

JADAVPUR UNIVERSITY
COMPUTER AIDED DESIGN CENTRE
Comp. Sci. & Engg. Dept.
Kolkata - 700 032

Certificate Course on
UX, UI & Design Thinking

UX, UI design is a lucrative upcoming career for all who have a knack for visual design, psychology of human-computer interaction, web/mobile design and most importantly, technological know-how. In addition to the tech know-how one should be inclined to be adept in antics human behavior and basic psychology. Design includes different aspects of digital products such as screens, keyboards, lights and sound. Thus, UI encompasses the appearance of the device used by an end user.

The main job objective of a User Interface (UI) / User Experience (UX) designer is to build an end product which is simple to operate and appealing to eye.

The Cad Centre is one of the oldest and best multimedia and animation institute in India. Lying in the heart of the city of Joy Kolkata the institute is filled with an ambience of creativity and unique experienced teaching and learning techniques by renounced, experienced and certified trainers of the institute used to impart knowledge and skills to the students encouraging them to bring in a creative and innovative touch to all their creations.

Course Duration: 10 weeks (Total 60 hrs.), (3 days/week)

Course fees: Rs. 7,080 /- (18% GST included)

Class Duration: Theory: 2 hr. / Class

Lab: 2 hr. / Class

Eligibility: Higher Secondary/Equivalent

Course Content

Topics	No. Of Theory Classes	No. Of Practical Classes	Total No. Of Classes
Basics of UX and UI, Design thinking process, Value of UX for users and businesses	1		1
Understanding the Elements of User Experience Design, Using the Elements - Strategy, Scope, Structure, Skeleton, Surface	2		2
Conducting user research and interviews, Building personas based on user research, Creating user stories and journey maps, Ideation techniques and sketching ideas	1		1

Explores visual design principles, Layout, color theory, typography, and hierarchy	1		1
Research methods (usability studies, A/B testing, etc.), Preparing and conducting usability studies, Analyzing results and iterating on designs	1		1
Basics of sketching and wire-framing by hand and digitally, Introduction to the Figma Interface, Importing and Exporting Files, The Toolbar, The Layers and Pages Panel, The Components Panel, The Design Panel, The Prototype Panel, The Code Panel, Creating a New Project and File, Working with Frames, Working with Shapes, Drawing Icons using the Pen Tool, Drawing Shapes Using the Pencil Tool, Working with Text, Masking Images and Shapes, Importing Icons and other Graphics, Working with Color, Working with Styles	1	1	2
High-fidelity wireframes and visual design elements, Understanding accessibility standards, Applying color theory, typography, and iconography, Building high-fidelity prototypes	1	1	2
Storyboarding and Wire-framing, Creating paper and digital wireframes, Using Figma for wire-framing, Developing low-fidelity prototypes, Conducting usability studies on prototypes	1	1	2
Setting up Components, Using Constraints for Responsive Design, Working with Version Control, Designing a Slide-out Menu, Designing an on-screen Overlay, Designing a comments section, Designing Multiple Artboard States, Give this design its own unique personality	1	1	2
Creating a prototype, Viewing your prototype on a mobile device, Figma Animations, Basic Micro interactions, Live device preview, Sharing your design, Allowing others to comment on your design, Exporting graphics and assets, Discussion about Design Systems	1	1	2
Add video in Figma, make a background auto play video in Figma, make a play pause button for video in Figma, build a video card in Figma, Video interactions	1	1	2
Designing with accessibility and inclusivity in mind, Creating a case study for a project based on a social good theme	1	1	2
working with colleagues in Figma, create & share a flows in Figma, Teams vs Projects vs Files in Figma	1	1	2
Final Project	2	4	6
Total	16	12	28

Examination: *One theory test of 50 marks and one lab test of 50 marks at the end of the course.*