

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

- UIComponents
- Design Systems
- Grids & Layouts
- Icons & Visual Elements
- Responsive Design Basics

Part 7: Tools for UI/UX Design

- Figma (CoretoAdvanced)
- 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

- UsabilityTestingMethods
- 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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Free
consulting



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with certified
trainers



24X7
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placed



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