# UX & UI Design Summer Program Online (High School)

Design user-friendly apps and websites with Figma in this live online UX & UI design program.

> Group classes in Live Online and onsite training is available for this course. For more information, email corporate@nobledesktop.com or visit: https://www.nextgenbootcamp.com/classes/ux-ui-design-summer-program-onli

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# Course Outline

## UI Fundamentals

**How & when to use common UI patterns**

- Menus
- Tabs
- Bottom tab bar
- Buttons (including "Call to action" or CTA)
- Accordion
- Carousel
- Breadcrumbs
- Modals
- Forms
- etc.

## Learn Figma

**Create Visual Designs & Clickable Prototypes**

- Learn how to use Figma to create clickable prototypes to show users for testing, or for clients to see your work.
- Design the UI (user interface of websites, apps, etc) in Figma.

## UX Design Concepts

**Intersection of Design, Technology, & Business**

- Through critical analysis understand how user experience as a field sits in the intersection of different areas of the product.
- What is the difference between User Experience Design and User Interface Design?
- Learn about heuristics and apply heuristic evaluation to websites.

- Competitive Research

**Knowing Your User**

- Learn how to structure and conduct user interviews to better identify the needs and current behaviors of the user.
- Understand how to engage the user to work through assumptions and preconceived notions that arise during the process.
- Write down assumptions for your class project.

**User Research Through Interviews**

- Refine user interview questions.
- Interview classmates for your project.

**Refining User Research and Creating Personas**

- Create user personas from the interviews to represent the goals and behaviors of the users within the system.
- Develop user scenarios to show when and how the user engages with the system.

**Synthesis of User Research, Journey Maps, and User Flows**

- Continue to synthesize results of user research to find patterns.
- Create a journey map for your project.
- Think through the different features of the system by building user flows.
- Take the written narrative to the next level through sketching and improvising using techniques such as storyboarding and bodystorming.

**Wireframing, Sketching, Prototyping**

- Practice a sketching session for an existing website or mobile application of your choice. Start with sketching on a whiteboard or your notebook.
- Sketch wireframes for your class project.
- Learn the power of prototyping and testing an idea. Understand different methods of prototyping and their levels of fidelity.
- Discuss the motivation behind the prototyping, such as newly discovered user goals, business needs and improved functionality.

**Prototyping & User Testing**

- User testing methods and strategies.
- Do's and don'ts of user testing.
- Do a user test on your project with a classmate.
- Clearly list the assumptions and test your concepts. Work on multiple iterations of the prototype based on the test results.

**Iterating the Prototype and Further User Testing**

- Report conclusions based on user testing.
- User testing reports.
- Rework the prototype based on user testing conclusions.

# Case Studies

**Building Case Studies**

- Look at case study examples.
- Finish your clickable prototype.
- Using a compilation of user research, prototypes, photographs, and user research, build your case study.
- Present class projects as case studies on-screen.

# Creative Briefs

**Getting to Know a Project: Creative Briefs**

- What is a Creative Brief?
- What to Include in a Creative Brief

# Wireframing for UI Designers

**Wireframing**

- Why and How to Create Wireframes
- Issues to Solve
- Steps in Creating a Wireframe
- Designing on a Grid System (like Bootstrap)
- Get Critiques
- Incorporate Feedback & Improve Your Designs

**Wireframe to Refined Design**

- Iterate & Refine
- Understanding the Mobile Experience

# UI or Visual Design Concepts

**Learning from Existing Websites & Apps**

What Works & What Does Not?

**Color**

- Color Harmonies
- Creating Contrast with Color
- Guidelines for Proper Color Usage

**Typography & Fonts**

- Display Text (Such as Headings) versus Body Text
- Legibility
- Type Trends
- Typeface Selection & Pairing
- Where to Get Web Fonts
- Ideal Line Height
- Column Width (Line Length)
- Hyphenation & Justification

**Design Elements**

- Proximity
- Similarity
- Continuity

**Trends in Web & App Design**

Analysis of Example Websites & Apps

**Design Patterns**

Example Design Patterns

**Multiple Screen Sizes**

- Responsive Web Design
- Mobile Considerations & Limitations
- Discoverability Challenges
- Mobile Navigation
- Phone vs Tablet App Design

**Workflow: Idea to Design**

Example Web & App Design Workflows

# The Business of UX & UI Design

**The UX & UI Design Industry**

- Getting into the business: strategies and ideas.
- Resources

# Portfolio Website & Job Preparation

**Creating Your Portfolio Website**

- Examples of UX & UI portfolio websites
- What you should include on your portfolio website
- Get 1-on-1 feedback on your case studies & portfolio website

**Resume Development**

- What you should include on your resume
- Get 1-on-1 feedback on your resume