User Interface Curriculum

Introduction to User Interface Design

1.1 What is User Interface Design?

1.2 Why User Interface Design?

1.3 Difference between User Interface and User Experience Design

1.4 User Interface Design Tools Walkthrough: Figma, Balsamiq, Figjam,etc

Learning Outcome: The students should understand the foundations of UI and Why it is important

Quiz

User Interface Design Processes

2.1 Finding Design Inspirations

2.2 Building a mood board

2.3 Storyboarding

2.4 Sketches, WireFrames and High-Fi Designs

2.5 Integrating UX Principles and Processes into User Interface Design

Learning Outcome: The students should be able to start design projects and develop ideas from thought to output

Quiz

UI Immersion (COACH CLAIRE)

3.1 Design Principles

3.2 Color Psychology and Manipulations

3.3 Auto Layout and Alignments

3.3 Design Patterns

3.4 Design guides and Systems

Learning Outcome: The students should be able to integrate design principles into their designs and come up with their own design systems

Quiz

Responsive User Interface Design (COACH CLAIRE)

4.1 Introduction to Responsive Interface Design

4.2 Responsive Grids and Frameworks

4.3 Different screen sizes

4.4 Mobile Platforms: IOS and Android

4.5 Web application design and responsive web interface design

Learning Outcome: The students should be able to able to know how to design responsive screens and solutions

Design HandsOff and Presentation

5.1 Mockup design and Prototyping

5.2 The Feedback Loop

5.3 Development Ready Design: The Checklists

Learning Outcome: The students should be able to integrate feedbacks in their designs and get designs ready for development

Quiz

Case Study Example

Introduction to Case Study

Design and Publish Your Case Study:Look and Do