



UI/UX DESIGN

RESEARCH . PERSONAS . JOURNALS
WIREFRAMES . PROTOTYPE
USABILITY TESTING . HANDOFF

DURATION

80 Hours

LEVEL

**Beginner to
Advanced**

MODULES

8

MODE

**Classroom •
Online • Hybrid**

01 COURSE OVERVIEW

A product design course covering research, interaction design, visual design and developer handoff. The course follows a real project end to end: discovery interviews, problem framing, information architecture, wireframes, a design system, high-fidelity screens, prototyping and usability testing, ending in a documented handoff.

Learners finish with two case studies for a portfolio.

WHO IT IS FOR

Aspiring product designers

Graphic designers moving to product

Developers and PMs who design

Career changers with a visual eye

PREREQUISITES

No design background required. A laptop able to run Figma.

02 LEARNING OUTCOMES

01 Plan and run user research and synthesise findings.

03 Design information architecture and navigation.

05 Build a component-based design system.

07 Run usability tests and iterate on evidence.

02 Frame problems as jobs, flows and requirements.

04 Produce wireframes and interactive prototypes.

06 Apply accessibility standards to layout and colour.

08 Hand off specs developers can build from.

03 MODULE STRUCTURE

8 MODULES

01 DESIGN FOUNDATIONS

What UX covers

Roles in a product team

Critique practice

Design process models

Design principles

02 RESEARCH

Interview technique

Contextual enquiry

Affinity mapping

Surveys

Competitive analysis

Personas and JTBD

PRACTICAL

RESEARCH SYNTHESIS

03 INFORMATION ARCHITECTURE

Content inventory

Navigation patterns

User flows

Card sorting

Sitemaps

Task analysis

PRACTICAL

FLOW DIAGRAMS

04 WIREFRAMING

Sketching

Grids and spacing

Mobile-first structure

PRACTICAL

WIREFRAME SET

Low-fidelity layouts

Content hierarchy

05 VISUAL DESIGN

Typography

Layout and grids

Imagery

Dark mode

Colour systems

Iconography

Motion basics

06 DESIGN SYSTEMS

Atoms to pages

Tokens

Consistency audits

PRACTICAL

COMPONENT LIBRARY

Component variants

Documentation

Library maintenance

07 PROTOTYPING AND TESTING

Interactive prototypes

Test scripts

Severity rating

PRACTICAL

USABILITY TEST

Micro-interactions

Moderated and unmoderated tests

Iteration

08 ACCESSIBILITY AND HANDOFF

WCAG basics

Keyboard flows

Developer collaboration

Contrast and focus states

Specs and redlines

Design QA

PROJECT

TWO PORTFOLIO CASE STUDIES

04 ASSESSMENT & CERTIFICATION

Module assignments and labs	25%
Mini projects	20%
Internal assessments	15%
Final project and review	40%

CERTIFICATION

Learners who complete all modules, submit the final project and clear the review receive a course completion certificate from Kaizen Infinities Private Limited. Project work is documented for the learner's portfolio, and interview preparation is included in the closing sessions.

05 CAREER OUTCOMES

ROLES THIS PROGRAMME PREPARES FOR

UI/UX DESIGNER

PRODUCT DESIGNER

INTERACTION DESIGNER

UX RESEARCHER

DESIGN SYSTEM DESIGNER

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