



UI/UX Training Curriculum

STRUCTURE



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“Establish your career as an expert UI/UX Designer with our comprehensive Design Course”

Course Objectives:

- Start a new career as a UI/UX designer and showcase your skills to the world
- Get industry centric curriculum, hands-on Job-oriented practical training using latest tools and software
- We promise ladder learning from basic to advanced level
- Get projects at regular intervals and test your knowledge for industries.
- Prepare yourself for the global certification exam and get hired by top industries across the world.

Course Description:

User Interface (UI) and User Experience (UX) are high-demand fields in the media and entertainment industry. The skills and knowledge you will gain at Croma Learning Campus will be applicable to a wide variety of careers

You will learn current best practices and conventions in UI and UX, and apply them to create effective, compelling and navigation-friendly based experiences for website users on computers and mobiles.

Our UI/UX Design Course is great for people with absolutely no design experience or experienced designers who want to get up to speed quickly with mobile app design. We'll introduce you to the art of making beautiful apps. We'll explore key UI and UX concepts that are essential to building good looking and easy to use apps that are loved by users.

The course has a practical component that takes you step-by-step through the workflow of a professional app designer. From user flow diagrams to wireframing to mock-ups and prototypes. Students completing the course will have the knowledge to create beautiful and lovable apps that leave people with a smile on their face.

Course Content:

Module 1: HTML

- HTML
 - What is HTML?
 - What is a Web Browser?
 - What are Versions of HTML?
 - What can you Do with HTML?
 - HTML Development Environments
 - Writing Code with a Text Editor
- Review of HTML Elements
 - Rules of Syntax
 - Making your Code Readable
 - Building a Document
 - Using Colors
 - Adding Color to your Page
 - Using Headings

- Using Paragraphs
- Aligning Block-Level Elements
- Inserting Spaces and Line Breaks
 - Displaying Preformatted Text
 - Formatting with Inline Elements
 - Controlling Fonts
 - Introducing List Elements
 - Creating Unordered Lists
 - Creating Ordered Lists
 - Nesting Lists
- What is an HTML Table?
 - Building a Table
 - Cell Padding and Cell Spacing
 - Controlling Table and Cell Width
 - Aligning a Table on the Page
 - Aligning Tables and Text
 - Aligning Table Data
 - Spanning Columns and Rows
- Creating a Hyperlink
 - Understanding and Using URLs
 - Linking to a Web Document
 - Linking to a Local Document
 - Linking to Anchors
 - Opening a New Browser Window
- Image Formats
 - Inserting Inline Images
 - Aligning Images
 - Using Images to Anchor Links
 - Sizing Images
 - Using Transparent Images
 - Using GIF Animation
- Forms and Controls
 - Forms and Form Elements
 - Form Actions, Form Methods, Form Design

Module 2: HTML 5

- Introduction
 - Laying out a page with HTML5
 - Page Structure
 - New HTML5 Structural Tags
 - Page Simplification
- HTML 5 - How we got here?
 - New Features of HTML5
 - The HTML5 Semantic Element
 - Current State of Browser Support
- SECTIONS AND ARTICLES

- The section Tag
- The article Tag
- The header Tag
- The Footer Tag
- HTML5 AUDIO AND VIDEO
 - Supported Media Types
 - The audio Element
 - The video Element
- HTML5 FORMS
 - New Input Types
- HTML5 NEW FORM ATTRIBUTES
 - autocomplete
 - novalidate
- HTML5 NEW FORM FIELD ATTRIBUTES
 - required
 - placeholder
 - autofocus
 - autocomplete
 - form
 - pattern

Module 3: CSS 2.0

- Introduction of CSS
- CSS Syntax
- CSS Comments
- CSS Types
 - Inline
 - Internal
 - External
- CSS Selector
 - ID
 - Class
 - Attribute
 - Grouping
 - Universal
- CSS Color
 - RGB Value
 - Hex Value
 - Color Name
- Background
 - background-color
 - background-repeat
 - background-attachment
 - background position
 - background-size
 - background-image

