

10 Weeks UI/UX Training Syllabus

WEEK 1: INTRODUCTION TO REACTJS

- Understanding UI vs UX
- Importance of UI/UX in Software Development
- Design Thinking Process

WEEK 2: REACT COMPONENTS

- Principles of Design (Contrast, Alignment, Repetition, Proximity)
- Color Theory and Typography Basics
- Layout and Grid Systems

WEEK 3: REACT HOOKS

- Importance of User Research
- Methods of User Research (Surveys, Interviews, Observations)
- Creating User Personas and User Stories

WEEK 4: REACT ROUTER

- Introduction to Wireframing
- Tools for Wireframing (Sketch, Figma, Adobe XD)
- Creating Low-Fidelity and High-Fidelity Prototypes

WEEK 5: STYLING IN REACT

- UI Design Principles
- Designing Icons, Buttons, and Forms
- Responsive Design and Mobile UI

WEEK 6: STATE MANAGEMENT WITH REDUX

- UX Design Principles
- Information Architecture and Navigation Design

- User Flow and Interaction Design

WEEK 7: ASYNCHRONOUS PROGRAMMING WITH REDUX

- Importance of Usability Testing
- Conducting Usability Tests
- Analyzing Feedback and Iterating Designs

WEEK 8: ADVANCED TOPICS IN REACT

- Visual Hierarchy and Balance
- Creating a Visual Style Guide
- Incorporating Branding into UI/UX Design

WEEK 9: TESTING REACT APPLICATIONS

- Animation and Microinteractions
- Voice User Interface (VUI) Design
- Accessibility and Inclusive Design

WEEK 10: DEPLOYMENT AND PROJECT SHOWCASE

- Building a UI/UX Design Portfolio
- Job Roles and Career Paths in UI/UX
- Industry Best Practices and Trends

AFTER COURSE ASSIGNMENTS:

1. UI/UX Design Project: Students will choose a real-world problem or a fictional project and go through the entire design process from user research to prototyping. This project should showcase their understanding of UI/UX principles and their ability to create user-centered designs.
2. UI/UX Case Study: Students will analyze an existing app or website's UI/UX design. They should evaluate its strengths and weaknesses, propose improvements, and present their findings in a well-documented case study.

3. Portfolio Development: Students will create a UI/UX design portfolio showcasing their projects, case studies, and skills. This portfolio will help them present their work to potential employers or clients.

By the end of this UI/UX Design course and assignments, students should be equipped with the essential skills and knowledge required to create user-friendly and visually appealing designs. They will be ready to start their careers as UI/UX designers in the IT industry.

