UI/UX Syllabus

For UI/UX Training Program
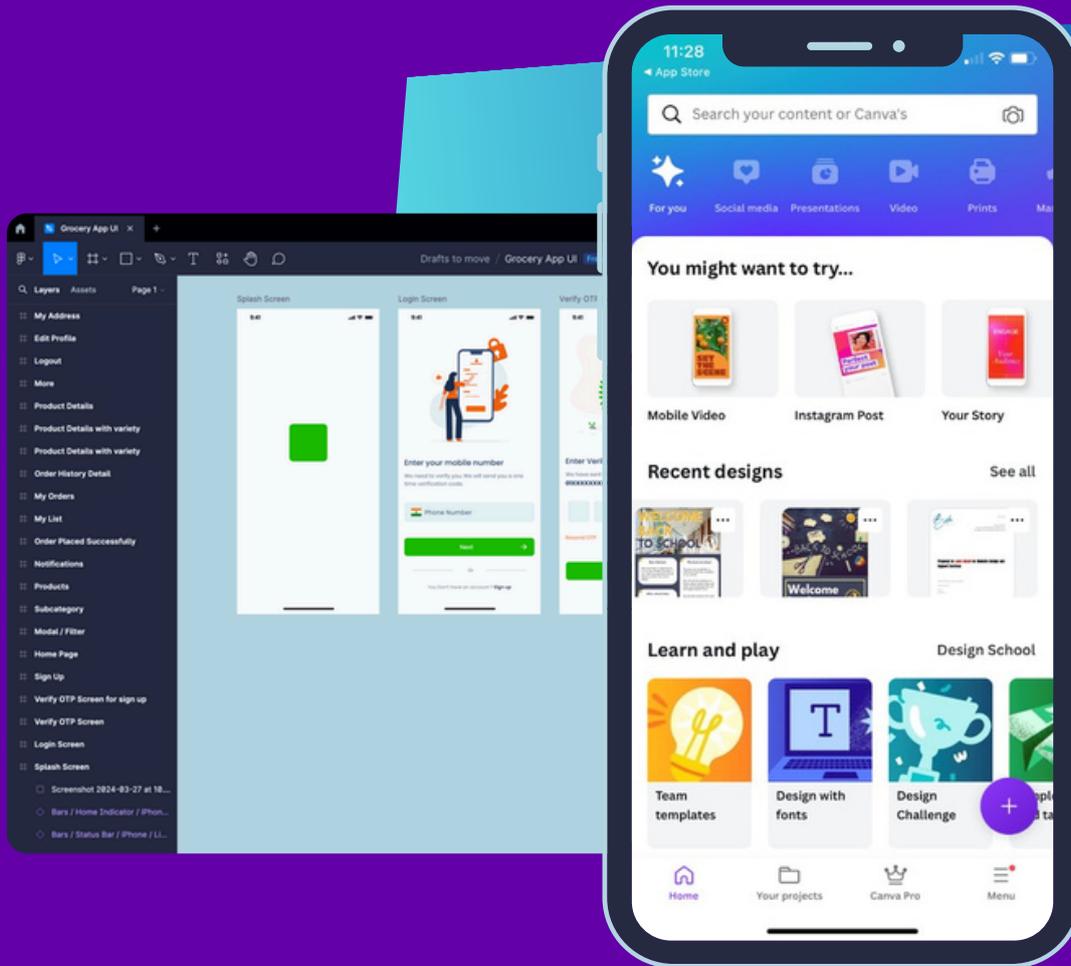
Figma | Canva Canva

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LEARNING POINT

Skill India
कौशल भारत-कुशल भारत

N·S·D·C
National Skill Development Corporation
Transforming the skill landscape

Figma is a cloud-based design tool focused on UI/UX design, known for its real-time collaboration features, allowing multiple designers to work on the same project simultaneously. It provides powerful vector editing tools, supports interactive prototyping, and facilitates the creation of reusable components and design systems to maintain consistency across projects. As a cross-platform tool, Figma works on any operating system with a modern web browser, making it accessible and convenient for design teams.

