Module 1: The "U" Of UX/UI — Weeks 1-7

Description:

The common theme throughout this course is that we will be designing with users in mind. That being said, how do we know who our user is? What do they do? How do they act? Those are the questions we will strive to answer in this module as we dig into popular research techniques and methodologies.

What You Will Learn:

- UX / Design Thinking
- User Centered Design Research
- Foundation in System Thinking
- Empathy & Users
- UX Interviewing
- Insight Synthesis
- Decision Mapping
- Prototyping

Module 2: Interface Design — Weeks 8-10

Description:

Interfaces need to be both engaging and intuitive in order to craft solid user experiences. Over the course of these few weeks, we will cover many of the necessary skills, technologies, and frameworks designers should know in order to make immersive applications.

What You Will Learn:

- User Interaction
- User Interface & Affordance
- Invision
- Project Management & Planning
- Sketch
- User Centered Design
- Accessibility & Design
- Photoshop
- Illustrator

Module 3: Visual Design Theory — Weeks 10-15

Description:

While an interface that functions is a distinct necessity, an interface that draws the eye of its user is just as important. During this module, we will cover color theory, iconography, typography, and the many other crucial aspects of visual design that modern UI/UX developers need to provide a high-class, hands-on experience.

What You Will Learn:

- Typography
- Heuristics, Usability & UI Iterations
- Continuity & Branding in UX & UI
- Sketch
- Iconography

Module 4: Web Prototyping and Interaction Design — Weeks 16-21

Description:

What good is a solid interface if no one can use it? Students will learn how to apply all of the knowledge they've acquired to create live applications on the web as full-fledged visual prototypes. Next, students will apply JavaScript and jQuery to their creations to incorporate more complex user interactions.

What You Will Learn:

- HTML
- CSS
- GitHub
- Bootstrap
- Media Queries
- JavaScript
- jQuery

Module 5: Portfolio & Final Project — Weeks 22-24

Description:

Now is the time to prove your skills in the fields of User Interface and User Experience. Students will create a portfolio that showcases all the skills gained throughout the course. Next, students will team up in small groups in order to craft an interface and application that will wow potential employers.

What You Will Learn:

- User Experience Tools
- User Interface Design
- Front-End Web Development