UI/UX

NURTURE | UPGRADE | IGNITE

FEATURES OF PROGRAM

STUDY ONLINE

According to your availability

BEGINNER FRIENDLY

No basic knowledge required

PROJECTS

Mini& Major projects

CERTIFICATIONS

Training completion certificate

DOUBT CLEARING SESSIONS

Get Your Doubts Solved Fast

PLACEMENT GUIDANCE

Empowering Your Career

OUR MOTIVE

NURTURE

Guiding growth,inspiring futures

UPGRADE

Transfor Today upgrade for tomorrow

IGNITE

Ignite Ideas,Transform possibilites

ABOUT US

KI-TECH is an online education platform dedicated to providing students with exceptional learning opportunities and growth. Our mission is to address student's needs and prepare them for success in their fields. With a wide range of programs and courses, we focus on delivering excellence through top-quality study materials and expert instructors, helping students achieve remarkable growth.

WHY UI/UX ❓

- Improves Usability: Enhances ease of use for websites and apps.
- **Boosts Engagement: Attracts and retains users through intuitive design.**
- **Increases Conversion: Good design leads to higher customer conversions.**
- **Builds Brand Loyalty: A seamless experience strengthens brand trust.**
- **Competitive Advantage: Distinguishes your product in a crowded market.**

TRAINING OUTCOMES

- Understand UI/UX principles: Grasp the fundamentals of user interface and user experience design.

- Design for user needs: Learn to create user-centered designs.

- Wireframing skills: Develop basic wireframing and prototyping techniques.

- Visual hierarchy: Understand how to structure content for clarity.

- Usability testing: Learn how to conduct basic usability tests.

- Responsive design: Create designs that adapt to different screen sizes.

- Interaction design: Understand how to design intuitive user interactions.

TRAINING PATH WAY

- Introduction to UI/UX Design
- User Research and Personas
- Information Architecture (IA)
- Wireframing and Prototyping
- Visual Design Fundamentals
- Interaction Design

- Usability Testing
- Responsive and Adaptive Design
- UI Design Patterns
- Accessibility in UI/UX
- Design Systems and Style Guides
- Capstone Project: Complete UI/UX Design