Canva, on the other hand, is a user-friendly graphic design tool aimed at non-designers and professionals alike, allowing users to create a wide range of visual content, from social media graphics to presentations. While it is not as feature-rich in terms of UI/UX design compared to Figma, Canva offers an extensive library of templates, images, and fonts, making it easy to produce visually appealing designs quickly. Canva is also web-based, ensuring accessibility across different devices.

FEATURES OF FIGMA & CANVA:

- **Real-Time Collaboration:** Multiple users can edit a design simultaneously, making it ideal for team projects.
- **Cloud-Based:** Accessible from any device with an internet connection and a modern web browser.
- **Vector Graphics Editor:** Advanced tools for creating scalable vector designs.
- **Interactive Prototyping:** Create and test interactive prototypes with animations and transitions.
- **Design Systems:** Supports the creation and management of reusable components, styles, and design systems.
- **User-Friendly Interface:** Intuitive drag-and-drop interface suitable for users with no design experience.
- **Extensive Templates:** Thousands of pre-designed templates for various types of content, including social media posts, presentations, and marketing materials.
- **Media Library:** Access to millions of stock photos, videos, and graphics.
- **Customisable Text and Fonts:** Wide range of fonts and text customization options.
- **Collaboration:** Real-time collaboration features, allowing multiple users to edit and comment on designs.

BASIC SESSION:

- Introduction To the App Design Course
- How to Get All The Free Stuff
- Why design is important for an entrepreneur
- Designer vs. Non-Designer Thinking
- **Colour Theory:**
  1. Understanding the Mood of Your Colour Palette
  2. How to Combine Colours to Create Colour Palettes
  3. Tools for designing with colour
  4. Tools for designing with colour resources
  5. Further Reading on Designing with Colour

UX
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- **TYPOGRAPHY:**
1. Introduction to Typography
2. The Serif Type Family - Origins and Use
3. The Sans Serif Type Family - Origins and Use
4. How Typography Determines Readability
5. How to Combine Fonts Like a Pro
6. Further Reading on Typography

- **USER INTERFACE (UI) DESIGN FOR MOBILE:**
1. What is User Interface (UI) Design?
2. The Tour Guide Approach to UI Design
3. What is Good Practice in Interaction Design
4. The Importance of Alignment
5. Colour in User Interface Design
6. The Many Ways of Designing Text Overlays
7. How to Be an Attention Architect
8. Further Reading on User Interface Design

- **USER EXPERIENCE (UX) DESIGN FOR MOBILE:**
1. What is User Experience (UX) Design?
2. Usability
3. Asking for Permissions
4. User Profiling
5. Form vs. Function
6. Consistency
7. Simplicity
8. Don't Make Me Think
9. Onboarding
10. Idiot Boxes
11. Further Reading on User Experience Design

- **DESIGNING FOR IOS AND ANDROID - WHAT ARE THE IMPORTANT DIFFERENCES?**
1. Android vs. iOS Design
2. Navigation
3. The Devil is in the Details
4. Differences in Icon Design
5. Flat Design vs. Material Design
6. Differences in Establishing Visual Hierarchy
7. iOS and Android Design Guidelines

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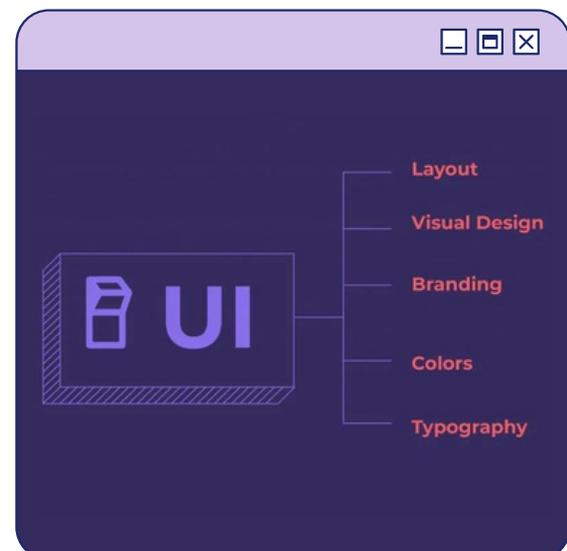
- **PUTTING IT ALL TOGETHER - A STEP-BY -STEP GUIDE TO THE MOBILE DESIGN WORKFLOW:**
  1. Step 1: Design Patterns and Colour Palettes
  2. Where to find design patterns and colour palettes
  3. Step 2: How to Create a User Flow Diagram
  4. Step 3: How to Create Wireframes
  5. Wire-framing Resources
  6. Step 4: How to Create Professional Mockups
  7. Tools for Creating Mockups
  8. How to use Sketch (41) to Create Mockups
  9. How to Use Canva to Create Mockups
  10. Your Turn to Create Your Own Mockups
  11. Tools and Resources for Creating Mockups
  12. Step 5: How to Create an Animated App Prototype
  13. Tools and Resources for Creating Prototypes
  14. Prototyping with Keynote
  15. Prototyping with Marvel
  16. Your Turn to Create a Prototype
  17. Example Marvel Prototype