- CSS Margin
 - Margin-top
 - Margin-bottom
 - Margin-left
 - Margin-Right
- CSS Padding
 - Padding -top
 - Padding -bottom
 - Padding -left
 - Padding –Right
- Outline
 - Outline-style
 - Outline-color
 - Outline Width
 - Outline-Offset
 - Outline Shorthand Property
- CSS Height and Width
- CSS Display properties
- CSS Position Properties
- CSS Overflow
- CSS Float and Clear
- Pseudo Class and Element

Module 4: CSS 3.0

- Introduction to CSS 3
 - Border
 - border-radius
- CSS Shadows
 - Text-shadow
 - Box-shadow
- Transitions
 - transition
 - transition-delay
 - transition-duration
 - transition-property
- 2D Transforms
 - transform
 - matrix ()
 - translate (x, y)
 - scale (x, y)
 - rotate(angle)
 - skew (x-angle, y-angle)
- Animations
 - @keyframes
 - animation
 - animation-direction
 - animation-duration

- animation-name
- Selectors
 - CSS combinations
 - Pseudo Elements
- Gradients
 - Linear Gradients
 - Radial Gradients
- User Interface
 - resize
 - box-sizing
 - outline-offset
- CSS Filters
 - Blur
 - Opacity
- Media Query
 - What is Responsive Web Design
 - Intro to the Viewport
 - The Viewport Tag
 - Media Queries
 - Tablet Styles
 - Mobile Styles
 - Making a Mobile Drop-down Menu
- Web Fonts
 - @font-face
 - font-family
 - src
 - font-stretch
 - font-style
 - font-weight
- Flexbox
 - flex-grow
 - flex-shrink
 - flex-basis
 - flex
 - flex-wrap
 - flex-direction
 - flex-flow
 - justify-content
 - align-items
 - order

Module 5: JavaScript

- Introduction to JavaScript
 - Syntax
 - Statements
 - Comments

- Enabling in various browsers Popup Boxes
 - Alert
 - Confirm
 - Prompt
- Variables
- Operators
 - Arithmetic
 - Assignment
 - Comparison
 - Logical
 - Relational
 - Ternary
- Conditional Statements
 - If else
 - if...else if...else
 - nested if
 - Switch
 - Loops
 - While
 - do...while
 - for
 - for...in Statement
 - Break
 - Continue
- Functions
 - User-defined Functions
 - Function Syntax
 - Function with Arguments
 - Returning Values from Functions
 - Built-in Functions
- Events
 - Introduction
 - Mouse
 - Events
 - Keyboard Events
 - Form Events
 - Document/Window Events
- Built-in Objects
 - Number
 - Strings
 - Math
 - Array
 - Date
 - Reg exp use in form validation

Module 6: JQuery

- Getting Started with jQuery
- Selecting Elements
- Manipulating the Page
- Traversing the DOM and Chaining
- Handling Events
- Enhancing with Animation Effects
- JQuery Hide/show
- jQuery toggle()
- jQuery Slide method
- jQuery Fade method
- jQuery stop()
- jQuery Callback and Chaining
- jQuery text(),html() and val()
- jQuery css()
- jQuery addClass(),removeClass(),toggleClass()
- jQuery Best Practices

Module 7: Bootstrap Framework Latest Version (HTML, CSS, and JS Library)

- Introduction
 - Introduction of Bootstrap
 - What needs for Bootstrap
 - Our First Web Page
 - What's Inside?
 - Scripts and Styles
 - Bootstrap CDN Link
 - Summary
- Layout with Bootstrap
 - Introduction
 - Grid Layouts
 - Simple Layout
 - Fixed Grids
 - Responsive Design
 - Responsive Utilities
 - Summary
- Everyday Bootstrap
 - Introduction
 - Typography
 - Tables
 - Forms
 - Buttons
 - Images and Icons
 - Summary