Module-I

- Overview of the fundamentals of UI and UX.
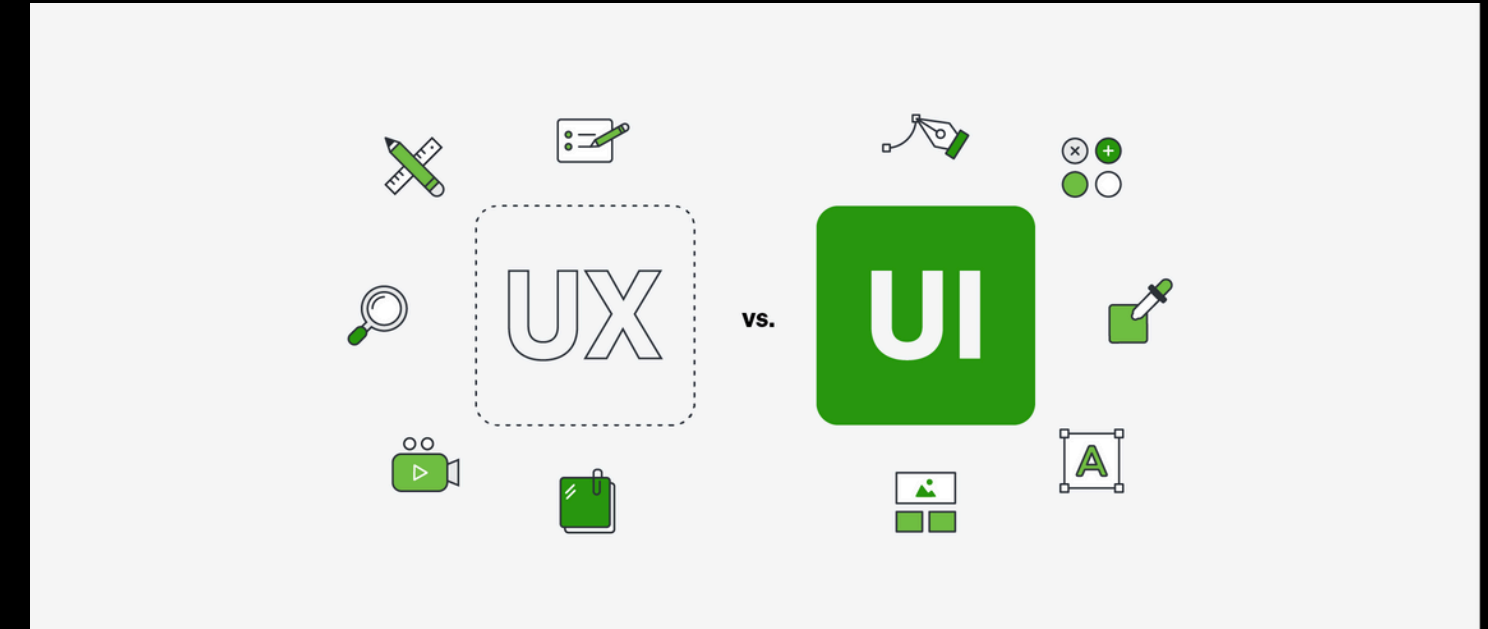- Differences between UI and UX.
- Importance of user-centered design.
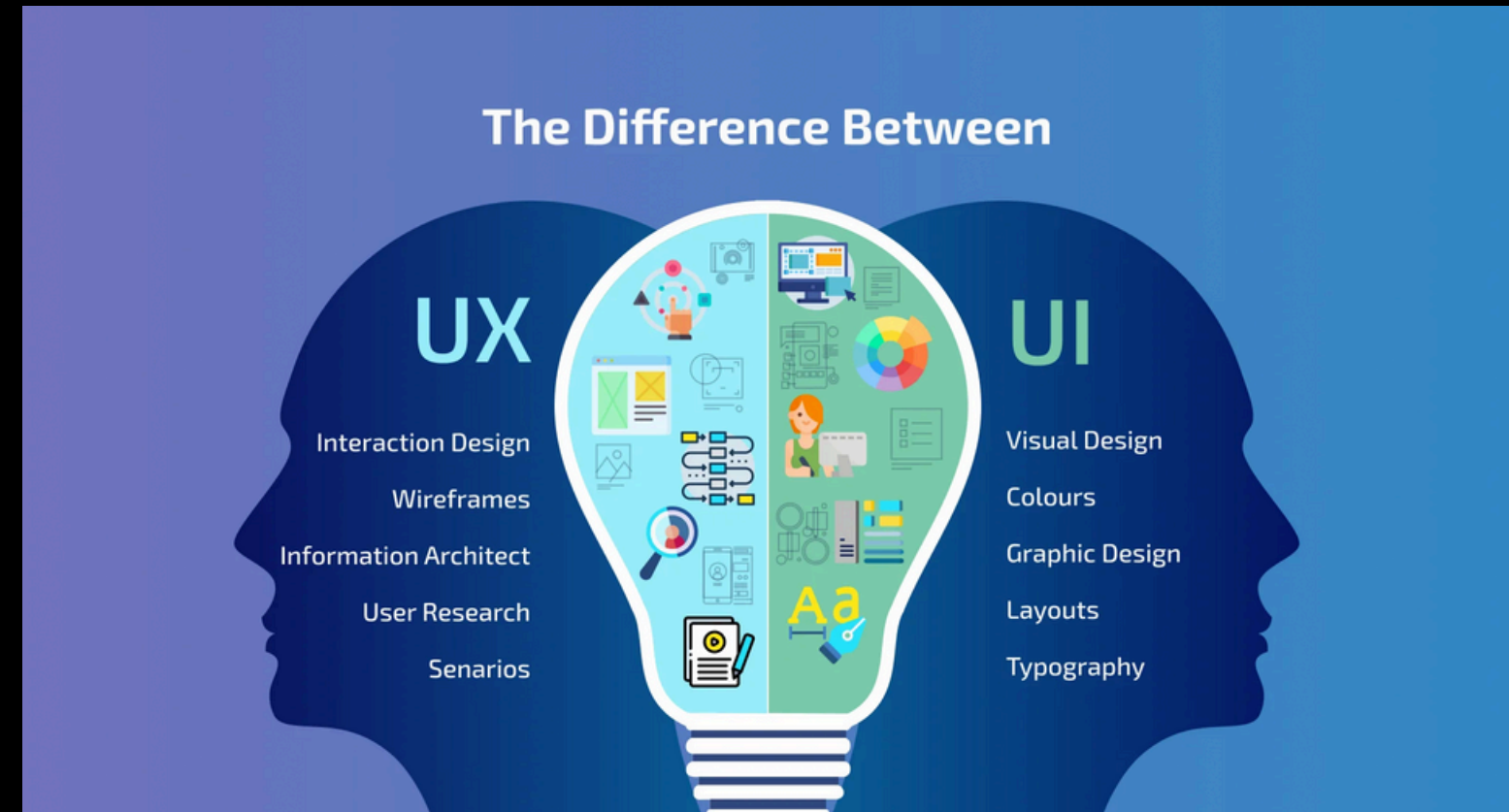
Module-II

