The UI/UX Design Bootcamp (User Interface/User Experience)

Admission Requirements: Students must be 18 years of age or older at the time of enrollment, must present a valid ID for verification, and must present evidence of completing high school or high school equivalency.

Program Description: The UI/UX Design course at Workforce Institute provides all design aficionados with a chance to create user-friendly interfaces and enhance their creative side. During the 24-week course you will be doing a total of three UI/UX projects that will help build your portfolio and further enrich your career. You will also learn how to redesign a website as per the client's requirement and to solve a UI/UX problem from start to finish

Prerequisites: no prerequisites

Objectives:

- Develop strong foundational knowledge: Students should develop a solid understanding of the principles of UI/UX design, including the importance of user-centered design, user research, and usability testing.

- Build proficiency in design software and tools: Students should become proficient in popular design software and tools such as Sketch, Figma, and Adobe Creative Suite. This includes learning how to create wireframes, prototypes, and design interfaces for various platforms and devices.

- Learn industry-specific skills: The bootcamp should provide students with a working knowledge of the unique challenges and requirements of different industries, such as mobile app design, e-commerce, or healthcare.

- Gain practical experience: Students should have ample opportunities to apply what they have learned in real-world design projects, working collaboratively with other students or with industry professionals.

- Develop a strong design portfolio: By the end of the bootcamp, students should have a strong design portfolio that showcases their skills and demonstrates their ability to solve complex design challenges.

- Build a professional network: Students should have the opportunity to network with professionals in the field and build relationships that could lead to job opportunities or further career development.

- Foster a growth mindset: The bootcamp should foster a growth mindset, encouraging students to continue learning and developing their skills even after the program has ended. This includes providing access to resources such as industry publications, online communities, and mentorship programs.

Program Outline:

CIP Number: 11.0803

Code	Course	Lecture	Lab	Total Hours
UIUX-DB	The UI/UX Design Bootcamp	92	None	92
Total Hours		92	None	92
Associated Industry Certifications*:				
No industry Certification				

* 1 Examination voucher included. It is the student's responsibility to take all certification exams within twelve months of completion of their original program completion date at that time, all exam vouchers expire. All extensions must be approved by the school director.

Program Fee*:	$6,500

(Inclusive of registration, tuition fee, 1 exam cost, curriculum guides)

Cost Per Single Subject*:	N/A

Class Schedule: The time required to complete this course is 24 weeks. The program is offered as instructor-led virtual sessions that run 1.5 hours once a week. During the class you get a summary of the module, assignment feedback from the instructor and receive hands-on experience and real world examples. In addition to classroom instruction, students are expected to spend 1 to 2 hours weekly on Assignment and projects.

Instructional Methods: Virtual Live Instruction

Class Dates: New Classes begin once a month**,** next cohort begins on 4-24-2023 and end on 10-31-2023. Other classes may be added based on enrollment.

See the school catalog for student technology requirements for online participation and school holidays and office hours.

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Subject Description: The UI/UX Design course at Workforce Institute provides all design aficionados with a chance to create user-friendly interfaces and enhance their creative side. During the 24-week course you will be doing a total of three UI/UX projects that will help build your portfolio and further enrich your career. You will also learn how to redesign a website as per the client's requirement and to solve a UI/UX problem from start to finish

Subject Hours: 92 lecture /0 lab/ 92 total

Prerequisites: no prerequisites

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Required textbook(s): Don't Make Me Think, Revisited Steve Krug

Instructional Methods:
- Live instruction delivered virtually
- Quizzes assigned as out-of-class homework
- Projects assigned as out-of-class homework
- Capstone assigned as out-of-class homework

Student/Instructional Ratios:

Materials and Media Refences:

Content Outline:

Week 1	Introduction to User Experience
Week 2	Processes and introduction to deliverables
Week 3	Key Research Techniques
Week 4	Information Architecture and Navigation
Week 5	The Define Phase: Clarifying the Problem
Week 6	User Stories, Flows, and Sitemaps
Week 7	HTML and CSS
Week 8	The Design Phase 1: Wire framing and Interaction Design
Week 9	The Design Phase 2: Mobile First and Responsive Design
Week 10	Prototyping
Week 11	Case Studies
Week 12	Usability Testing
Week 13	Case Study Review, Your Personal Presence
Week 14	Visual Design 1
Week 15	Visual Design 2
Week 16	Your Portfolio; Additional Research Techniques
Week 17	Capstone + Project Two Review
Week 18	Project Two Revisions, Define Phase Part Two
Week 19	Portfolio, Capstone Week 2 Review, Advanced Design Topics
Week 20	Portfolio Review, Capstone Week 3, Deep Usability Testing
Week 21	Capstone Week 4, Great Student Projects, E-Commerce
Week 22	In-Depth Portfolio Analytics A-B Tests
Week 23	Student Capstone Presentations, Design Sprints
Week 24	Capstone Presentations, Post-Project Duties, Resources

Grading and Certificate of Completion: Grades are assessed based on the student's attendance, online lab completions, and offline projects.

90%+	A – Excellent
80-89.9%	B – Good
70-79.9%	C – Satisfactory
60-69.9%	D – Below Average
Below 60%	F – Very Poor/Fail
	I – Incomplete

- Assignment = 40% of grade
- Class Participation = 10% of grade
- Online Training = 30% of grade
- Quizzes = 20% of grade

Upon program completion with a passing grade, students will receive a certificate of completion. Students are highly encouraged to take the industry-standard exam to receive a certification credential through the granting body or vendor.

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