DURATION: 5 DAYS

OUTCOME:

- **Introduction to Design Fundamentals:** Understanding the importance of design for entrepreneurs, differentiating designer vs. non-designer thinking, and mastering colour theory and typography.
- **Colour Theory Mastery:** Learning how to combine colours to create palettes, understanding the mood of colour palettes, and utilising tools and resources for designing with colour.
- **Typography Insights:** Gaining knowledge about serif and sans-serif type families, understanding typography's impact on readability, and learning to combine fonts effectively.
- **User Interface (UI) Design:** Exploring the fundamentals of UI design, best practices in interaction design, alignment importance, colour usage, text overlays, and becoming an attention architect.

- **User Experience (UX) Design:** Understanding UX design principles, usability, permission requests, user profiling, consistency, simplicity, onboarding processes, and further reading on UX design.
- **Platform-Specific Design:** Identifying key differences between iOS and Android design, including navigation, icon design, flat vs. material design, and establishing visual hierarchy.
- **Comprehensive Mobile Design Workflow:** Following a step-by-step guide from design patterns and colour palettes, creating user flow diagrams and wireframes, to professional mockups and animated app prototypes.
- **Practical Application:** Utilising various tools (Sketch, Canva, Keynote, Marvel) to create mockups and prototypes, with hands-on exercises to apply learned skills and create professional designs.

FIGMA & CANVA:

- **Figma UI UX Design Introduction:**
1. Module Introduction
2. Getting Started with Figma Training
3. What is Figma for & does it do the coding?
4. What the difference between UI and UX in Figma
5. Figma UI UX Design Essentials
6. Class project 01- Create your own brief

- **Wire-framing - Low Fidelity:**
1. What is Lo Fi Wireframe vs High Fidelity in Figma
2. Creating our design file & introducing frames in Figma

- **Type, Color & Icon Introduction 1:**
1. The basics of type & fonts in Figma
2. Rectangles Circles Buttons Rounded corners in Figma
3. How to use colour in Figma
4. Strokes plus updating colour defaults in Figma
5. Object editing and how to escape in Figma
6. Scale vs Selection Tool in Figma
7. Frames vs Groups in Figma

- **Type, Color & Icon Introduction 2 :**
1. Class project 02- Wireframe
2. Where to get Free icons for Figma
3. Matching the stroke of our icons
4. How to use Plugins in Figma for icons
5. Class project 03 - Icons

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- **Type, Color & Icon Introduction 2 :**
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  3. Matching the stroke of our icons
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  5. Class project 03 - Icons

- **Pages :**
  1. The basics of type & fonts in Figma

- **Prototyping - Level 1 :**
  1. How to prototype in Figma
  2. Prototype animation and easing in Figma
  3. Testing on your phone with Figma Mirror
  4. Class project 04 - Testing on your phone

- **Animation - Level 1 :**
  1. What is Smart Animation & delays in Figma
  2. Class project 05 - My first animation
  3. **Class project 05 - My first animation**

- **Commenting - Level 1 :**
  1. Sharing & Commenting on Figma file with Stakeholders
  2. Share editing with other UX designers in Figma

