

DTI-DAB-003

UI/UX DESIGNING

deerwalktrainingcenter.com

Program Information



Nature of the Course

Theory + Practical



Total Hours per Day

2 hours



Course Duration

6 Weeks (1.5 Months)

Objectives

The UI/UX Design course takes a design-centric approach to user interface and user experience design, providing practical, skill-based training oriented on visual communications rather than marketing or programming alone. Across six weeks, you will learn all aspects of the UI/UX development process — from user research to establishing a project's strategy, scope and information architecture, to generating sitemaps, wireframes and clickable prototypes. The course also weaves in modern AI-assisted workflows, such as using Figma AI, ChatGPT and Claude to speed up research, drafting and first-pass coding, while keeping design judgment firmly in the designer's hands.

Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:

- Has attended 90% of all classes held.
- Has received an average grade of 80% on all assignments.
- Has received an average of 60% in assessments.
- The tutor believes the student has grasped all of the concepts and is ready to go on to the next module.

Required Textbooks

- Joel Marsh, "UX for Beginners", O'Reilly
- Jenifer Tidwell, Charles Brewer and Aynne Valencia, "Designing Interfaces", O'Reilly

Week 1

Design Fundamentals – User Interface

Lesson 1

Introduction to User Interface

- Relationship between UI and UX
- UI Vs. Front-End
- Roles in UI/UX
- Interface Conventions

Lesson 2

Historical Overview & Interface Conventions

- Historical Overview of Interface Design
- Interface Conventions: Theory and Application
- The Golden Rule
- Approaches to Screen-Based UI
- Formal Elements of an Interface

Lesson 3

Visual Language of Interfaces

- Template Vs Content
- Aesthetics and Functionality
- Design Before Design
- Look and Feel
- Language as a Design Tool
- Colors and Shapes
- Imagery, Typography and Icons

Lesson 4

Points of Interaction

- Buttons
- Designing Better Buttons
- Not Buttons
- States and Changes
- Composing Interaction

Week 2

Foundations of User Experience (UX)

Lesson 1

Foundations of User Experience

- Speed and Style
- Composition and Structure
- The Basics of User Experience Design
- Scopes of User Experience
- The Product Development Life Cycle

Lesson 2

Common UX Terms & Frameworks

- Defining User, End-User and User Experience
- Prioritizing the User
- Key Frameworks in UX Design

Lesson 3

Designing Across Platforms & Accessibility

- Getting to Know the Platforms
- Designing for Different Platforms
- Universal, Inclusive and Equity-Focused Design
- Importance of Accessibility & Equity-Focused Design
- Assistive Technologies

Lesson 4

Design Sprints

- Introduction to Design Sprints
- Phases of Design Sprints
- Benefits of Design Sprints
- Planning a Design Sprint
- Design Sprint Retrospectives

Lesson 5

AI-Assisted

Research with ChatGPT or Claude

- Drafting User Interview Questions
- Summarizing Research Notes
- Generating UI Copy and Microcopy

Week 3

Figma Essentials

Lesson 1

Introduction to Figma

- Web Apps Vs Native Apps
- Figma User Interface, Community and Plugins
- Creating New Files & Designing on a Grid
- Importing and Cropping Photos

Lesson 2

Building Your First Screen

- Creating a New File & Setting Up Frames
- Adding Text & Creating Colored Backgrounds
- Importing and Modifying Vector Graphics
- Aligning and Distributing Layers
- Layer Opacity Vs Fill Opacity
- Reusing Colors & Adding Drop Shadow

Lesson 3

Text Styles & Components

- Local Vs Web Fonts & Handling Missing Fonts
- Creating, Editing and Organizing Text Styles
- Creating and Editing Components
- Overriding One Instance Vs Updating Globally
- Detaching from a Component

Lesson 4

Auto Layout & Variants

- Using Auto Layout
- Constraints and Resizing
- Spacing, Rearranging, Adding Items
- Creating and Using Component Variants
- Variant Properties, Values and Booleans

Lesson 5

AI-Assisted

Figma AI

- Layer Naming with Figma AI
- Generating Placeholder Content
- Producing First Drafts of Screens

Week 4

Prototyping in Figma

Lesson 1

Hovers and Overlays

- Adding a Hover State to a Button
- Opening a Pop-Up
- Linking Between Frames
- Previewing the Prototype

Lesson 2

Turning a Design into a Clickable Prototype

- Fixing the Position of Elements so They Don't Scroll
- Structuring Flows Between Screens

Lesson 3

Figma Animation

- The Basics of Smart Animate
- Different Kinds of Easing

Lesson 4

Linking & Scrollable Areas

- Making Links that Scroll Up/Down a Page
- Making a Navbar Fixed to the Screen
- Adjusting Scrollable Areas Within a Page
- Adding Hyperlinks

Week 5

From Design to Code

Lesson 1

Exporting Assets for Web

- Exporting Individual Assets (JPEG, PNG, SVG)
- Exporting Frames

Lesson 2

Sharing Figma Files

- Sharing a Figma File & a Prototype
- Commenting on Shared Files
- Viewing a Prototype for User Testing
- Specs for Developers

Lesson 3

HTML Foundations

- Introduction, Elements and Attributes
- Headings, Paragraphs, Styles and Formatting
- Quotation and Comments
- Colors, Links and Images
- Tables and Lists
- Block and Inline Elements
- Responsive Design and Forms

Lesson 4

AI-Assisted

HTML & CSS Basics with AI Assistance

- Turning a Figma Design into a Web Page Using Claude
- Reviewing and Cleaning Up AI-Generated Markup
- Matching the Coded Page to the Original Design

Week 6

Styling, AI Workflow & Wrap-Up

Lesson 1

Cascading Style Sheets (CSS)

- Introduction to CSS, Rulesets and Selectors
- Declarations, Values and Units
- Relative Units and the Box Model
- Functions, Animations and Media Queries
- CSS Libraries

Lesson 2

AI-Assisted

AI Drafts, the Designer Decides

- Treating AI Output as a Starting Point, Not a Final Answer
- Evaluating AI Suggestions Against User Needs
- Editing, Refining and Owning the Final Design Decisions

Labs

Lab assignments focus on the practice and mastery of contents covered in the lectures, including hands-on work with AI-assisted tools, and introduce critical and fundamental problem-solving techniques to the students.

Learning Outcomes

- Apply core UI design principles — visual hierarchy, color, typography and iconography — to real interface problems.
- Explain foundational UX concepts and map a product's development life cycle from research through delivery.
- Design accessible, platform-appropriate interfaces using inclusive and equity-focused design practices.
- Build, prototype and animate interactive screens end-to-end in Figma, including components, auto layout and variants.
- Use AI tools such as Figma AI, ChatGPT and Claude to accelerate layer naming, placeholder content, research synthesis and first-draft UI copy — while critically reviewing and refining every AI suggestion.
- Convert a finished Figma design into a working web page using HTML and CSS, with AI assistance for a first pass and manual review for accuracy.
- Confidently explain design decisions and defend them over AI-generated alternatives, keeping the designer's judgment central to the process.

Sifal, Kathmandu, Nepal
Phone: +977 - 01 - 5913021 | 4567153
Mobile: +977 - 9765355167 | 9860422021
Email: training@deerwalkcompware.com
Website: deerwalktrainingcenter.com