

# 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](mailto:corporate@nobledesktop.com) or visit: <https://www.nextgenbootcamp.com/classes/digital-design-summer-certificate-n>



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## 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