- Conducting user interviews and surveys.
- Developing user personas based on research.
- Understanding user needs and behavior.

Module-III

- Structuring content and navigation.
- Creating sitemaps and content hierarchies.
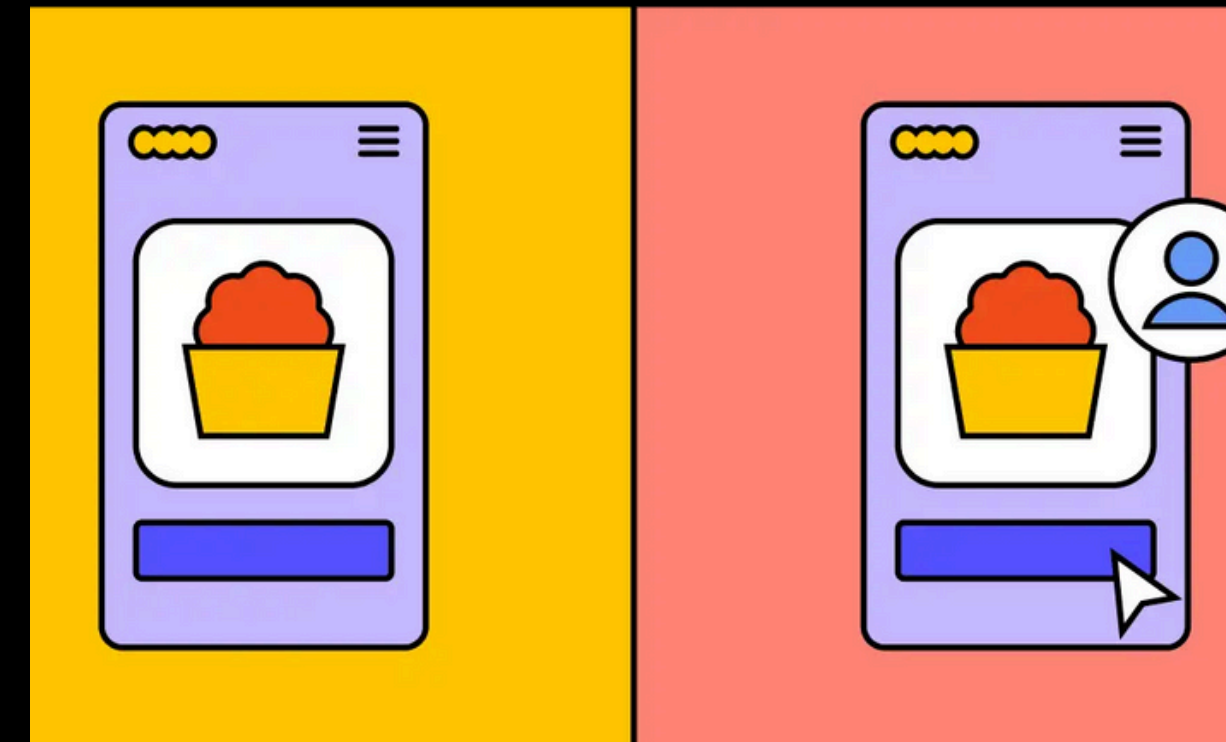- Ensuring intuitive and logical navigation paths.

