



UI/UX Design Curriculum

Design apps and websites, understand users, and start building a clean portfolio with Figma.

Duration: 8 weeks

Format: Online classes with guided design reviews

Level: Beginner Friendly

Program Overview

A professional UX curriculum that takes learners through the end-to-end design process from research to prototype, usability testing, and portfolio presentation.

What Students Will Achieve

- Understand the user-centred design process from discovery to iteration
- Create wireframes, interfaces, and prototypes with Figma
- Run simple research and usability tests to improve design quality
- Build portfolio-ready case studies that show process and rationale

Tools and Platforms

Figma | FigJam | Notion | Google Meet

Curriculum Modules

Module 01: UX Foundations and Design Thinking

Start with the mindset, workflow, and responsibilities behind modern UX roles.

- UX roles, process overview, and cross-functional collaboration
- Design thinking, accessibility, and user-centred principles
- Problem framing and value-focused product thinking

Practical Output A design challenge brief and process map

Module 02: User Research and Insight Gathering

Learn how to understand users, identify pain points, and build evidence for design decisions.

- Research planning, interview guides, and observation basics
- Personas, empathy maps, and user journey mapping
- Turning findings into actionable insights

Practical Output A research summary with personas and journey maps



Module 03: Information Architecture and Wireframing

Translate research into structured product flows and low-fidelity concepts.

- User flows, task flows, and content structure
- Sketching, low-fidelity wireframes, and layout thinking
- Prioritising clarity, usability, and navigation

Practical Output A wireframe pack and product flow set

Module 04: Visual Design and Design Systems

Move from rough concepts into polished interfaces with consistency and hierarchy.

- Typography, colour, spacing, and visual hierarchy
- Design systems, components, and reusable patterns
- High-fidelity screens in Figma

Practical Output A high-fidelity UI kit and screen set

Module 05: Prototyping, Testing, and Iteration

Create interactive prototypes and improve designs through usability feedback.

- Interactive prototypes and design walkthroughs
- Usability test planning, moderation, and synthesis
- Iterating on screens based on findings and accessibility checks

Practical Output A tested prototype with documented design iterations

Module 06: Portfolio Case Study and Handoff

Present your work professionally and prepare it for employers, clients, or developers.

- Case study writing and storytelling
- Presenting rationale, tradeoffs, and outcomes
- Developer handoff and portfolio presentation

Practical Output A portfolio-ready UX case study

Capstone Project

Design an end-to-end app or website experience, document the process, test usability, iterate based on feedback, and package it as a case study.

Student Support

- Mentorship and guided support throughout the learning journey
- Certificate of completion after successful participation
- Career guidance to help position students for opportunities