- **Mood Board - High Fidelity :**
  1. How I get inspiration for UX projects
  2. How to create a mood board in Figma
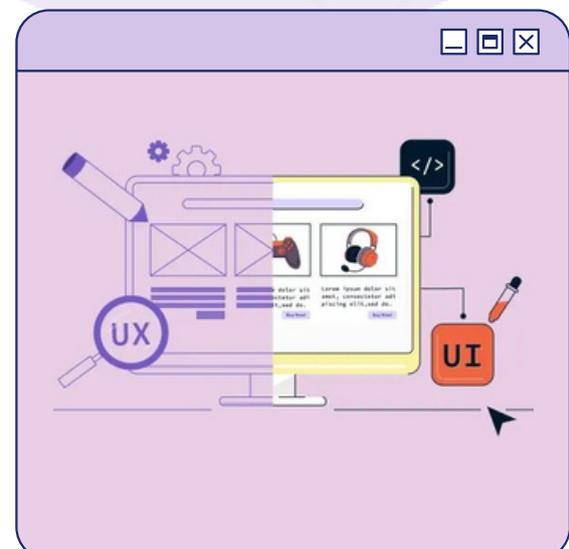 3. Class Project 06 - Mood board

- **Columns :**
  1. How to work with Columns & Grid in Figma

- **Tips & Tricks :**
  1. Tips Tricks Preferences and Weirdness in Figma

- **Color :**
  1. Color Inspiration & the eyedropper in Figma
  2. How to create a colour palette in Figma
  3. How to make gradients in Figma
  4. How to create & use Color Styles in Figma
  5. Class Project 07 - Color & Columns

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- **Texts & Fonts Advanced :**
  1. The font on Desktop vs Browser Figma
  2. What fonts can I use plus font pairing in Figma?
  3. What common font sizes should I choose in web design?
  4. How to make Character Styles in Figma
  5. Lorem ipsum & Placeholder text in Figma
  6. Useful things to know about text in Figma
  7. How fix missing fonts in Figma
  8. Class project 08 - Text

- **Drawing:**
  1. Drawing tips and tricks in Figma
  2. Squircle buttons with ios rounded courses in Figma
  3. Boolean Union Subtract Intersect Exclude Pathfinder in Figma
  4. What is the difference Union vs Flatten Figma
  5. Class Project 09 - Making stuff
  6. Smart Selection & Tidy up in Figma

- **Images:**
  1. Tips & tricks for using images in Figma
  2. Masking Cropping images in Figma
  3. Free image & plugin for Figma

- **Autolayout & Constraints :**
  1. Autolayout & Constraints
  2. Class project 10 - Buttons
  3. Auto Layout for spacing
  4. How to use constraints in figma
  5. Combining Nested frames Auto Layout & Constraints in Figma
  6. Adding Text Box Auto Height to Auto Layout in Figma
  7. Class Project 11 - Responsive Design
 8. Nice drop shadow & Inner drop shadow effects in Figma

- **Effects:**
  1. Blur Layer & Background Blur & Image Blur in Figma
  2. How to make Neuromorphic ui buttons in Figma
  3. Class project 12 - Effects

- **Saving & History :**
  1. How to save locally & save history in Figma

- **Components & Instances :**
  1. What are components in Figma
  2. Updating & Changing & Resetting your components
  3. You can't kill main components in Figma
  4. Where should you keep your main components in Figma
  5. Intro to the forward slash / naming convention in Figma
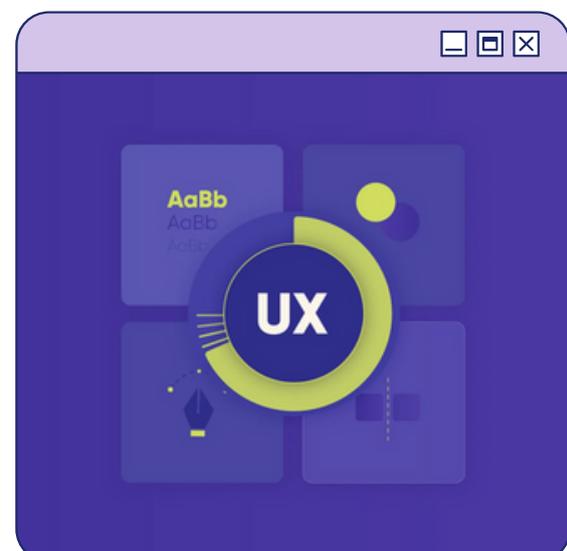
- **Variants :**
  1. Class project 02- Wireframe
  2. Where to get Free icons for Figma
  3. Matching the stroke of our icons
  4. How to use Plugins in Figma for icons
  5. Class project 03 - Icons

