

#1 IT INSTITUTE

- DATA SCIENCE
- DATA ANALYSIS
- FRONT END
- UI/UX
- BACK END
- ANDROID / IOS
- WEBSITE DESIGNING
- SOFTWARE TESTING
- C/C+/JAVA/PYTHON
- AI/ML
- DIGITAL MARKETING

UI/UX

Design Development

Course Curriculum

4 month

Online & Offline

The UI/UX Design course at WebConvoy Academy is designed to help students master the art of creating intuitive, user-friendly digital experiences. Through expert-led sessions (available both online and offline), students learn user research, wireframing, prototyping, design systems, and tools like Figma and Adobe XD.

The course blends theory with hands-on design projects and usability testing. Students also participate in a 2-month project internship to apply their skills in real-world scenarios.

WebConvoy Academy supports learners in developing a professional design portfolio and showcases their work to potential employers. With dedicated mentorship, resume building, and interview preparation, we guide students toward exciting job opportunities in UI/UX design, product design, and interaction design roles.

WHY LEARN UI/UX DESIGN?

UI/UX Design is a crucial discipline focused on creating intuitive, engaging, and user-friendly digital experiences. Instead of just making things look good, UI/UX ensures that apps and websites function smoothly and meet user needs. It combines creativity with user research, usability, and design tools like Figma and Adobe XD. With growing demand across tech industries, it's an ideal, beginner-friendly field for those passionate about design, user behavior, and product innovation.

CAREER IN UI/UX

A career in UI/UX Design offers exciting opportunities in the ever-evolving digital world. As businesses prioritize user-centric products, skilled designers are in high demand to create seamless and visually appealing user experiences. UI/UX professionals can work as UI Designers, UX Designers, Product Designers, Interaction Designers, or User Researchers across tech startups, agencies, and global companies. With tools like Figma, Adobe XD, and usability testing practices, designers contribute to product success from concept to launch.

At WebConvoy Academy, we believe that great outcomes start with great planning. Our team regularly comes together to brainstorm, evaluate, and improve how we train our students both technically and professionally.

UI/UX Course Overview

- ✓ **Executive Program 4 Months**
Design real-world user experiences with UI/UX skills in just 4 months.
- ✓ **Project Internship - 2 Months (Unpaid)**
Gain hands-on experience with a 2 Months (Unpaid) UI/UX project internship.
- ✓ **Online Class & Offline Class**
Flexible learning both online and offline UI/UX design classes available.
- ✓ **Portfolio Development**
Build a strong UI/UX portfolio with real-world projects and expert design mentorship.
- ✓ **1:1 Mentorship & Doubt Support**
Personalized 1:1 mentorship and instant doubt support throughout your Designing journey.



TOPIC-WISE CURRICULUM

KEY FEATURES



WEEKLY DOUBT SESSION



PERSONAL MENTORSHIP

PROFESSIONAL DEVELOPMENT

1 MONTH MOCK INTERVIEW & RESUME PREPARATION

UI/UX Design Course Curriculum

Week 1

Introduction to UI/UX Design

1. What is UI? What is UX?
2. History of UX Design
3. Design thinking process
4. Role of a UI/UX Designer
5. UX vs UI vs Product Design
6. Tools overview (Figma, Adobe XD, Miro)

Week 2

UX Research & Empathy

1. Understanding user needs
2. Research methods: Interviews, Surveys, Competitor Analysis
3. Creating user personas
4. Empathy mapping
5. Problem Statements

Week 3

Information Architecture & User Flows

1. What is Information Architecture?
2. Creating sitemaps
3. Task flows vs user flows
4. Card sorting (activity)
5. Tool: FlowMapp / Miro

Week 4

Wireframing (Low Fidelity)

1. Sketching ideas on paper
2. Wireframing in Figma or Adobe XD
3. Design principles: CRAP (Contrast, Repetition, Alignment, Proximity)
4. Mobile-first design
5. Activity: Wireframe a login/signup flow

Week 5

UI Design Principles

1. UI vs UX recap
2. Visual hierarchy, color theory, typography
3. Grids and spacing
4. Iconography, imagery, consistency
5. Designing reusable components

Week 6

Design Tools Mastery (Figma Focus)

1. Deep dive into Figma
2. Frames, auto-layout, components, variants
3. Creating a design system
4. Plugins and prototyping
5. Activity: Create a simple design system

Week 7

Prototyping & Interactions

1. What is a prototype?
2. Adding transitions & animations
3. Micro-interactions
4. Usability testing basics
5. User testing with real feedback

Week 8

Accessibility & Mobile Design

1. Designing for accessibility (WCAG standards)
2. Color contrast, font size, alt text
3. Responsive and adaptive design
4. Designing for mobile-first
5. Activity: Redesign a simple app with accessibility in mind

Week 9

UX Writing

1. Importance of Writing
2. Voice and tone guidelines
3. Error messages, onboarding tips
4. Activity: Write UX writing for an e-commerce checkout

Week 10

Real-World Projects (Part 1)

1. Begin final project (Choose from: food delivery app, ed-tech dashboard, portfolio site, etc.)
2. Project planning, research, user flows
3. Wireframing & initial prototyping

Week 11

Real-World Projects (Part 2)

1. UI design completion
2. Interactive prototype
3. Usability testing with peers
4. Feedback and revision

Week 12

Portfolio Building + Presentation

1. Creating a personal portfolio (Behance/Dribbble/Notion)
2. Writing case studies
3. Presenting your project
4. Resume, LinkedIn, job interview prep
5. Certificate + Feedback session

UI/UX Design Course