Module-IV

- Basics of creating low-fidelity wireframes.
- Using tools like Figma, Sketch, or Adobe XD.
- Building interactive prototypes for testing.

Module-V

- Learning design principles like balance, contrast, and alignment.
- Color theory and typography basics.
- Creating aesthetically pleasing UI elements.

Module-VI

- Designing user interactions with buttons, menus, and forms.
- Microinteractions to enhance the user experience.
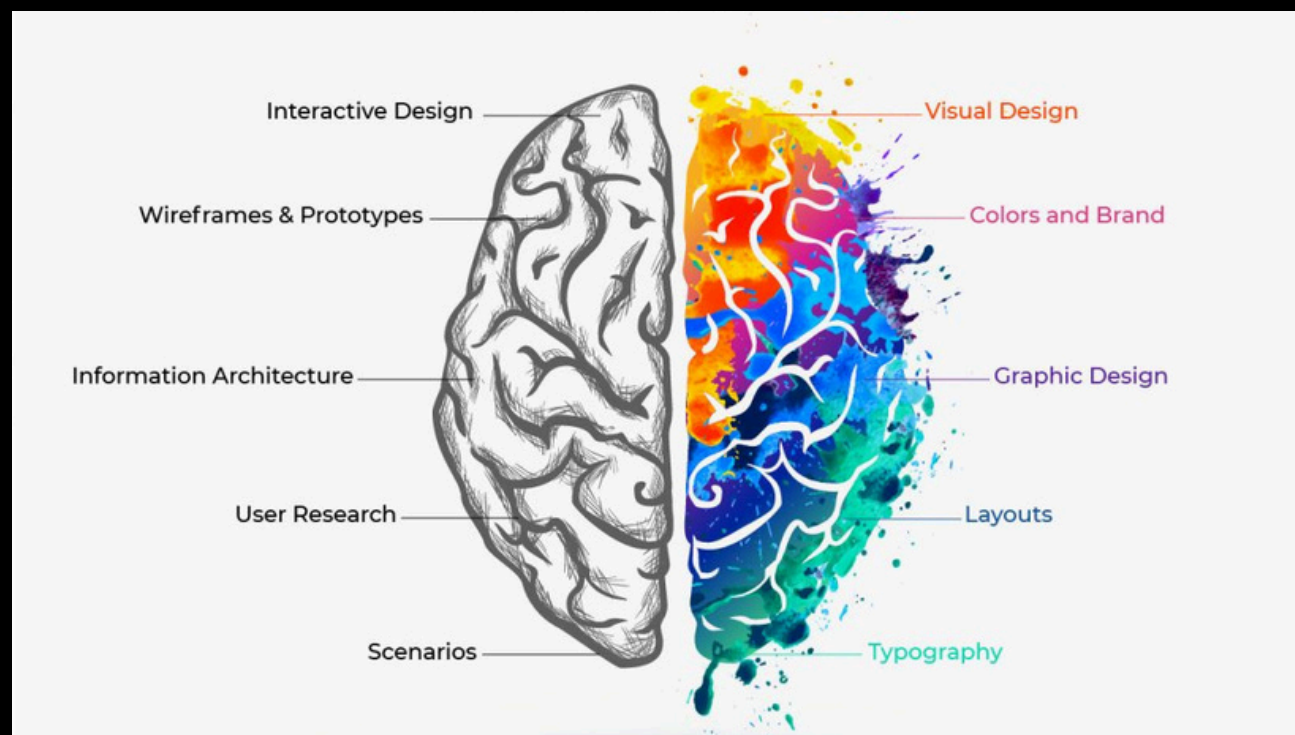- Creating seamless transitions and animations.

Module-VII

- Conducting usability tests to gather user feedback.
- Analyzing test results to identify pain points.
- Iterating on designs based on feedback.