- Bootstrap Component
 - Introductions
 - Drop down Menu
 - Buttons with Menus
 - Tabs and Pill
 - The Navbars
 - Badges
 - Summary
- Bootstrap and JavaScript
 - Introduction
 - More Buttons
 - Modals
 - Tooltips and Popovers
 - Carousel
 - Summary

Module 8: Research & Analysis

- Introduction to User Experience
 - Design Thinking
 - User Centered Design Principle
 - Role, Requirement & ROI
 - Feature Prioritization
- Research
 - User personas.
 - creating scenarios.
 - Empathy mapping
 - What is Big Picture?
- Analysis
 - Competitor analysis
 - User centred analysis
 - Data analysis
 - Heuristic analysis
 - Human computer interaction

Module 9: UX Design Process/ Law/ Strategy/ Improvement

- Aesthetic Usability Effect
- Doherty Threshold
- Fitts's Law
- Hick's Law
- Jakob's Law
- Law of Common Region
- Law of Prägnanz
- Law of Proximity
- Law of Similarity
- Law of Uniform Connectedness
- Miller's Law
- Occam's Razor

- Pareto Principle (80/20 ratio)
- Parkinson's Law
- Peak-End Rule
- Postel's Law
- Serial Position Effect
- Tesler's Law
- Von Restorff Effect
- Zeigarnik Effect
- Hands-on Assignments and Quiz
- UX Improvement Process
- Understanding the Usability Test findings
- Applying the Usability Test feedback in
- Improving the design

Module 10: UX Projects

- Web Projects
- Android and IOS
- Toolset
- POS System
- Interface and Product Design
- Dashboard

Module 11: Application and Tools

- Adobe XD (Experience Design) (most)
 - Creating New Files & Designing on a Grid
 - Adjusting the Layout for Tablets & Mobile Phones
 - Importing & Cropping Photos
 - Importing Vector Graphics, Color Swatches, Shadows, & More
 - Character Styles
 - Turning a Design into a Clickable Prototype
 - Exporting Assets for Web: SVG, JPEG, & PNG
- Invision (most)
 - Overview
 - Prototyping
 - Exporting and importing element
- Photoshop
 - Photoshop Tools
 - Image Editing,
 - Masking
 - Adding effects
 - Layers concepts
 - How to Create Web Templates?
- Illustrator
 - Illustrator tools
 - Logo Creating
 - Layers Concept
 - Masking

- Effects
- Zeplin
 - Creating projects
 - Linked with Photoshop
 - Importing and exporting assets
 - Project Sharing with team

Module 12: Responsive Layouts

- Understanding Responsive Behaviour
- 12 Grid layout (1200px) For Large Screen Desktop.
- 12 Grid layout (960px) For Medium Screen Desktop.
- 12 Grid layout (768px) For Tablets & iPad.
- 6 Grid layouts (100%) For Smartphones.
- Create responsive Layouts using CSS Media Query.
- Responsive Layouts Debug and Testing

Module 13: Angular

- What is Angular
- Advantage of Angular
- Setup Angular Environment
- Angular 2 Vs 10
- Installation
- What is MVC Architecture
- Angular Directives
- Angular Controllers
- Angular Form Validation
- Angular Filters
- Angular Module
- \$scope
- \$http

Module 14: UI Testing

- W3C Validations
- Cross Browser Testing
- Up to IE8 Testing
- UI Testing for Android and IOS Devices
- Android Remote USB Debugging
- Page Speed and Performance Testing
- User Experience Testing

Module 15: Project Work

- Create Layout in Photoshop
- Start Designing the Website
- Manual testing Process to test your website
- Uploading website on server
- Project on web designing
- Project on UI Development
- Project on Bootstrap Framework

Module 16: Placement Guide

- What is an Interview?
- Tips to clear an Interview
- Common Interview questions and answers
- UI UX Interview Questions and Answers
- Resume Building Guide
- Attempt for UI/UX Global Certification Exam
- Start applying for Jobs