



**IDM TECHPARK**  
GUIDE'S FOR PERFECT CAREER PATHWAY



# UI/UX Course Syllabus



**N.S.D.C**  
National  
Skill Development  
Corporation



# About Us

IDMTECHPARK global retail & corporate training solutions provider in Coimbatore, Erode, Trichy & Salem that offers a comprehensive range of training and placement services for both fresher's and professionals seeking new opportunities. The company commenced its IT training business in 2016. A pioneer in IT education, over the years, we have trained over 50k students. Idmtechpark has a wide range of courses, maintains education standards & provides placement assistance.

[www.idmtechparkcoimbatore.com](http://www.idmtechparkcoimbatore.com)  
[www.idmtechparkerode.com](http://www.idmtechparkerode.com)

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# About IDMTECHpark Education Quality

IDMTECHPARK is managed and developed by industry specialists with more than 8 years of expertise in the field. IDMTECHPARK offers a staff of highly skilled professional trainers who deliver effective IT training in a friendly setting, concentrating on the needs of each individual to help them succeed in a demanding work world. In the book of career and success, our staff never leaves a page unturned.

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IDMTECHPARK's versatile instructor-led training class rooms and lower-class sizes enable people to engage more easily and absorb knowledge, resulting in remarkable results for both themselves and the organizations for which they work. Our training programmes are adaptable and customizable to ensure that each participant gets the most out of their time with us. IDMTECHPARK focuses in providing hands-on IT training in over 30 different courses.

- We teach in-demand courses
- We provide impactful learning material
- Our teachers are well-selected & trained
- We follow world-class teaching methods
- Our courses include E-Projects
- We conduct technical workshops
- Exams are held and based on Exams providing Certification
- Certificates are recognized the world over
- Our course timings are flexible





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# Our Recent Placement

Idmtechpark assists students in getting job placements on successful completion of their courses. Idmtechpark also provides recruitment assistance to organizations. Idmtechpark students are shortlisted based on the organization's requirement. To make students job-ready, Idmtechpark conducts workshops e.g. How to do Group Discussions, how to behave in a Personal Interview. From time to time, job fairs & campus recruitments are conducted. Workplace skills such as time management, making effective presentations and communication skills are also provided. All this helps students find appropriate jobs in the IT industry while also helping save companies recruitment costs.

