

COURSE 02

UI/UX *Design*

A structured UI/UX course focused on modern interface design, user experience, Figma workflow and real-world web and mobile projects.

01

MODULE 1

UI Design Fundamentals

- Understanding interfaces
- Designing web & mobile screens
- Visual hierarchy + typography
- Components & auto-layout
- Style guides & design systems

02

MODULE 2

UX Design Process

- User research & personas
- User journey & user flow
- Information architecture
- Wireframing & low-fidelity design
- Prototyping & interaction design

03

MODULE 3

Figma Workflow

- Complete Figma tools & features
- Components, variants & libraries
- Auto-layout & responsive design
- Designing a full project in Figma
- Interactive prototype & handoff

04

MODULE 4

Real Projects & Portfolio

- Complete mobile app design
- Complete website design
- Usability testing & feedback
- Portfolio presentation
- Client-style assignments + guidance

Build skills. *Create real work.*

The course combines interface design and user-experience thinking with hands-on Figma practice. Students move from concepts and wireframes to polished, portfolio-ready screens.

TOOLS YOU'LL LEARN

Figma - UI/UX design + prototyping
Adobe Photoshop - visual assets + image editing

LEARNING FORMAT

1-on-1 live mentorship
Practical web + mobile projects
Online + onsite learning

WHAT YOU'LL GET

Project-based learning
Portfolio-ready work
Personal feedback
Job / freelance guidance

PORTFOLIO OUTCOME

Mobile app UI project
Website / landing page design
Interactive prototype
Complete portfolio presentation

START YOUR UI/UX JOURNEY

