

# NS3EDU – UI/UX Designing

## Curriculum

### Industry-Oriented | Job-Focused | Hands-On Training

## Program Overview

The NS3EDU UI/UX Designing Program is designed to build strong design fundamentals to advanced user experience and interface design skills. The curriculum focuses on user research, wireframing, visual design, prototyping, usability testing, real-world projects, and portfolio development, making learners industry-ready UI/UX designers.

## LEVEL 1: UI/UX Fundamentals

### Part 1: Introduction to UI/UX

#### Design

- What is UI Design
- What is UX Design
- UI vs UX
- Importance of UI/UX in Digital Products
- UI/UX Design Process
- Career Opportunities in UI/UX

### Part 2: Design Principles

- Design Thinking
- Visual Hierarchy
- Color Theory

- Typography Basics
- Layout & Composition
- Consistency & Accessibility

## **Part 3: User Experience Fundamentals**

- User-Centered Design -
- User Research Basics -
- Personas & User Stories -
- User Journey Mapping -
- Information Architecture

## **Part 4: UX Research & Analysis**

- Qualitative vs Quantitative Research
- User Interviews
- Surveys & Feedback
- Competitor Analysis
- Problem Definition

## **LEVEL 2: UI/UX Designer (Intermediate Level)**

## **Part 5: Wireframing & Prototyping**

- Low-Fidelity Wireframes
- High-Fidelity Wireframes
- User Flows
- Interactive Prototypes
- Rapid Prototyping Techniques

# Part 6: UI Design Fundamentals

- UI Components
- Design Systems
- Grids & Layouts
- Icons & Visual Elements
- Responsive Design Basics

# Part 7: Tools for UI/UX Design

- Figma (Core to Advanced)
- Adobe XD (Basics)
- Sketch (Overview)
- Collaboration & Developer Handoff

# Part 8: Interaction Design (IxD)

- Microinteractions
- Motion Basics
- Feedback & Transitions
- Usability Principles
- Accessibility Guidelines

# Part 9: Usability Testing

- Usability Testing Methods
- A/B Testing Basics
- Heuristic Evaluation
- User Feedback Analysis
- Design Improvements

# LEVEL 3: Advanced UI/UX Designing\_(Professional Level)

## **Part 10: Advanced UX Strategy**

- UXStrategy & BusinessGoals
- Design for Mobile Applications
- Design for Web Applications
- Design for SaaS Products
- UX Metrics & KPIs

## **Part 11: Advanced UI Design**

- AdvancedVisualDesign
- Design Tokens
- Component Libraries
- Brand Integration
- Design Scalability

## **Part 12: UX Writing & Content Design**

- UXWritingPrinciples
- Microcopy
- Error Messages & Notifications
- Content Hierarchy

## **Part 13: Real-World UI/UX Projects**

- Website UI Design Project
- Mobile App UI/UX Project
- Dashboard Design

- Case Study Creation
- Client-Based Project

## Part 14: Portfolio Development

- UI/UX Portfolio Structure
- Case Study Presentation
- Design Documentation
- Behance & Dribbble Setup

## Part 15: Career & Interview Preparation

- UI/UX Job Roles
- Interview Questions & Design Tasks
- Design Challenge Practice
- Resume & Portfolio Review
- Freelancing & Job Platforms

## Outcome

Learners become job-ready UI/UX Designers capable of designing user-friendly, visually appealing digital products and presenting professional portfolios for industry and freelance opportunities.

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datascience  
data science

