



UI/UX Workshop Course content

Schedule:

August 15(Sunday)	August 22(Sunday)	August 29(Sunday)	September 5(Sunday)
9am-12pm	9am-12pm	9am-12pm	9am-12pm

Session - 1

- HCI and UI/UX Design
- User Centred Design Process
- UX Research Methodologies
- Affinity mapping and Customer Journey Mapping
- Mind Mapping
- Assignment 1
- Q&A

Session - 2

- UX Gamification and Gamification Octalysis Framework
- UX Laws in Visual Design and UI Design Guidelines
- Wireframing – Lo-Fi, Mid-Fi, Hi-fi
- Colours and Typography
- Style Guides and Design Systems
- Getting started with UI Design.
- Assignment 2
- Q&A

Session - 3

- UI Design Principles
- Mood setting in Visual Design.
- Creating Hi-Fi wireframes
- Getting started with prototyping.
- Building complex animations with Auto-animate in XD
- Assignment 3
- Q&A



Session - 4

- Micro Interactions and how to make it them
- Advanced Animations and Micro-interactions
- Component States and Advance Nested Components in Adobe XD
- Voice Interaction enabled Prototyping.
- AR/VR Prototyping techniques
- Assignment 4
- Q&A

Project Briefing and Submissions