Module-VIII

- Designing for different screen sizes (mobile, tablet, desktop).
- Understanding breakpoints and fluid layouts.
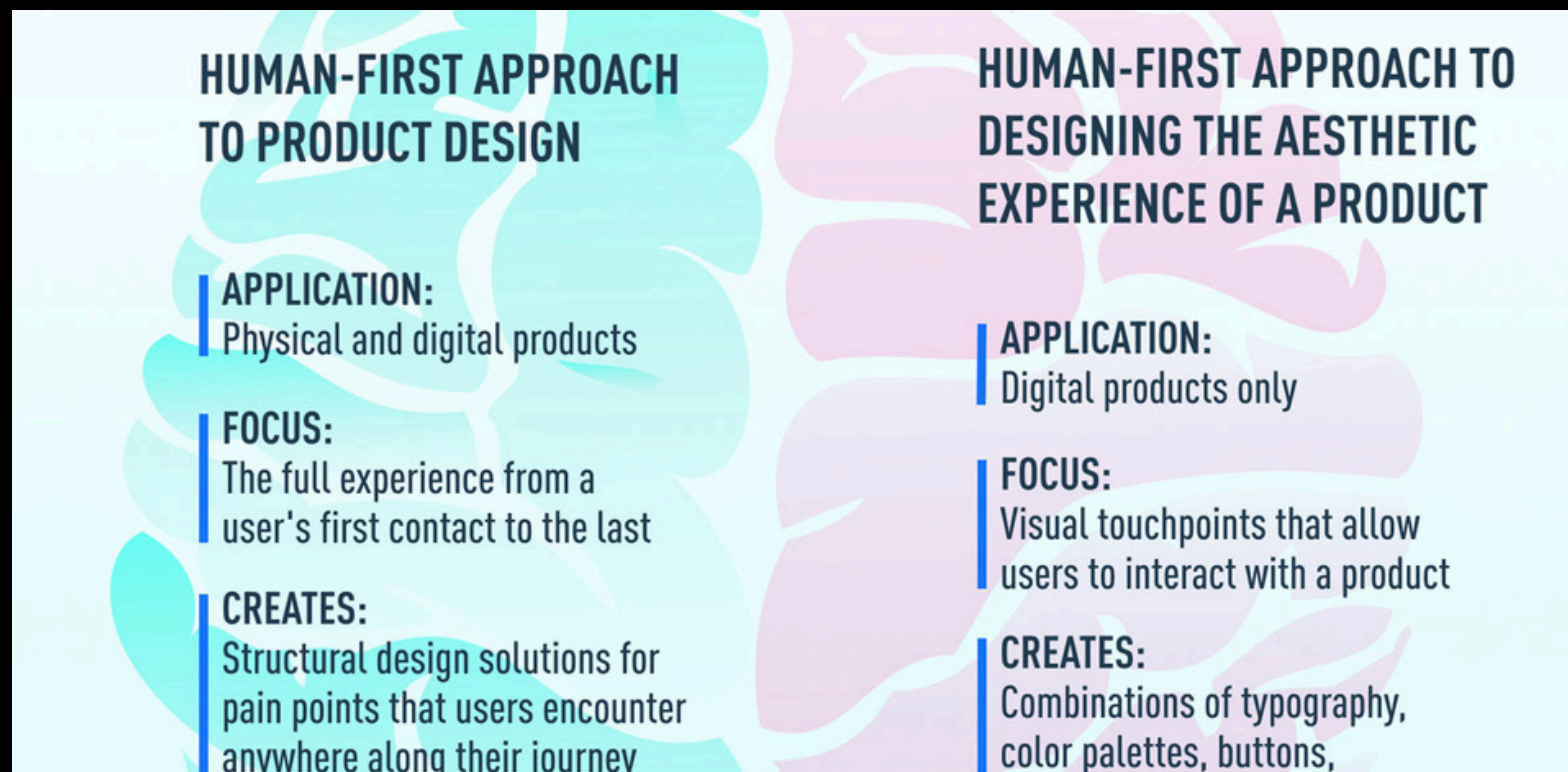- Ensuring consistency across devices.

