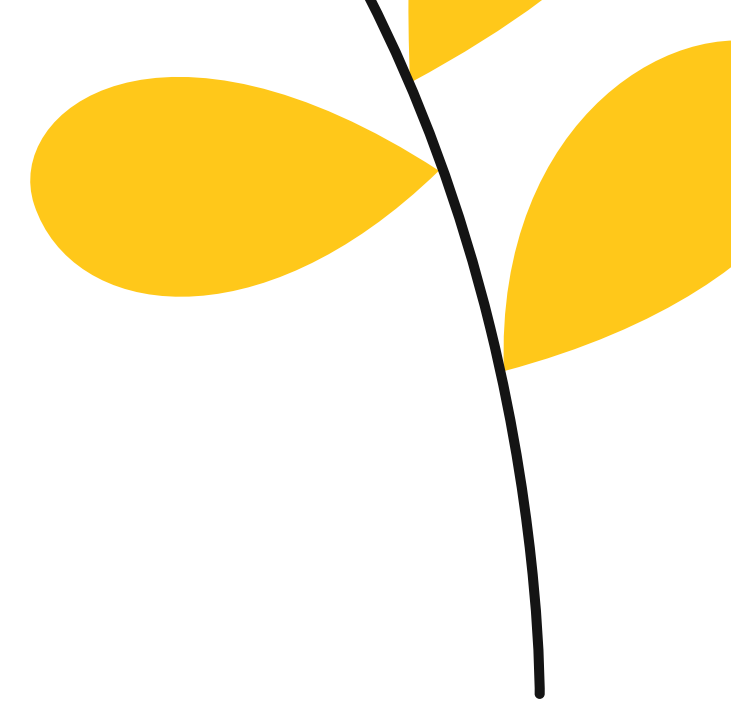


Product Design (UI)



What is Product Design(UI)

UI design, or User Interface design, is the process of designing the visual layout of software applications or websites with the goal of creating intuitive, efficient, and aesthetically pleasing interfaces for users. It focuses on how users interact with the interface elements such as buttons, icons, text, images, and other interactive elements.

Course Content

Week 1: Introduction to UI Design

- Overview of UI design principles, importance of visual aesthetics, and its impact on user experience.
- Introduction to design tools: Figma, and their role in UI design.
- Basics of typography, color theory, and layout principles in UI design.
- Hands-on exercises in creating basic UI elements like buttons, forms, and navigation bars.

Week 2: User Interface Fundamentals

- Deep dive into UI components: icons, buttons, inputs, and their interactive behaviors.
- Designing for different screen sizes and resolutions (responsive design).
- Gestalt principles and their application in UI design for visual hierarchy and grouping.
- Prototyping basics using chosen design tools, focusing on low-fidelity prototypes.

Course Content

Week 3: Visual Design Principles

- Advanced typography: pairing fonts, hierarchy, and readability considerations.
- Color psychology and creating effective color schemes for UI design.
- Using grids and alignment to create visually balanced layouts.
- Visual consistency and designing style guides for UI elements.

Week 4: Interaction Design

- Introduction to interaction design principles and designing intuitive user interactions.
- Animation basics and its role in UI design for enhancing user experience.
- Micro-interactions and their impact on user engagement.
- Advanced prototyping techniques for high-fidelity interactions.

Course Content

Week 5: Design System and UI Pattern

- Understanding design systems and their importance in maintaining UI consistency.
- Exploring common UI design patterns and when to use them.
- Creating reusable UI components and libraries within design tools.
- Designing for accessibility: principles and practices in UI design.

Week 6: Hands on practical



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