



UI/UX Design Syllabus

15 Days UI/UX Design Syllabus

Objective: Basic understanding of UI/UX concepts and tools.

1. **Day 1–2:** Introduction to UI/UX Design
 - What is UI/UX?
 - Differences between UI and UX
 - The role of a UI/UX designer
 2. **Day 3–5:** Design Fundamentals
 - Color theory, typography, and layout
 - Understanding design systems and grids
 3. **Day 6–8:** UX Research Basics
 - User-centered design principles
 - Introduction to user personas and empathy mapping
 4. **Day 9–12:** UI Design Tools (Hands-On)
 - Introduction to tools: Figma or Adobe XD
 - Basic wireframing and prototyping
 5. **Day 13–15:** Mini Project
 - Design a simple landing page
 - Submit for feedback
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30 Days UI/UX Design Syllabus

Objective: Build foundational knowledge and execute a small project.

1. **Week 1:** (Same as 15-day syllabus)
2. **Week 2:** Advanced UX Research
 - Conducting surveys and interviews
 - Creating user personas and journey maps
 - Competitive analysis
3. **Week 3:** UI Design Fundamentals
 - Designing icons and micro-interactions
 - Accessibility in design (A11Y principles)

- Usability heuristics
 - 4. **Week 4: Hands-On Project**
 - Design a responsive website for an e-commerce store
 - Usability testing and iteration
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45 Days UI/UX Design Syllabus

Objective: Introduce end-to-end design processes with collaborative tools.

1. **Week 1–2:** (Same as 30-day syllabus)
 2. **Week 3:** Advanced Tools and Collaboration
 - Using tools like Miro for brainstorming
 - Introduction to design handoffs with Zeplin or Figma Inspect
 - Version control and team collaboration
 3. **Week 4–5:** Case Study Project
 - Full-cycle design of a mobile app or website
 - Documenting the design process
 - Presentation and feedback
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60 Days UI/UX Design Syllabus

Objective: Enhance practical skills with larger, team-based projects.

1. **Month 1:** (Same as 45-day syllabus)
 2. **Month 2:** Design Systems and Advanced Prototyping
 - Building reusable components and style guides
 - High-fidelity prototyping and animation
 - A/B testing for UX optimization
 3. **Capstone Project:**
 - Team-based design project (e.g., redesigning a popular app or website)
 - End-to-end execution from research to final prototype
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90 Days UI/UX Design Syllabus

Objective: Mastery of tools, methodologies, and hands-on projects.

1. **Month 1–2:** (Same as 60-day syllabus)

2. **Month 3:** Advanced UX Topics
 - Information architecture and card sorting
 - Design thinking and ideation techniques
 - Designing for emerging technologies (AR/VR, IoT)

3. **Portfolio Development:**
 - Create 3–4 case studies to showcase in your portfolio
 - Mock interviews and portfolio review sessions
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180 Days UI/UX Design Syllabus

Objective: Comprehensive UI/UX design training with professional readiness.

1. **Months 1–3:** (Same as 90-day syllabus)
 2. **Month 4:**
 - UX Writing and Content Strategy
 - Designing for global audiences and localization
 - Advanced analytics and data-driven design
 3. **Month 5:**
 - Internship or simulated client project
 - Collaborating with developers for real-world experience
 4. **Month 6:**
 - Specializations: Choose one (e.g., AR/VR, UX for SaaS, Gaming UI)
 - Final portfolio, networking, and industry guidance
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