



UI/UX DESIGN MASTERCLASS



WEB/APP DESIGN FROM SCRATCH

GREATER SKILL, BETTER CAREER



INTRODUCTION

User Experience lies at the core of any digital or physical product. It can break or make a product. In this vast digital world, only those websites and applications shine that are easier to use and that provide delight while using them. It is no wonder that UI/UX design skills are in high demand in the industry today. And despite being in high demand, companies find it quite challenging to get a good UI/UX designer.

This course is designed to make you equipped with good UI/UX design skills. It is also designed to make you ready to present your work that stand out in the crowd. You will learn from basics of design to various elements of UI/UX design and sharing/ collaborating your work with various stakeholders.

OBJECTIVES OF THE COURSE

- Learn the ins and outs of UI/ UX
- Understand basics of design
- Build content structure, wireframes and design mockups
- Learn sharing and collaborating with stakeholders

METHODOLOGY

- Lecture
- Hands-on exercises
- Discussion
- Visual/ Audio slides
- Sharing

OUTCOME OF THE TRAINING

After the end of the course, students will be able to

- Create website and mobile app designs from scratch
- Create wireframes for any UI/ UX projects
- Create simple linkable/ interactive prototypes
- Create design mockups using Figma
- Share, collaborate and present work to and with clients and team members

CLASS DETAILS

No. of Classes	: 24
Class Duration	: 2 hours
Class Schedule	: 3 classes per week (7am -9 am)
Venue	: Learning Hall, merojob office, New Baneshwor, Kathmandu

Course Content

● WELCOME AND BASICS OF DESIGN

- Introduction to the course and basic principles of design

● UX BASICS

- Introduction to User Experience, Creating user persona and user journey

● BUILDING A STRATEGY

- Understanding requirements, creating site/ app structure, building website/app strategy

● IDEATION

- Web/ App basics
 - UI elements and basics of Figma
- Wireframes
- HTML/ CSS basics

● WIREFRAMES TO PROTOTYPES

- Designing mockups using Figma, UI patterns, Grids

● SHARING AND COLLABORATION

- Sharing and collaborating with various stakeholders (team-mates, supervisors, project managers, clients, users)

● CAREER OPTIONS AND CONCLUSION

RESOURCE PERSON

Anjan looks after user experience design at YoungInnovations and leads projects and a team of UI designers and front-end developers. He is also currently teaching Design Thinking classes at Kathmandu College of Management.



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(VP, Product Innovations,
YoungInnovations)

CONTACT US