

JADAVPUR UNIVERSITY
COMPUTER AIDED DESIGN CENTRE
Faculty Council of Engineering and Technology
Kolkata - 700 032

Winter/Summer Training on
Design Mobile Apps: 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 behaviour 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: 34 hrs

Class Duration: Theory Sessions: 2 hrs each; Practical Session: 2 hrs each

Eligibility: Engineering Students of any discipline

Participants must have mobile devices running Android 4.0.3 or above; laptop/desktop computer with Windows 10; and stable internet connectivity. Google Meet should be preinstalled in the mobile device; and Adobe Photoshop, Figma, Adobe XD should be installed in the laptop/desktop.

Syllabus:

Topics	No. Of Theory Classes	No. Of Practical Classes	Total No. Of Classes
Mobile apps design, What is User Interface(UI) Design?, What is User Experience(UX) Design?, Introduction of Material design, Understanding the Mood of your Color Palette, How to Combine Colors to Create Color Palettes, Tools for Designing with Color, Introduction to Typography, The Serif Family - Origins and use, The Sans Serif Type Family - Origin & Use, How Typography Determines Readability	1	0	1
Set up Photoshop for App designing, Best settings for an Android project in Photoshop, Artboard features in Photoshop,	1	1	2

Work with vectors in Photoshop, Layer alignment, Learn to efficiently select layers in art boards, Layer selection & repositioning, Material Design & Essential Android Components, Create an App Design using Photoshop			
Understanding the Elements of User Experience Design, Using the Elements - Strategy, Scope, Structure, Skeleton, Surface	2	0	2
UX Strategy, Determining Strategic Value, User Needs & Business Goals, Determining and Controlling Project Scope, Planning for User Testing	2	0	2
Introduction to Adobe XD, Artboards, Drawing & Editing Shapes, Drawing with Pen Tool, Working with Text, Working with images, Compositions of elements, Property Inspector, Repeat Grid, Responsive Resize, Working with Photos & Masking, Assets & Layer Panel, Working with Symbols, Creating your own Icons in Adobe XD, Designing the App with Home Screen, Features Screen, Feature Description Screen, Prototyping the App, Setting up interactions, Creating an animated mock-up	1	1	2
Splash screen wireframe, Splash screen Design, Home Screen Wireframe, Home Screen Design, Profile Screen Wireframe, Profile Screen Design, Client Profile Screen Wireframe, Client Profile Screen Design, Sign up Screen Wireframe, Sign up Screen Design, Prototyping the App, Setting up interactions, Creating an animated mock-up, Animated Illustrations with Auto-Animate, Micro interactions, Asymmetrical Layouts, Storytelling	1	1	2
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, 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, Creating a prototype, Viewing your prototype on a mobile device, Live device preview, Sharing your design, Allowing others to comment on your design, Exporting graphics and assets	1	1	2
Final Project	2	2	4
	11	6	17

Examination: Online Examination will be conducted at the end of the course.

Certificate: Completion certificate (in printed form) will be provided at the end of the course.