- **Making Forms :**
  1. How to make a form using variants in Figma
  2. Class Project 15 - Form
  3. Putting it all together in an desktop example

- **Prototyping Level - 2 :**
  1. How to add a popup overlay modal in Figma
  2. How to make & prototype a tool tip in Figma
  3. What are Flows in Figma
  4. Slide in mobile nav menu overlay in Figma
  5. Class project 16 - Prototyping
  6. How to pin navigation to top in Figma
  7. How to make horizontal scrolling swipe in Figma
  8. Automatic scroll down the page to anchor point in Figma

- **Teams & Projects Forms :**
  1. What are Teams vs Projects vs Files in Figma

- **Libraries :**
  1. How do you use team libraries in Figma

- **Animation & Micro Interactions :**
  1. The difference between animation & micro interactions
  2. Animation with custom easing in Figma
  3. Class Project 17 - My Second Animation
  4. How to make animated transitions in Figma
  5. Class Project 18 - Page transition
  6. Micro interactions using interactive components in Figma
  7. Micro interaction toggle switch in Figma
  8. Micro Interaction burger menu turned into cross in Figma
  9. Class Project 19 - Micro interaction

- **Thumbnail Update :**
  1. How to change the thumbnail for Figma Files

- **Exporting :**
  1. How to export Images out of Figma
  2. How to share you document with clients & stakeholders
  3. Talking to your developer early in the figma design process

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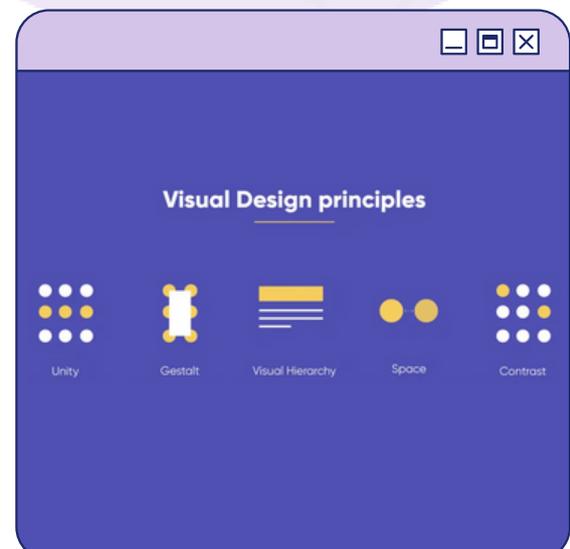
- **Exporting 2 :**
1. Sharing Figma with developers & engineers handoff
2. What are the next level handoffs aka design systems
3. Class Project 20 - Finish your design

- **Round Up :**
1. What next for you and Figma

- **Exporting Images :**
1. How to export Images out of Figma

- **Graphic Design in Canva :**
1. Module Introduction
2. Home Page Navigation
3. Design Tools
4. Adding In Elements
5. Customizing Text
6. Design A Post For Social Media
7. Add Animation and Video
8. Exporting and saving out your design

DURATION: 20 DAYS

OUTCOME:

