

06 WEB UX/UI DEVELOPMENT PRO : 5 MONTHS

HTML5, CSS3, Dreamweaver, JavaScript, jQuery, Bootstrap, Wordpress, UX/UI Capsule: Adobe XD/ InVision, **PHASE 1 Overview of UX and UI**, **PHASE 2 UX design** , **PHASE 3 UI Design**, Uploading the website, On page SEO (Search Engine Optimization),How to create compelling portfolio and resume, Get feedback from mentors, Interview sessions, Soft skills, Web/UX/UI (Online Project)

07 GRAPHIC FOR FASHION : 3 MONTHS

CoreIDRAW, Illustrator , Photoshop & Fashion Portfolio

08 WEB DEVELOPMENT : 3 MONTHS


HTML5, CSS3, Dreamweaver, JavaScript, jQuery, PHP, Ajax, MySQL



Switch on the Creative Career



BE CREATIVE

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01 WEB UI PLUS : 6 MONTHS

CorelDRAW, Illustrator, Photoshop, InDesign, HTML5, CSS3, JavaScript, jQuery, Bootstrap, Wordpress, Web User Interface Designing, On Page SEO (Search Engine Optimization), Uploading the website, Web/Graphic project (Online Project), How to create compelling portfolio and resume, Get feedback from mentors, Interview sessions.

02 WEB PLUS UX/UI CAPSULE : 7 MONTHS

CorelDRAW, Illustrator, Photoshop, InDesign, Adobe XD/InVision, HTML5, CSS3, Bootstrap, JavaScript, jQuery, Dreamweaver, WordPress, UX/UI Capsule: PHASE 1 Overview of UX and UI, PHASE 2 UX design , PHASE 3 UI Design, Web User Interface Designing, Uploading the website, On page SEO (Search Engine Optimization), How to create compelling portfolio and resume, Get feedback from mentors, Interview sessions, Soft skills, Web/Graphic/UX/UI (Online Project).

03 GRAPHIC PLUS : 3 MONTHS

CorelDRAW, Illustrator, Photoshop, InDesign, How to create compelling portfolio and resume, Get feedback from mentors, Interview sessions, Graphic project (Online Project).

04 GRAPHIC PLUS UX/UI DESIGNING : 4/5 MONTHS

CorelDRAW, Illustrator, InDesign, Photoshop, Adobe XD/ InVision, UX/UI Capsule : PHASE 1 Overview of UX and UI, PHASE 2 UX design , PHASE 3 UI Design, How to create compelling portfolio and resume, Get

feedback from mentors, Interview sessions, Soft skills, Graphic/UX/UI (Online Project).

05 UX/UI CAPSULE : 3 MONTHS

PHASE 1 OVERVIEW OF UX AND UI

Introduction to the course, What is User Experience and User Interface, Difference between UX &UI, Examples of great UX &UI.

PHASE 2 UX DESIGN

INTRODUCTION TO UX: Introduction to UX, Understanding Human Computer Interaction, GOMS, Model Human Processor, Introduction to Task Analysis. Hierarchical Task Analysis, Cognitive Task Analysis, Introduction to Interaction Design (IxD), Usability, Usability as a Measurement, Usability as Design Approach.

HUMAN FACTORS: Human Factors, Ergonomics, Human Factor - Case Study, Ergonomics for UX designers.

UX LAWS: Fitt's Law, Hick's Law, Millers's Law: The magic number, Jakob's Law, The Von Restorff Effect, The Pareto Principle.

HUERISTIC EVALUATON: Introduction, Definition & concept, Severity Scale, 10 Laws of Hueristic Evaluation, Case study of Google Pay, Case study of NSE.

UX RESEARCH: Introduction, When to do research? - Conceptualising, Designing, Refining, Generative of Formative research, Evaluative research, Introduction to Data types, Quantitative Data, Qualitative Data,

Difference between Qualitative and Quantitative research.

UX RESEARCH METHODOLOGY: Introduction - Observation, Understanding, Analysis, Questionnaires and Surveys, Introduction to Interviews, Types of Interviews, Usability Tests, Types of Usability Tests, Tree Tests, A/B Testing.

INTRODUCTION TO USER RESEARCH TOOLS: Ethnic, Optimal Workshop, Survey Monkey, UsabilityHub, UserTesting.com, UserZoom, Hotjar, Morae

DESIGN PROCESS: Introduction to Design Thinking, What is Empathize, Define, Ideate, Prototype and Test, Deliverables included in Design Thinking, Introduction to 6D Process, Deliverables included in 6D process.

PHASE 3 UI DESIGN

INTRODUCTION TO UI: User Interface, User interaction.

SOFTWARE: Adobe XD/InVision.

BUILDING BLOCKS OF VISUAL DESIGN: Elements of Design, Principles of Design.

TYPOGRAPHY: Difference between Font & Typeface, Font Types, Leading, Kerning, Letter Spacing, Legibility & Readability, Typography Rules.

COLOR THEORY: Color Wheel, Color Properties, The Art of combining colors, Color Schemes, How to get color inspirations.

LOGO DESIGN: Points to consider while logo design

ICONOGRAPHY: Icon Formats, How to create icons, Do's and Don'ts.

MOODBOARD: Introduction, Moodboard benefits, Keywords, Style, Color scheme, Typography, Inspirations, Design Patterns, Moodboard Examples- Google Trip app redesign.

DESIGNING FOR MOBILE: Responsive Design, Native app design, Hybrid app design, Things to consider, Screen Resolutions, Screen Vs Image Resolutions, Styleguide, How to share assets with developers.

GRID SYSTEM: Introduction, History, Types of Grid, What is 960 grid system

STARTING WITH DESIGN: Margin, Spacing, Achieving consistency in Margin & Spacing, Font & Color Hierarchy, How to build aesthetic layouts

ANDROID & IOS GUIDELINES: iOS App structure, Android App structure, Difference between Android and iOS app design.

LATEST DESIGN TRENDS: Minimalism, Flat color schemes, Gradients coming back, Material Design, Card Based Designs.

PHASE 4 CAREER PREPARATION

How to create compelling UX/UI portfolio and resume, Get feedback from mentors, Interview Sessions.

PLUS:

Google Sprint - EnJoin Case study, User Centric Vs Product Centric Design, Team Bonding Activities and Simple every day life related assignments to understand UX easily.