Module-IX

- Learning common UI design patterns like navigation bars, forms, and modals.
- Implementing design systems for consistency.
- Knowing when and how to use different patterns.

Module-X

- Designing for users with disabilities (WCAG guidelines).
- Ensuring color contrast and readability.
- Keyboard navigation and screen reader compatibility.

UX UI

HUMAN-FIRST APPROACH TO PRODUCT DESIGN

HUMAN-FIRST APPROACH TO DESIGNING THE AESTHETIC EXPERIENCE OF A PRODUCT

APPLICATION:
Physical and digital products

APPLICATION:
Digital products only

FOCUS:
The full experience from a user's first contact to the last

FOCUS:
Visual touchpoints that allow users to interact with a product

CREATES:
Structural design solutions for pain points that users encounter anywhere along their journey

CREATES:
Combinations of typography, color palettes, buttons,

Module-XI

- Creating reusable UI components and design libraries.
- Establishing a consistent design language across projects.
- Collaborating with developers using style guides.
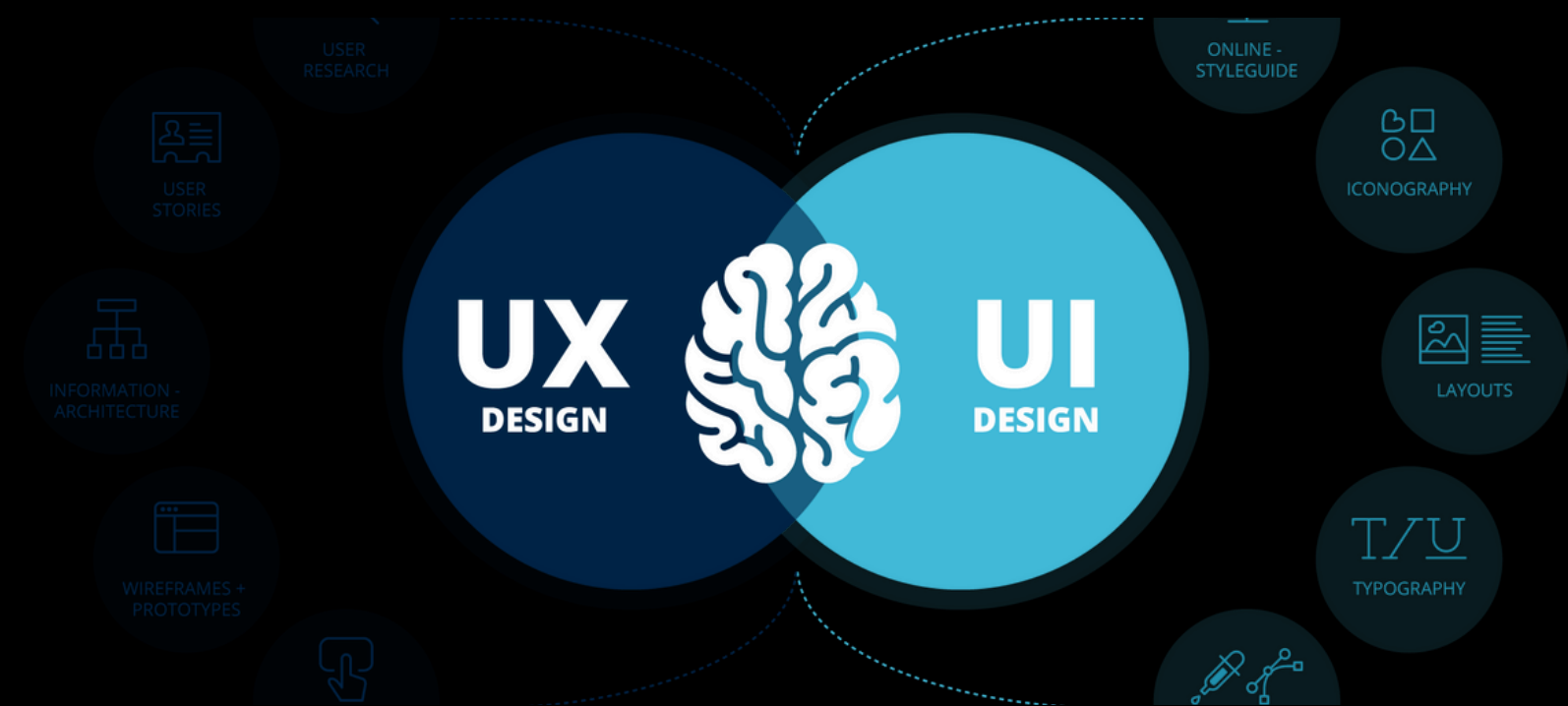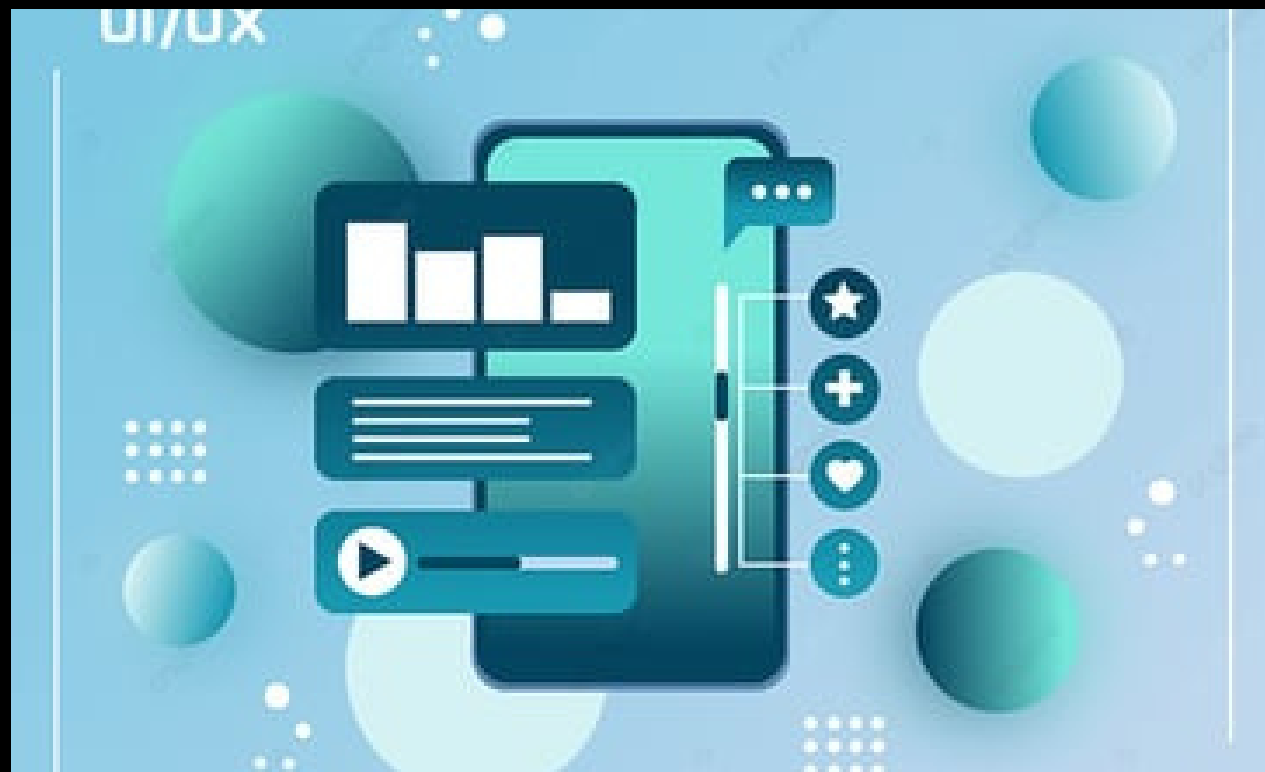
Module-XII

- Designing a complete product experience from research to final prototype.
- Applying all learned principles (user research, IA, wireframing, etc.).
- Presenting and justifying design choices based on user data.

Tools,Languages& softwares used

Sample Projects

- Redesign a Simple Website Homepage
- Prototype a Login Screen
- Conduct a Usability Test