



UI/UX Development Syllabus

DURATION – 5 MONTHS

MODE OF TRAINING – OFFLINE/ONLINE



- **Introduction to HTML**
- **Basic HTML Tags**
- **Text Formatting & Styles**
- **Lists**
- **Links & Navigation**
- **Images & Multimedia**
- **Tables**
- **Forms & Input Elements**



HTML5



- **Introduction to HTML5**
- **Semantic Elements**
- **HTML5 Forms & Input Types**
- **Audio & Video**
- **SVG (Scalable Vector Graphics)**
- **Project-1 static website**





CSS



- Introduction to CSS
- Selectors & Combinators
- Box Model
- Colors & Backgrounds
- Typography (Fonts & Text Styling)
- Lists & Tables
- CSS Positioning & Layout



Activate Windows

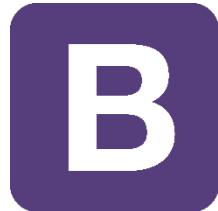


CSS 3

- **Introduction to CSS 3**
- **Flexbox**
- **Grid Layout**
- **Pseudo classes and Pseudo elements**
- **Transitions & Animations**
- **CSS3 Shadows & Effects**
- **Media Queries & Responsive Design**
- **Advanced CSS Techniques**
- **Project-2 Responsive Website**



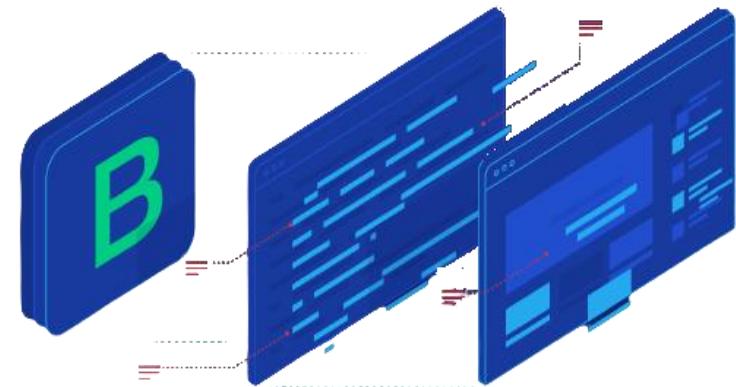
Activate Windows



BOOTSTRAP 4

BOOTSTRAP 4

- Installation Of Bootstrap 4
- Bootstrap Forms
- Bootstrap Containers
- Bootstrap Colors
- Bootstrap Buttons
- Bootstrap Cards
- Bootstrap Dropdowns
- Bootstrap Navbar
- Bootstrap Carousel
- Bootstrap Components
- Bootstrap Grid System
- Project-3 Responsive Website Development

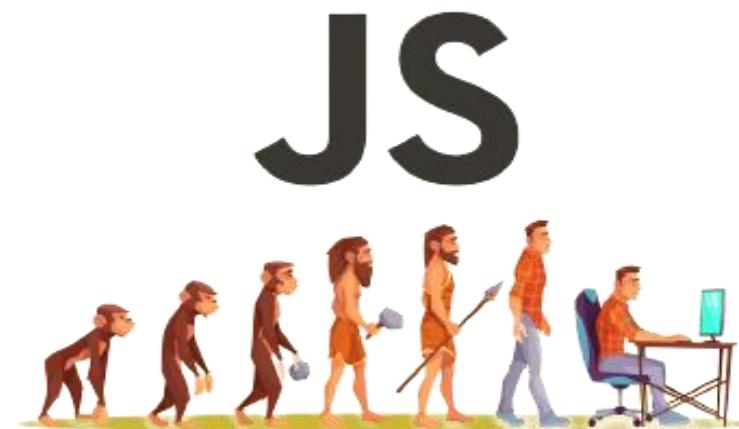


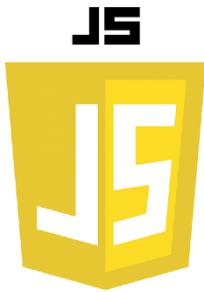


JavaScript



- **Introduction to JavaScript**
- **JavaScript Basics**
- **Control Structures**
- **Functions**
- **Arrays & Objects**
- **DOM Manipulation**
- **Event Handling**
- **ES6+ Features**





Advance Java Script



- **Asynchronous Programming**
- **Closures & Scope**
- **Error Handling**
- **Project-4**

Module 1: Introduction to UI/UX Design



- What is UI (User Interface)?
- What is UX (User Experience)?
- Difference between UI and UX
- Role of a UI/UX Designer & Developer
- Design thinking process
- Real-life examples of good/bad UI/UX

Module 2: UX Research & Planning



- Understanding user needs
- Empathy mapping
- Creating user personas
- User journey mapping
- Competitor analysis
- Storyboarding
- Information architecture

Module 3: Wireframing & Prototyping



- **Low-fidelity vs High-fidelity wireframes**
- **Tools: Balsamiq, Figma, Adobe XD, Sketch**
- **Creating interactive prototypes**
- **Clickable wireframes**
- **UX Flow creation**

Module 4: Visual Design & UI Principles



- Color theory
- Typography & iconography
- Layout & spacing
- Grids and alignment
- Visual hierarchy
- Responsive design principles
- Accessibility (WCAG Guidelines)
- Design systems and UI Kits

Module 5: UI Design Tools (Hands-On)



- **Figma** (primary tool)
- **Adobe XD**
- **Sketch** (for mac users)
- **InVision** (for prototyping)
- **Zeplin** (for handoff to developers)

Aptitude

Quantitative Aptitude

- Average
- Percentage
- Profit and Loss
- Simple Interest
- Compound Interest
- Ratio Proportion
- Time and Work
- Time
- Speed
- Distance Number
- System
- Permutation and Combination
- Probability
- Data Interpretation

Logical Reasoning

- Blood Relation
- Direction sense
- Coding and decoding
- Clocks and Calendar
- Cubes and Dices
- Seating arrangement
- Syllogism
- Data sufficiency
- Puzzles
- Miscellaneous



Softskill



- Setting the tone
- Introduction of Be Employable
- Competency Matrix
- Effective Communication
- Presentation skills
- Business Communication
- Attitude + Motivation
- Emotional Intelligence
- Leadership
- Create CV/Resume
- Group Discussion
- Mock Group Discussion
- PI practice
- Virtual Interview
- Industry Knowhow and future, Certifications and action plan

Key Feature

- Trainer with 12+ Years of Experience
- 200 hours of high-quality course
- Best Quality Training
- Live Project Experience
- Demo Lectures are available
- In-depth Course Contents
- 100 % Placement Assistance
- Internship support



Orange Itech Offer You



INTERNSHIP





THANK YOU

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