND INTERACTIONS
<ul style="list-style-type: none"> Creating and using components Component instances and overrides Variants and component states Working with styles (text, layer, and effect) Using libraries for design consistency 	<ul style="list-style-type: none"> Designing interactive prototypes Creating links and transitions between frames Interactive components and states Auto-Animate for advanced interactions Previewing and sharing prototypes
COLLABORATION AND TEAMWORK	VECTOR EDITING AND ILLUSTRATION
<ul style="list-style-type: none"> Collaborating with team members in Figma 	<ul style="list-style-type: none"> Advanced vector editing techniques Creating custom vector icons and

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<ul style="list-style-type: none">• Real-time co-editing and commenting• Version history and design iteration• Design systems and shared libraries• Figma plugins for enhanced collaboration	<p>illustrations</p> <ul style="list-style-type: none">• Artistic and abstract vector design• Using boolean operations for complex shapes• Designing with vector brushes
RESPONSIVE AND ADAPTIVE DESIGN	USER INTERFACE (UI) DESIGN
<ul style="list-style-type: none">• Designing for multiple screen sizes• Constraints for responsive design• Using layout grids and auto layout• Designing for mobile apps and web responsiveness• Handling responsive typography	<ul style="list-style-type: none">• UI design principles and guidelines• Designing buttons and navigation• Form and input field design• Creating UI components and UI kits• Prototyping interactive UIs
ADVANCED TECHNIQUES AND PROJECTS	WORKFLOW OPTIMIZATION AND TIPS
<ul style="list-style-type: none">• Designing complex web and app interfaces• E-commerce and dashboard design• Designing for accessibility and inclusivity• Real-world design projects and case studies• Portfolio development and presentation	<ul style="list-style-type: none">• Keyboard shortcuts and productivity hacks• Using plugins and extensions• Troubleshooting common design issues• Best practices in Figma design• Preparing design files for handoff and development

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