



## ABOUT EZEL TECH TRAINING ACADEMY

Ezel Tech offers industry-focused technical training across domains like software development, cloud computing, cybersecurity, AI, and data analytics. With customized curriculums, hands-on learning, and expert-led sessions, both on-premise and virtual formats ensure flexibility. Post-training support and mentorship help professionals stay competitive and drive business success.

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# EZEL TECH

Your IT Solutions Partner

## COURSE NAME -

UI UX Design Course

## COURSE DETAILS

- ☒ Duration - 30 Days
- ☒ Format - Lectures + Hands-on Practical Sessions
- ☒ Training Type – Classroom Training

## WHY LEARN UI UX DESIGN

A UI/UX Design course helps you create user-friendly digital experiences by teaching design principles, user research, wireframing, and prototyping. It opens career opportunities in a high-demand field and enhances product usability and engagement.

## KEY BENEFITS

- ☒ Enhanced User Experience.
- ☒ Increased Conversion Rates
- ☒ Stronger Brand Identity
- ☒ Reduced Development Costs
- ☒ Improved User Retention
- ☒ Competitive Advantage
- ☒ Better Accessibility

## WHO SHOULD ATTEND

- ☒ Anyone interested in learning UI UX
- ☒ Existing UI UX Professionals

# COURSE OUTLINE

## MODULE 1: INTRODUCTION TO UX DESIGN

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- What is UX Design?
- Difference between UX and UI
- Importance of UX in product development
- UX Design Process Overview

### **Practical:**

- Analyze a few real-world UX examples (good & bad)
- Group discussion on user experience observations

## MODULE 2: UNDERSTANDING USERS & RESEARCH METHODS

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- User research basics
- Types of user research (qualitative vs. quantitative)
- Creating user personas
- Conducting user interviews & surveys

### **Practical:**

- Create a simple user persona based on given data
- Conduct a short user interview and summarize insights

## MODULE 3: INFORMATION ARCHITECTURE & WIREFRAMING

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- Organizing content for usability
- Sitemap creation
- Introduction to wireframing
- Low-fidelity vs. high-fidelity wireframes

### **Practical:**

- Sketch a wireframe for a simple website or mobile app
- Create a sitemap for an app

## MODULE 4: INTERACTION DESIGN & PROTOTYPING

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- Basics of interaction design
- Navigation patterns & usability
- Introduction to prototyping tools (Figma, Adobe XD, etc.)
- Creating interactive prototypes

### **Practical:**

- Build a low-fidelity clickable prototype
- Iterate based on peer feedback

## MODULE 5: USABILITY TESTING & EVALUATION

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- Basics of usability testing
- Heuristic evaluation principles
- How to conduct usability tests
- Analyzing usability test results

### **Practical:**

- Perform a usability test on an existing app
- Document findings and suggest improvements

## MODULE 6: UI DESIGN FUNDAMENTALS (BONUS MODULE)

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- Color theory & typography
- Visual hierarchy & accessibility
- Design consistency & branding

### **Practical:**

- Create a simple UI screen following design guidelines
- Improve a poorly designed UI screen

## FINAL PROJECT

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- Students work on a UX design project (website or app)
- Conduct research, create wireframes, prototype, and test
- Present findings and final designs