- Understand the purpose and capabilities of Figma.
- Differentiate between UI and UX in Figma.
- Start working with Figma through a hands-on project.
- Master the basics of typography and fonts.
- Create and edit shapes and buttons.
- Understand the purpose and capabilities of Canva.
- Use design tools.
- Add elements and customise text.
- Design social media posts.
- Add animation and video.
- Integrate third-party tools and resources.
- Collaborate on projects in real time.
- Explore Canva's extensive template library.
- Customize templates for your needs.
- Manage version control and design updates.
- Understand the importance of consistency in design.
- Understand export settings and formats.
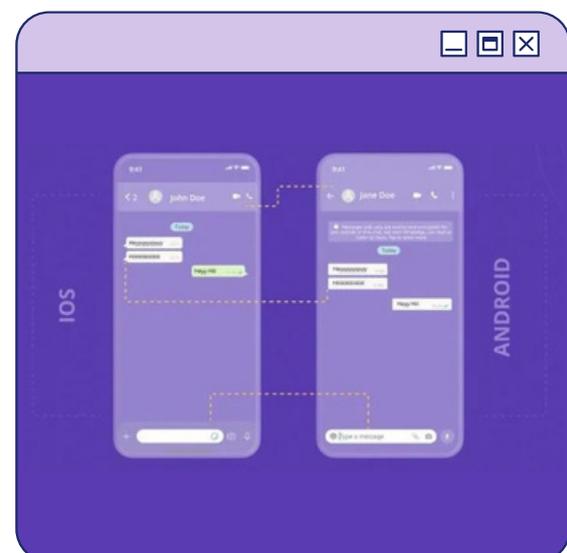
PROJECT DEVELOPMENT :

- **Design your First Mobile UI :**
  1. Mockup Requirements
  2. Mockup Files
  3. The Wireframe
  4. Setting Up Our Frames
  5. Images & Overlays
  6. Adding Icons
  7. Choosing a Colour Scheme
  8. Setting Up Colour Styles
  9. Tutorial Page
  10. Components
  11. Button Components
  12. Using Pages to Organise
  13. Using Variants to Create Component Groups
  14. Variants Exercise Solution
  15. Exploring Variants Even More
  16. Payment Page
  17. Constraints
  18. Constraints Exercise Solution
  19. Plugins
  20. Completing Our Map Page

- **Complteting Our Mobile Mockup :**
  1. User Experience Design (UX)
  2. Using Templates
  3. Using Apple Templates & Fonts
  4. Working on Our Main Pages
  5. Designing a Tab Bar for Navigation
  6. Using Variants for Tab Bars
  7. Request Page
  8. Store Cards
  9. Adding Constraints to the Request Page
  10. Profile Page
  11. Applying Constraints to the Profile Page
  12. Services Page
  13. Adding Sample Data from Google Sheets
  14. Finding Custom Fonts to Use
  15. Creating Text Styles
  16. Applying Text Styles Everywhere
  17. Finishing Touches

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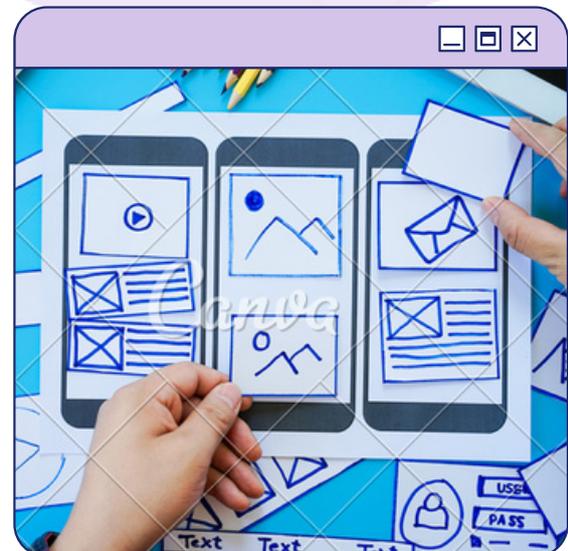
- **Prototyping :**
  1. Creating Prototypes
  2. Adding Connections between Frames
  3. Scrolling in Prototypes
  4. Testing on a Real Device
  5. Using Overlays for Tutorial Cards
  6. Opening Links
  7. Adding Animations
  8. Page Transitions
  9. Interactive Maps
  10. Playing GIFs
  11. Smart Animate
  12. Interactive Components
  13. Interactive Components Exercise Solutions
  14. Creating New Flows

- **Teams & Sharing :**
  1. Sharing Our Files
  2. Working with Teams

- **Exporting from Figma :**
  1. Creating Exports
 2. Code Handoff

- **Design your First Website UI :**
  1. Project Outline
  2. Starting with a Template
  3. Login Page
  4. Image Masks
  5. Dashboard Page
  6. Auto-Layout
  7. Adding Sample Data
 8. Full Web Mockup
  9. Version History

DURATION: 15 DAYS

OUTCOME:

- **Design Onboarding Screens:** Create a series of onboarding screens to introduce new users to the app's features and benefits. Use engaging illustrations and concise text.
- **Create User Profile Page:** Design a user profile page that includes profile pictures, user details, and options to edit information. Use a clean and intuitive layout.

