



NLT Education

— TECHNOLOGY FOR ALL —

UI/UX DESIGN

Three Months Training Program by NLT Education

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COURSE OVERVIEW

This course is designed to introduce students to the principles and practices of User Interface (UI) and User Experience (UX) design. Over 24 sessions, students will learn about the theory and practical applications of UI/UX design, including user research, wireframing, prototyping, and usability testing.





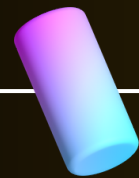
BENEFITS

- Understand the fundamental principles of UI/UX design. Develop skills in user research and usability testing. Learn to create wireframes and prototypes. Gain proficiency in design tools such as Figma or Sketch. Apply design thinking to solve real-world problems.
- Engage in real-world projects and assignments to build a strong portfolio, enhancing your job readiness and confidence

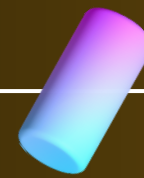
PROJECTS AND PLACEMENT

- Engage in real-world projects and assignments to build a strong portfolio, enhancing your job readiness and confidence.
- Receive placement support and access to job boards, helping you secure high-paying roles in data analysis and business intelligence.

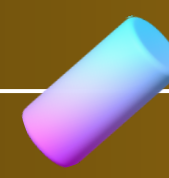
Learning Objectives



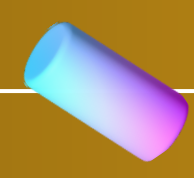
- **32+ Live Sessions across 3 Months**
- **10+ Industry Projects and Case Studies**
- **Add-on Placement Support**



- **Mentor Support**
- **No Cost EMI Option**
- **24/7 Support**



- **1:1 interactions with industry Experts**
- **Guaranteed Certification**

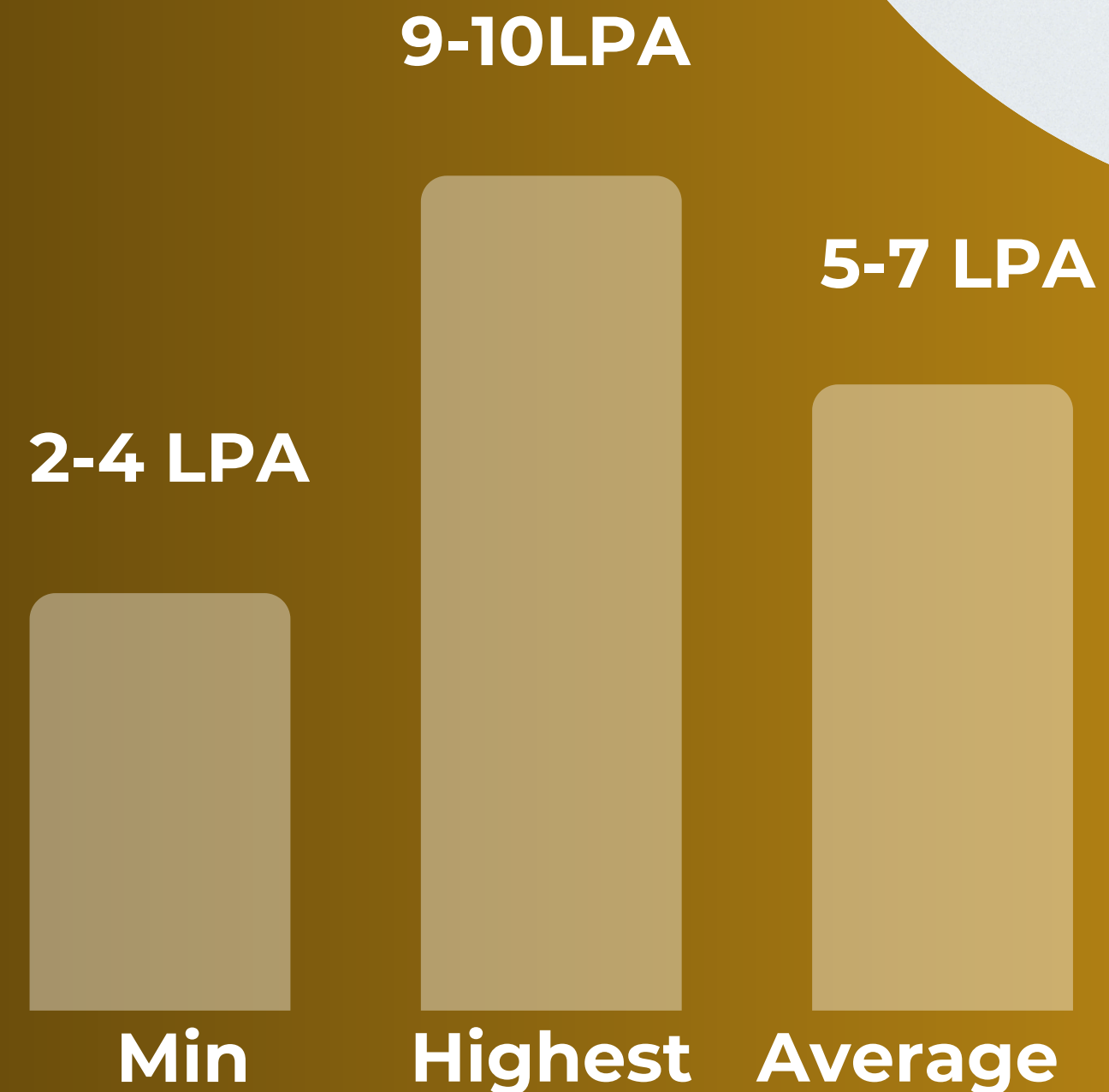


- **Soft skill training**
- **Career development program for both Freshers & Experienced**

