



WhatsApp/ Tel: +1-929-672-1814
Email: info@genai-training.com
www.genai-training.com

Course Title

UI/UX Design Bootcamp

Course ID

UI / UX-701

Course Level

Beginner to Intermediate

Duration

180 Hours (Bootcamp)

Includes instructor-led training, hands-on labs, design projects, assignments, mock exams, and portfolio development.

Delivery Mode

Hybrid / Onsite + Online LMS Support

Course Description

This bootcamp provides practical training in UI/UX design using Adobe InDesign, Captivate, and Photoshop. Learners will gain skills in designing engaging user interfaces, creating interactive prototypes, and applying design principles for web and mobile applications. The program emphasizes user-centered design, visual hierarchy, accessibility, and industry-standard design workflows.

Course Objectives

By the end of the course, learners will be able to create visually appealing user interfaces, design interactive prototypes, optimize user experiences, and develop a professional design portfolio. Participants will also gain hands-on experience in design software and prepare industry-standard UI/UX roles.

Intended Audience

This course is suitable for software engineering students, aspiring UI/UX designers, graphic designers, web developers, and professionals seeking careers in user interface and experience design.

Prerequisites

Basic computer skills and familiarity with web or mobile interfaces. A laptop with a minimum i5 processor, 8GB of RAM, and required Adobe software installed is recommended.

Tools & Platforms

Adobe InDesign, Adobe Captivate, Adobe Photoshop, wireframing & prototyping tools (e.g., Figma overview), and LMS portal for assessments and resources.



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Course Outline (Modules & Topics)

Module 1: Introduction to UI/UX Design

Overview of UI/UX, design thinking, user-centered design principles, design process, and role of UI/UX in software development. Lab includes analyzing existing interfaces and identifying usability improvements.

Module 2: Design Principles & Visual Communication

Typography, color theory, layout, grids, visual hierarchy, icons, and imagery. Lab includes creating style guides and design mockups.

Module 3: Adobe Photoshop for UI Design

Interface overview, layers, masks, text and shape tools, image editing, and creating UI components. Lab includes designing web and mobile screens.

Module 4: Adobe InDesign for Layout Design

Document setup, grids and guides, typography, master pages, interactive PDFs, and layout best practices. Lab includes designing multi-page interfaces and brochures.

Module 5: Adobe Captivate for Interactive Prototypes

Introduction to Captivate, slides, interactivity, animations, quizzes, and responsive design. Lab includes creating interactive e-learning or mobile app prototypes.

Module 6: Wireframing & Prototyping

Low-fidelity and high-fidelity wireframes, user flow diagrams, clickable prototypes, and usability testing basics. Lab includes designing prototypes for web and mobile applications.

Module 7: UI/UX Testing & Accessibility

Usability testing methods, heuristic evaluation, accessibility standards, responsive design principles, and feedback integration. Lab includes testing prototypes with users and refining designs.

Module 8: Portfolio Development & Certification Preparation

End-to-end UI/UX project incorporates design, prototype, usability testing, and interactive elements. Includes creating a professional portfolio, mock assessments, and interview preparation.

Assessment & Evaluation

Assessment includes quizzes, design assignments, interactive labs, capstone project evaluation, and mock certification exams to ensure industry readiness.