



U-Tech Forge (UTF)

User Interface (UI) and User Experience (UX) Design

“No coding experience needed”

Bootcamp Curriculum

Email: info@utechforge.com
Phone number: 08145388936

Curriculum Version 1.0

Bootcamp Overview

UI/UX Curriculum

Target Audience:

- This bootcamp is designed for beginners/career switchers/designers wanting to upskill in UI/UX design

Prerequisites:

- No prior experience required
- No coding experience required

Duration:

- 4 months (16 weeks)
- Monday - Friday (5pm-7pm WAT)/ (4pm-6pm UTC)

Format:

- Live classes and educative webinars including recorded sessions
- Hands-on assignments and real world projects
- One-on-one mentorship/career coaching
- Portfolio development (5 live portfolio projects)

Outcome:

By the end of the bootcamp, participants will master key UI/UX skills through real-world projects and build a job-ready portfolio. They will confidently present their work in interviews and be equipped to pursue UI/UX roles, with the tools and knowledge to advance in their design careers.

Certification:

Upon successful completion of the bootcamp, participants will present their portfolios for review by instructors and receive a certification from U-Tech Forge (UTF)

Learning Modules

UI/UX Curriculum

The following modules have been designed to take you through the essential concepts and practices of UI/UX design. Each module focuses on a key area of design, progressively building your skills from fundamental principles to advanced techniques. Throughout the bootcamp, you'll engage in hands-on projects and use industry-standard tools to create a strong foundation for your career in design.

Module 1: Foundations of UI Design (Week 1-5)

Week 1: Tools For UI Design; Introduction To Figma As A Design Tool

- Getting started with Figma
- Overview of the Figma interface (Toolbar, layers panel, Inspector panel, Figma canvas)
- Navigating the Figma dashboard and project files
- Text tools, shapes and vector tools
- File designations

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

Week 2: Frames, Layout and Auto-Layout Structures in Figma

- Responsive layout designs
- Constraints & absolute position applications
- Wrapping of layouts (Minimum and maximum width applications)

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

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Learning Modules

UI/UX Curriculum

Week 3: Visual Design Principles

- Color theory and psychology
- Accessibility Guidelines: Color contrast ratios, keyboard navigation & screen reader compatibility and WCAG guidelines
- Typography
- Spacing, layouts and grids
- Visual hierarchy and consistency in design

Weekend Webinar : From a visual design expert

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

Week 4-5: UI Design Systems, Style Guides and Repositories

- Spacing and sizing system
- Industry standard color system
- Industry standard typography system
- Industry standard shadow styles
- Industry standard grid and layout system
- Iconography
- Imagery and illustrations
- UI design patterns and components (Navigation patterns, cards, form design, button system and other design models)
- Reusable components and component variants
- Design system documentation, variables and component properties
- Maintenance of design systems

Weekend Webinar : From a design system expert

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

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Learning Modules

UI/UX Curriculum

Module 2: Foundations of UX Design Week 6-7

Week 6: Introduction to UX Design

- Stakeholder interview
- Stakeholder goals
- Competitor analysis
- Usability audit
- User-centered design: The D-school design thinking framework (empathize, define, ideate, prototype and test iterations)
- User journey paths, user surveys, user personas, user journey maps and moodboards applications
- User flows & task flows diagrams
- Site mapping
- Information Architecture (IA)

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

Week 7: UX Writing and Microcopy

- Interface Writing Guidelines : Mobile and Web
- Microcopy guidelines
- Localization and internationalization of content
- Article writing as a UI/UX designer

Weekend Webinar : From a copywriter and UX expert

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

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Learning Modules

UI/UX Curriculum

Module 3: Website Design

Week 8-9: Portfolio Website Design (UI & UX AI-Aided Design)

- The atomic design system Framework (Atoms, Molecules and Organisms in UI design)
- Wireframing (Layout, Low-fidelity, & High-fidelity wireframes)
- Responsive and adaptive design (for varying breakpoints)
- Prototyping and interaction design (micro-interactions and animations)
- Usability testing, iteration and feedback

Weekend Webinar : Portfolio and Personal Branding (LinkedIn, Behance, Dribbble)

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

Week 10: Bootcamp Break For Portfolio Set-up (Portfolio Development Project)

- Bootcamp break for portfolio project (No live classes, steady practice and regular meetings)

Module 4: Application Design (Mobile & Web Applications) Week 11-12

Week 11: Web Application Design (UI and UX AI Aided Design)

- UX research for web applications
- UI design of web applications
- Multipage applications
- Single page applications (SPAs)

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

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Learning Modules

UI/UX Curriculum

Week 12: Mobile Application Design (UI and UX AI Aided Design)

- UX research for mobile applications
- UI design of mobile applications
- Multipage applications
- Single page applications (SPAs)

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

Module 5: Design Handoff and Capstone Project (Week 13-16)

Week 13: Design Handoff and Collaborations

- Best handoff Figma practices
- Preparing your design files and collaborating with developers

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

Week 14-16: Capstone Project, Certification and Career Preparation

- Collaborative capstone project from concept to handoff
- Mentorship and feedback throughout the project
- Course certification
- Job Application: Resume & portfolio review and presentation
- Job search tips

Weekend Webinar : Working as a UI/UX designer (Job search tips)

Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)

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Bootcamp Deliverables and Reference Guide

UI/UX Curriculum

Bootcamp Deliverables

Bootcamp Deliverables:

- Fully developed job-ready portfolio with UI/UX case studies and personal projects (Portfolio websites, mobile and web applications, article writing, Design system presentation)
- Final collaborative capstone project showcasing end-to-end design skills
- UTF course certification
- Resume and LinkedIn optimized for UI/UX design roles
- Job interview preparation and guidance as well as networking tips (Active Tech Community)

Reference Guide

Books:

Exclusive access to carefully curated books for bootcamp members.

Online Resources:

Premium online resources are available exclusively to bootcamp members.

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