

UI/UX DESIGN FOR BEGINNERS

Week 1: Introduction to UI/UX Design

- Definition of UI (User Interface) and UX (User Experience)
- Differences between UI and UX
- Importance of UI/UX in product design
- Principles of human-centered design
- Examples of good vs. bad design

Week 2: Basics of UX Design

- UX design process (Research → Design → Testing → Implementation)
- User research methods (interviews, surveys, personas, empathy maps)
- Understanding user needs and pain points
- Information architecture basics (sitemaps, card sorting)
- Wireframing concepts and tools

Week 3: Basics of UI Design

- Visual design principles (contrast, alignment, balance, hierarchy)
- Color theory and psychology in design
- Typography and readability
- Layout and spacing (grids, alignment, responsive design)
- Introduction to design systems and components

Week 4: Tools for UI/UX Design

- **Introduction to popular tools:**
 - Figma (recommended for beginners)
 - Adobe XD
 - Sketch
 - Canva (for simple mockups)
- Setting up a project in Figma
- Designing wireframes and mockups
- Prototyping basics

Week 5: UX Research and Usability Testing

- Designing user flows and journey maps

- Creating prototypes for testing
- Usability testing methods (A/B testing, think-aloud protocol)
- Gathering and analyzing feedback
- Iterating designs based on user input

Week 6: Designing for Mobile and Web

- Mobile-first design approach
- Responsive design basics
- Differences between designing for mobile vs. desktop
- Accessibility in design (color contrast, text alternatives, inclusive design)
- Best practices for navigation and interaction

Week 7: Practical Project

- Choose a simple project idea (e.g., mobile mental health app, e-commerce app, or portfolio website)
- Conduct user research and create personas
- Build wireframes and mockups in Figma
- Prototype user flows
- Test with peers and gather feedback
- Refine and present final design

Week 8: Career and Next Steps

- Building a UI/UX design portfolio
- Freelance vs. full-time opportunities
- Introduction to advanced topics: motion design, design systems, AR/VR UI
- Resources for continuous learning (books, blogs, communities)