Course: UI/UX Design

Duration: 30 Hrs (Changeable) | Fees: Individual / Batch

Since 2007, Nestsoft TechnoMaster has been providing training, internships, and services in IT technologies, both online and offline, with the expertise of **over 250 industry experts**. We have delivered internships, training, and seminars to more than 50,000 students, resulting in numerous success stories. **We offer 100% placement support through JobsNEAR.in**

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Syllabus on the Next Page ..

Our Courses/Internship

- Python/Django Fullstack
- Artificial Intelligence
- Machine Learning
- Data Science
- Software Testing (All)
- Wordpress, Woocommerce
- Digital Marketing, SEO
- Php/MySQL, Laravel
- Flutter, Android, IOS
- Asp.net MVC
- Web Design, Javascript
- Angular JS, React JS
- CCNA, MCSA, CCNP
- AWS, GCP, Azure
- Odoo, SalesForce, Sap
- Microsoft Excel
- Ethical Hacking

✳ Figma Syllabus (15 Hours)

Module 1: Figma Fundamentals (3 Hours)

✳ Introduction to Figma

✳ Understanding the Figma interface and tools.

✳ Layers, frames, and pages.

✳ Shapes, text, and alignment.

✳ Design Basics

✳ Color theory and typography basics.

✳ Grids and layout principles.

Module 2: Prototyping with Figma (3 Hours)

✳ Wireframing Basics

✳ Creating low-fidelity wireframes for mobile and web apps.

✳ Prototyping Features

✳ Adding interactions and transitions.

✳ Clickable prototypes for user testing.

Module 3: Mobile App Design Project (4 Hours)

✳ Designing a Mobile App

✳ Screens for a sample app (e.g., task manager or food delivery).

✳ Login, home, and profile pages.

✳ Components and Variants

✳ Reusable buttons, icons, and cards.

✳ Typography and color styles.

✳ Prototyping and Feedback

* Linking screens and testing navigation.

Module 4: Web App Design Project (5 Hours)

* Designing a Web App

* Landing page, login screen, and dashboard for a web app.

* Auto-layout for responsive designs.

* Final Prototype

* Responsive breakpoints for desktop, tablet, and mobile.

* Functional prototype with interactions.

* Web Development Syllabus (15 Hours)

   Module 1: HTML, CSS, and Bootstrap Basics (5 Hours)

* HTML Fundamentals (2 Hours)

Structuring web pages (header, footer, sections).

* Essential tags: headings, lists, images, and links tables etc..

* CSS Basics (2 Hours)

* Styling text and layout using CSS.

* Box model, positioning, and Flexbox basics.

* Bootstrap Basics (1 Hour)

* Setting up Bootstrap in a project.

* Grid system and responsive layouts.

* Common components: navbar, buttons, and cards.

   Module 2: Responsive Landing Page Conversion (5 Hours)

* Figma to Code Workflow (2 Hours)

* Importing Figma designs for reference.

* Structuring HTML and CSS with Bootstrap.

* Responsive Design (3 Hours)

* Using media queries and Bootstrap utilities.

  Creating a responsive navigation bar and hero section.

* Ensuring design consistency with the Figma prototype.

  Module 3: Interactivity with JavaScript & Advanced Bootstrap (3 Hours)

* JavaScript Basics

* Adding interactivity with JavaScript (e.g., form validation).

* Bootstrap JavaScript components: modals, dropdowns, and carousels.

* CSS Animations & Transitions

* Enhancing visuals with hover effects and animations.

Module 4: Final Project and Deployment (2 Hours)

* Final Project: Responsive Landing Page

* Convert a complete Figma design into a functional landing page.

* Use Bootstrap and JavaScript for responsiveness and interactivity.

* Hosting and Deployment

* Publish the project online using GitHub Pages or Netlify.

* Deliverables

* Figma:

* Prototyped mobile app and web app designs.

* Web Development:

* Fully responsive landing page with Bootstrap and interactivity.

* Hosted live project link.

(Click on Course for more details)

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- Thank You -

N.B:This syllabus is not final and can be customized as per requirements / updates.