**Krishnaveni M**

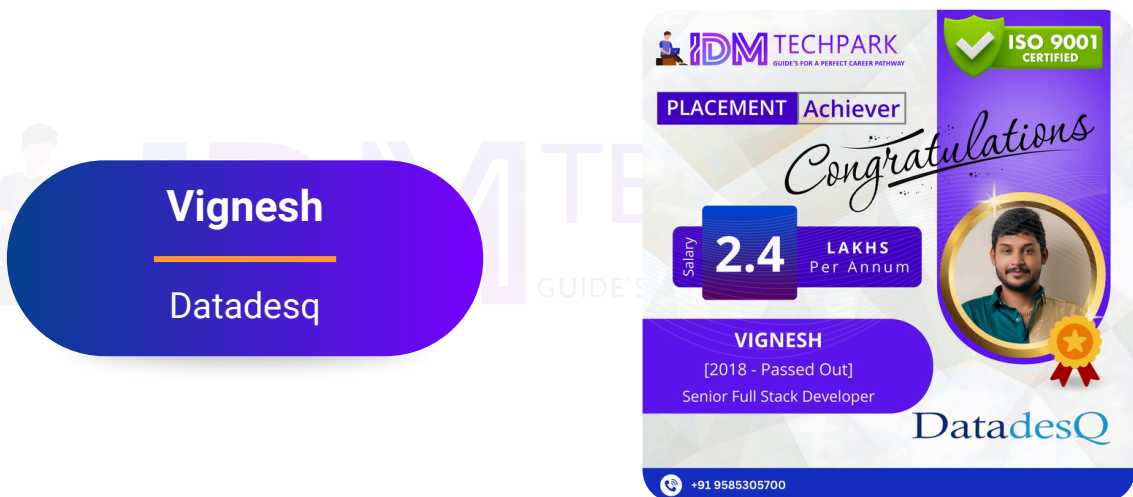
Frutterlabs





**Joshwa**

Xccessor



**Vignesh**

Datadesq



**Madhumitha**

Accenture

**Keerthana**

AJS



**Brindha Boopathi**

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**Kavin Kumar**

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**Ajithkumar**

AJS



**Gowthami**

Genpact



**Surya**

ZUCI



**Pavithra**

Vel Info Tech



**Poovitha**

Gray Matter



**Ramesh**

TDT

**Siva Sankar**  
ST Cloudspark tech

**IDM TECHPARK**  
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ISO 9001 CERTIFIED

PLACEMENT Achiever

*Congratulations*

Salary **3.2** LAKHS Per Annum

**Siva sankar**  
[2018 - Passed Out]  
Software Engineer

**Cloudspark Tech**  
Knowledge | Growth | Success

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PLACEMENT Achiever

*Congratulations*

Salary **1.4** LAKHS Per Annum

**Mohammed Nabeel Hisham**  
[2019 - Passed Out]  
Digital Marketing Executive

**VTail**  
COMMERCE PRACTICE

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**Nabeel Hisham**  
VTail

**Kalayarasan**  
Violet Infotech

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ISO 9001 CERTIFIED

PLACEMENT Achiever

*Congratulations*

Salary **3** LAKHS Per Annum

**Kalayarasan**  
[2021 - Passed Out]  
Junior Python Developer

**Violet Infotech**  
Software Solutions

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# Our Alumni Working At



## MODULE 1

# Introduction to UI/UX Design

### ● Overview of UI/UX Design

- ☐ Differences between UI (User Interface) and UX (User Experience)

- ☐ Importance of UI/UX in the digital world

- ☐ Career opportunities in UI/UX design

### ● Introduction to Design Thinking

- ☐ Problem-solving through design

- ☐ Empathy, ideation, and testing



## MODULE 2

# Design Principles & Elements

### ● Fundamentals of Design Principles

- ☐ Balance, contrast, hierarchy, alignment, repetition
- ☐ Consistency, white space, visual flow

### ● Elements of Design

- ☐ Typography, colors, shapes, and icons
- ☐ Grids, layouts, and imagery

## MODULE 3

# Understanding the User and Research

### ● User-Centered Design (UCD)

- ☐ What is UCD? Why is it essential?
- ☐ Understanding users through empathy

### ● User Research Methods

- ☐ User interviews, surveys, and questionnaires
- ☐ Personas, user journeys, and experience maps

## MODULE 4

# Wireframing and Prototyping Basics

### ● Introduction to Wireframing

- ☐ What are wireframes? Why do we need them?
- ☐ Paper and digital wireframing tools (e.g., Figma, Adobe XD)

### ● Introduction to Prototyping

- ☐ Low-fidelity vs. high-fidelity prototypes
- ☐ Creating interactive prototypes

## MODULE 5

# UI Design Tools and Software

### ● Figma Overview

- Getting started with Figma
- Designing simple UI components

### ● Sketch and Adobe XD

- Key features and differences
- Transitioning from Figma to Sketch/Adobe XD



## MODULE 6

# Color Theory and Typography

### ● Understanding Color Theory

- ☐ Color wheels, complementary and analogous colors
- ☐ Creating color palettes for UI designs

### ● Typography in UI/UX

- ☐ Font pairings, legibility, and accessibility
- ☐ Web-safe fonts and font licensing

## MODULE 7

# UI Components and Patterns

### ● UI Elements Overview

- Buttons, forms, navigation, sliders, etc.
- Designing and implementing reusable components

### ● Design Systems and Pattern Libraries

- Importance of design consistency
- Creating and maintaining a design system

## MODULE 8

# Mobile App UI Design

- Principles of Mobile UI Design

- ☐ Mobile-first design strategy
- ☐ Screen sizes and resolutions, responsive design

- Designing for iOS and Android

- ☐ iOS Human Interface Guidelines
- ☐ Material Design principles for Android

## MODULE 9

# Usability Testing and User Feedback

### ● Types of Usability Testing

- ☐ Formative vs. summative testing
- ☐ Moderated vs. unmoderated testing

### ● Analyzing User Feedback

- ☐ Collecting and interpreting data
- ☐ Iterating designs based on feedback



## MODULE 10

# Interaction Design (IxD)

### ● Introduction to Interaction Design

- ☐ Principles of interaction design
- ☐ Creating interactive elements and animations

### ● Microinteractions

- ☐ What are microinteractions? How to design them?
- ☐ Creating delightful user experiences with small interactions

## MODULE 11

# Information Architecture (IA)

### ● What is Information Architecture?

- ☐ Organizing and structuring content
- ☐ Creating sitemaps and wireframes

### ● Navigation Design

- ☐ Types of navigation (e.g., top navigation, sidebars, footers)
- ☐ Effective navigation patterns for ease of use