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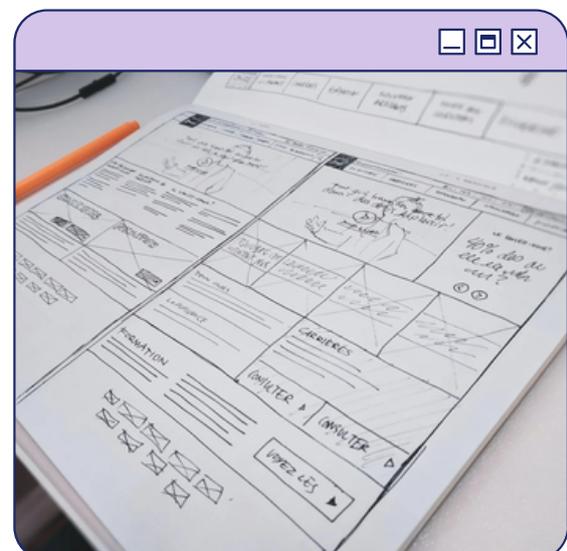
- **Design Notification System:** Develop a notification system design that includes both in-app notifications and push notifications. Ensure they are visually consistent and non-intrusive.
- **Develop a Settings Page:** Create a comprehensive settings page that allows users to adjust their preferences, manage accounts, and configure app settings.
- **Design a Search Functionality:** Create a search bar and results page. Include filters and sorting options to help users find the information they need quickly.
- **Design a Checkout Page:** For e-commerce applications, design a checkout page that is straightforward and user-friendly. Include sections for billing information, shipping details, and payment options.
- **Cross-Platform Design with Figma:** Explore the advantages of Figma's cloud-based platform, enabling design work on any operating system. Learn how to access and edit projects from different devices and browsers.
- **Creating Professional Graphics with Canva** : Discover how to use Canva's intuitive interface to create professional-quality graphics. Learn to utilize Canva's library of templates, images, and fonts to design social media graphics, presentations, and more.
- **Advanced Canva Techniques:** Dive into advanced Canva features such as custom templates, animations, and video editing. Learn to create engaging and dynamic visual content for various purposes.
- **Mastering Figma's Interface and Tools:** Become proficient with Figma's interface, vector editing tools, and features. Learn to navigate the workspace, use design and prototyping tools, and utilize keyboard shortcuts to enhance productivity.

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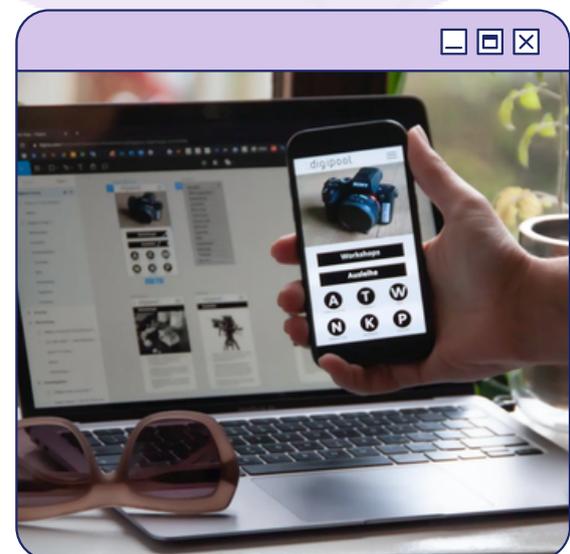
UI/UX DESIGN TRAINING SYLLABUS
PROGRESS TRACKER

○ **BASIC SESSION**

○ **CANVA**

○ **FIGMA**

PROJECTS

○ Mobile App UI/UX

○ Website UI/UX

NOTES

HINDTECH
IT SOLUTIONS

Training
UI/UX DESIGN Training

Duration
40 to 50 Days

Amount
₹25,000

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Branch 2

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