

Graphic & UX Design Summer Certificate NYC (High School)

This summer program in NYC teaches the foundations of graphic design and UX/UI design.

You'll learn Adobe Photoshop, Illustrator, and InDesign for graphic design and Figma for UX/UI through hands-on, interactive classes led by a live instructor.

Group classes in NYC and onsite training is available for this course. For more information, email corporate@nobledesktop.com or visit: <https://www.nextgenbootcamp.com/classes/digital-design-summer-certificate-nyc>



hello@nobledesktop.com • (212) 226-0884

Course Outline

This package includes these courses

- Graphic Design Summer Program NYC (High School) (50 Hours)
- UX & UI Design Summer Program NYC (High School) (25 Hours)

Graphic Design Summer Program NYC (High School)

Master the core principles of design and learn the industry's most powerful creative tools in this hands-on summer program.

High school students will gain experience in Adobe Photoshop, InDesign, and Illustrator while building a portfolio of professional-quality projects that are perfect for college applications or creative careers.

- Use Adobe Photoshop to retouch photos, combine images, and create custom graphics
- Design multi-page layouts with text, images, and color using Adobe InDesign
- Create logos, icons, and vector illustrations with Adobe Illustrator's powerful drawing tools
- Learn graphic design concepts like typography, layout, color theory, and visual hierarchy

UX & UI Design Summer Program NYC (High School)

Explore the world of user experience and user interface design in this hands-on summer program for high school students.

Learn how to create intuitive, user-friendly websites and apps using Figma, user research, wireframing, prototyping, and visual design best practices—while developing a standout portfolio for future college or job applications.

- Learn UX & UI principles to design apps and websites that are functional, intuitive, and visually engaging
- Conduct user research through interviews, persona creation, and journey mapping
- Use Figma to design interfaces and build clickable prototypes for user testing
- Develop wireframes and high-fidelity mockups while applying visual design concepts like color and typography
- Iterate designs based on real user feedback and build professional case studies

- Create a portfolio website and receive feedback to prepare for college and future internships