## MODULE 12

# Visual Design Trends and Practices

### ● Current UI Design Trends

- ☐ Flat design, material design, neumorphism
- ☐ Dark mode, gradients, and motion design

### ● Creating Modern UI Designs

- ☐ Balancing trends with usability and accessibility
- ☐ Consistent visual storytelling

## MODULE 13

# Advanced Prototyping and Animation

### ● Creating Interactive Prototypes

- ☐ Prototyping with Figma, Adobe XD, and InVision
- ☐ Designing and linking interactive screens

### ● Adding Animation to Prototypes

- ☐ Using animation for storytelling
- ☐ Prototyping microinteractions

## MODULE 14

# Accessibility in UI/UX Design

### ● Introduction to Accessibility

- ☐ Why accessibility matters
- ☐ WCAG guidelines

### ● Designing for Accessibility

- ☐ Color contrast, font sizes, and screen readers
- ☐ Designing for people with disabilities



## MODULE 15

# Front-End Development for Designers

### ● HTML and CSS Basics

- ☐ Understanding the basics of web development
- ☐ How designers can collaborate with developers

### ● Introduction to Responsive Design

- ☐ Mobile-first approach
- ☐ Designing for different screen sizes

## MODULE 16

# Advanced User Research Techniques

- Advanced User Testing Methods

- ☐ A/B testing, eye tracking, and heatmaps
- ☐ Card sorting and tree testing

- Ethnographic Research

- ☐ Observational research in natural settings
- ☐ Analyzing user behavior and context

## MODULE 17

# Designing for Web & Desktop Apps

### ● Web Design Principles

- ☐ Creating engaging, responsive websites
- ☐ Optimizing for speed and performance

### ● Designing Desktop Applications

- ☐ Challenges and solutions for desktop UI
- ☐ Designing for larger screens and diverse OS

## MODULE 18

# UI/UX Design for E-commerce Websites

### ● E-commerce User Flow

- ☐ Designing for product discovery, checkout, and purchase
- ☐ Enhancing trust and reducing friction in e-commerce UX

### ● UI/UX Best Practices for E-commerce

- ☐ Payment gateways, shopping cart design, and product pages

## MODULE 19

# Designing for Augmented Reality (AR) and Virtual Reality (VR)

### ● Introduction to AR and VR Design

- ☐ Differences between AR, VR, and MR (Mixed Reality)
- ☐ User interaction in immersive environments

### ● Designing for AR/VR Interfaces

- ☐ Creating 3D user interfaces
- ☐ Challenges of AR/VR UX

## MODULE 20

# Motion Design in UI/UX

### ● Principles of Motion Design

- Types of motion (e.g., animations, transitions, and feedback)

- Timing and easing in animation

### ● Designing Motion for User Experience

- Using motion to guide users

- Microinteractions and their role in UX



## MODULE 21

# Building and Maintaining a Design System

### ● Creating a Design System

- Components, patterns, and guidelines
- Tools for building design systems (e.g., Figma, Storybook)

### ● Maintaining a Design System

- Updating, versioning, and scaling design systems
- Collaboration between designers and developers

## MODULE 22

# UX Strategy and Product Design

### ● Design Strategy

- ☐ Aligning design with business goals and user needs
- ☐ Creating a design roadmap

### ● Product Design Lifecycle

- ☐ From ideation to iteration and launch
- ☐ Collaborating with cross-functional teams (PMs, developers)

## MODULE 23

# Design Ethics and Sustainability

### ● Ethical Considerations in UI/UX

- ☐ Privacy, data collection, and ethical UX
- ☐ Avoiding dark patterns and manipulative designs

### ● Sustainable Design Practices

- ☐ Energy-efficient designs for web and mobile
- ☐ Designing for long-term usability

## MODULE 24

# UI/UX Portfolio Development

### ● Creating a UI/UX Portfolio

- ☐ Showcasing projects, case studies, and process
- ☐ Presenting work effectively to potential employers/clients

### ● Portfolio Review and Feedback

- ☐ Building a strong portfolio for freelance or full-time roles
- ☐ Conducting self-critiques and peer reviews

## MODULE 25

# Advanced UI/UX Design Trends and Future Outlook

### ● Emerging Trends in UI/UX Design

- ☐ AI-driven UX, voice UI, and chatbots
- ☐ UX for wearables and IoT (Internet of Things)

### ● The Future of UI/UX

- ☐ How technology and user behavior will shape the future of design
- ☐ Continuous learning and adapting to industry shifts

# Thank You

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