

€ TRAINING

Principles of UI UX Design





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Introduction:

This training program is designed to equip participants with the principles of UI/UX design, which include improving the user experience and designing user-friendly interfaces. It empowers them to learn the essential skills and knowledge needed to design a good and effective user experience.

Program Objectives:

By the end of the program, participants will be able to:

- Understand the basics of user experience and user interface design.
- Learn how to plan and design user interfaces.
- Develop experience design skills to improve the user experience.
- Learn how to analyze and evaluate user experience and user interface.
- Develop the ability to communicate and collaborate with the development team and clients.

Target Audience:

- Web designers and graphic designers.
- Web developers and app developers.
- Product managers and marketing officers.

Program Outline:

Unit 1:

Introduction to User Experience and User Interface Design:

- The concept of user experience and user interface design.
- The importance of user experience and user interface design.
- Challenges faced by UX/UI designers.
- The difference between user experience and user interface.
- Best practices in UX/UI design.

Unit 2:

Planning and Designing User Interfaces:

- Understanding the user, their needs, and goals.
- Designing page layouts and organizing content.
- Using design tools to create user interfaces.
- Designing interface styles and templates.
- Responsive design for different screen sizes and resolutions.

Unit 3:

Interaction and Motion Design:

- Basics of interaction and motion design.
- Designing interactions and motions to improve the user experience.
- Using motion to guide and clarify different actions.
- Designing exceptional interactions and motions to increase user engagement.
- Creating a seamless user experience with interactions and motion.

Unit 4:

Analyzing and Evaluating User Experience:

- Introduction to user experience analysis and evaluation.
- Using different tools to analyze the user experience.
- Analyzing and evaluating interface designs, interactions, and motions.
- Analyzing and evaluating user data.
- Using feedback to improve the user experience.

Unit 5:

Team and Client Collaboration and Communication:

- Fundamental principles of effective collaboration with the development team and clients.



- Collaborating on the design and implementation of projects.
- Communicating with clients to understand their needs and requirements.
- Managing conflicts and issues within the development team and with clients.
- Implementing necessary changes based on user feedback.