



Devxor UI/UX designing course curriculum

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The Devxor UI/UX Designing Course is a comprehensive, module-wise program designed to take learners from the fundamentals of design thinking to advanced tools, front-end integration, and career readiness. The curriculum starts with the basics of UI/UX, including user research, interaction design, mobile-first principles, and core UI development concepts like HTML and CSS. It places strong emphasis on industry tools such as Figma, Photoshop, Illustrator, Bootstrap, WordPress, and VS Code. The course follows a structured workflow—Define, Research, Analyse, Design, Prototype, Test, Launch, and Iterate—ensuring learners understand the real-world design process.

Complete module-wise curriculum

-  **Module 1** Foundations of UI/UX Design
-  **Module 2** UI Design & Prototyping Tools
-  **Module 3** Graphic Design for UI
-  **Module 4** Front-End Styling & Development Basics
-  **Module 5** Content Management & Integration
-  **Module 6** Development Environment & Workflow
-  **Module 7** Projects & Case Studies

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🚦 Module 1: Foundations of UI/UX Design

- 🚦 Introduction to User Interface (UI) & User Experience (UX)
- 🚦 Importance of human-centered design
- 🚦 Design thinking principles & process
- 🚦 Basics of user research and persona creation
- 🚦 Understanding user flows, wireframes, and prototypes




🚦 Module 2: UI Design & Prototyping Tools

- 🚦 Figma – UI Design, wireframing, prototyping, and collaboration
- 🚦 Pixso – Real-time design prototyping and teamwork
- 🚦 Canva – Quick UI design mockups & creative presentations
- 🚦 Botpress – Designing conversational user interfaces (chatbots)
- 🚦 Uizard – AI-based UI design, idea-to-prototype in minutes
- 🚦 Blush – Adding illustrations and creative elements to UI projects



🚦 Module 3: Graphic Design for UI

- 🚦 Adobe Photoshop – Designing web/mobile layouts, editing assets
- 🚦 Adobe Illustrator – Iconography, vector graphics, and logos
- 🚦 Color theory, typography, and branding for UI design




Module 4: Front-End Styling & Development Basics

-  HTML/CSS – Core web structure and styling for UI implementation
-  Bootstrap – Responsive frameworks to make interfaces mobile-friendly
-  Basics of accessibility & responsive design




Module 5: Content Management & Integration

-  WordPress – Setting up CMS-based websites and UI customization
-  Hands-on with themes, plugins, and UI adjustments

Module 6: Development Environment & Workflow

-  VS Code – Setting up a design-to-development workflow
-  Extensions, debugging, and productivity tips for UI/UX projects
-  Exporting assets from design tools to development

Module 7: Projects & Case Studies

-  End-to-end design project (from research to final prototype)
-  Redesign of an existing app/website UI for better UX
-  Group projects with peer reviews and feedback sessions