UIUX DESIGN

A BRIGHT FUTURE

Industry projects with 10+ Case studies
10x More employable with a good salary 3
Mock Interviews 10+ Live Projects 70+
Hours Live Interactive classes Resume
Building soft skill training with experts 1:1
interview Job assistance and mock
interviews



COURSE CURRICULUM



► MODULE 1: INTRODUCTION TO UI/UX DESIGN

Session 1: Course Introduction & Overview

Course objectives and expectations. Introduction to UI and UX.

Session 3: User Interface (UI) Design Basics

Principles of UI design. Differences between UI and UX.

Session 2: Understanding User Experience (UX)

Definition and importance of UX. Elements of UX design.

COURSE CURRICULUM

► MODULE 2: RESEARCH AND ANALYSIS

Session 4: User Research Methods

Types of user research (qualitative and quantitative). Conducting interviews and surveys.

Session 5: Creating User Personas

Importance of user personas. Steps to create effective personas.

Session 6: Empathy Maps and User Journeys

Building empathy maps. Mapping user journeys.

COURSE CURRICULUM

▶ **MODULE 3: INFORMATION ARCHITECTURE AND WIREFRAMING**

Session 7: Information Architecture (IA)

Importance of IA in UX. Techniques for creating IA.

Session 8: Wireframing Basics

Introduction to wireframing. Tools and techniques for wireframing.

Session 9: Low-Fidelity Wireframes

Creating low-fidelity wireframes. Best practices for low-fidelity design.

Session 10: High-Fidelity Wireframes

Transitioning to high-fidelity wireframes. Detailed design elements.

COURSE CURRICULUM

▶ MODULE 4: PROTOTYPING

Session 11: Introduction to Prototyping

What is prototyping? Prototyping tools overview.

Session 12: Creating Interactive Prototypes

Steps to create interactive prototypes. Best practices for prototyping.

Session 13: Prototyping with Figma/Sketch

Hands-on session with Figma/Sketch. Building a simple prototype.

COURSE CURRICULUM

▶ MODULE 5: VISUAL DESIGN

Session 14: UI Design Principles

Color theory, typography, and layout. Consistency and visual hierarchy.

Session 15: Design Systems & Style Guides

Creating design systems. Importance of style guides.

Session 16: Advanced UI Design Techniques

Micro-interactions. Animation and transitions.

COURSE CURRICULUM

► MODULE 6: USABILITY TESTING

Session 17: Introduction to Usability Testing

Importance of usability testing. Methods and best practices.

Session 18: Conducting Usability Tests

Planning and conducting a usability test. Analyzing usability test results.

Session 19: Heuristic Evaluation

Principles of heuristic evaluation. Conducting a heuristic evaluation.

COURSE CURRICULUM

▶ MODULE 7: DESIGN THINKING AND PROBLEM-SOLVING

Session 20: Introduction to Design Thinking

Principles of design thinking. The design thinking process.

Session 21: Ideation Techniques

Brainstorming and ideation techniques. Selecting the best ideas.

Session 22: Case Studies & Real-World Applications

Analyzing successful UI/UX case studies. Applying lessons learned to your projects.

COURSE CURRICULUM

▶ **MODULE 8: FINAL PROJECT AND REVIEW**

Session 23: Final Project Work Session

Guided work session on final projects. Individual feedback and support.

Session 24: Project Presentations & Course Wrap-Up

Final project presentations. Course review and feedback. Certificates of completion and next steps.

TOOLS AND RESOURCES

- **Figma or Sketch (Design tools) Miro**
- **Whimsical (Wireframing tools) UsabilityHub**
- **Maze (Usability testing tools) Google**
- **Analytics (User behavior analytics)**



Integrated career development program

- LinkedIn Enhancement
- Resume writing
- 1:1 Interview Preparation
- Softskill Training
- Problem-solving & Logical reasoning
- Mock Interviews
- Group Discussions
- Non Verbal Communication

PROGRAM FEES AND PAYMENT MODE



FEES

INR.65000+ GST

SEAT BLOCKING

INR.15000

PAYMENT MODE

- NO COST EMI
- CREDIT CARD EMI
- FULL PAYMENT

ADMISSION PROCESS



STEP 1

Fill out the online application form on the NLT Education website.

STEP 2

Your application will be reviewed by the admissions team and our counselors will be connect you for further process

STEP 3

Successful candidates will receive an offer letter and can proceed with enrollment

CONTACT US



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