

UI/UX Designing & Prototyping Syllabus

Spring 2018

Instructor Information

Instructor(s)	Email	Office Location & Hours
1. Ashraf Rahal	rahal.ashraf@gmail.com	Available via Academy387

Instructor's Biography (link)

<https://www.linkedin.com/in/ashraf-rahal-3b84529/>

General Information

Description

Do you wish to start a career in design and UX, I will lead you through the basic requirements for a design career, and teach you how to handle any design task.

In this course we will establish a foundation of User experience design and the following:

- Introduction to UX design with some history overview.
- Understanding users (user research methods, tools, and case studies)
- Design elements and principles (visual elements, colors, typography, patterns etc..)
- Layout design (images, headings, call to actions and other components)
- Prototyping (mobile or web prototypes)
- Creating portfolios and Bidding

Expectations and Goals

After this course you will be closer to have a design job , and if you are a beginner I will help you start freelancing to get the experience required for any ui ux design job.

So you will be able to:

- Approach app design with UX consideration.
- Design mobile apps from scratch.
- Learn about colors and typography.

- Prototype and create micro animations.
- Start a new career as a UI/UX designer.
- Learn how to build your portfolio and present your work.
- Learn how to propose and apply in freelancing platforms.

Required Materials

- Laptop + internet connection.
- A basic proficiency with computers.
- A basic proficiency with web design is recommended, although not required.
- Adobe XD trial version
- Protopie trial version
- Invisionapp basic

Optional Materials

Course Duration

Start date (02, April, 2018, 18:00) - End date (18, April, 2018, 20:45)

Course Schedule

Week	Topic	Reading	Exercises
1, lecture 1	UX Introduction and history		
1, lecture 2	Understanding Users(research, tools, case studies)		1.5h User research and personas
1, Lecture 3	Understanding Users(research, tools, case studies)		1.5h User flow and site map
2, lecture 4	Design elements and principles.		1.5h create a small UI kit
2, lecture 5	Layout design.		1.5h Mobile app design + Landing page
3, lecture 6	Prototyping and testing		1.5 create an inversionapp prototype
3, lecture 7	Presenting your work and creating portfolios		2h Design a presentation of your design + create your portfolio on Upwork and add some of your design shots.

Exam Schedule

Date	Subject
11.04.2018	Mobile app screens design
18.04.2018	Prototype and presentation

Additional Information and Resources

We will create a channel on slack to continue communicating during and after the course, and I will continue answering your questions .

I am also planning to give other courses that will have advanced tools, and methods that would help the design students further more in their journey.