



industry readiness program

UI/UX

with AI





about entri elevate

Entri Elevate is an unparalleled training program that has been crafted to enhance your skill set and transform you into a job-ready candidate. With Entri Elevate, you have the opportunity to learn from seasoned trainers and gain comprehensive guidance throughout your journey. Our program offers access to expert mentors from diverse top industries, ensuring that you gain invaluable industry exposure, which is essential for success in your chosen field.

Entri Elevate not only provides technical classes but also equips you with essential soft skills. Our program offers interactive sessions that focus on developing your interpersonal and communication skills vital for succeeding in today's competitive job market. Through Entri Elevate, you will not only gain proficiency in your chosen field but also develop the confidence and skills necessary to excel in interviews and beyond. Get ready to transform your career with Entri Elevate!

elevate UI/ UX with AI



about

UI/UX with AI is a top choice for designers and developers aiming to create user-friendly, visually appealing, and high-performance digital experiences. The Digital Engineer in UI/UX with AI training program offers certification to qualify for industry-ready roles. Professionals prefer this field for its blend of creativity, usability, and technical implementation, enabling seamless interaction design and efficient front-end development.

format

Online (Recorded Video Lectures + Interactive Mentored Learning)

time commitment

8-12 Hrs/Week

duration

4 Months + 1 Month Capstone Project

program highlights

1. Tailored Curriculum aligned with Industry Standards
2. Inclusive & Immersive Hybrid Training Sessions
 - a. Mentor-Led Live Core Sessions
 - b. Self-Paced Learning Contents in Native Language (Malayalam)
3. Free Soft Skills Training
4. Industry Expert Sessions
5. 80% Hands on Experience
6. Placement Assistance for Eligible Learners
7. Community Linking
8. Certifications
 - a. Entri Course Certification
 - b. NSDC Certification - National



UI/UX with AI learning path

1. Pre-Learning Module
2. Introduction to UI/UX & Figma
3. UX Research & FigJam for Ideation
4. Information Architecture & Wireframing in Figma
5. Visual Design & UI Principles in Figma
6. Advanced Figma - Auto Layout & Constraints
7. Variables in Figma (Advanced)
8. Design Systems in Figma
9. Accessibility in UI/UX Design
10. Prototyping in Figma - Basics to Advanced
11. UI/UX Collaboration & Handoff in Figma
12. Usability Testing & Measuring Success
13. Designing for Multiple Platforms
14. UX Copywriting & AI in UI/UX Workflow
15. UI/UX Case Studies & Presentation Skills
16. UI/UX Career Development
17. UI Development
18. Project Development: Real-World UI/UX Challenge in Figma
19. Placement Training & Soft Skills



assessments & tasks

- Formative Assessment
 - ▶ Topic based Assignments
- Comprehensive Assessment
 - ▶ Module End Assignments
 - ▶ Mini Project
 - ▶ Capstone Project
- Summative Assessment
 - ▶ MCQ
 - ▶ Coding
- Competitive Tasks

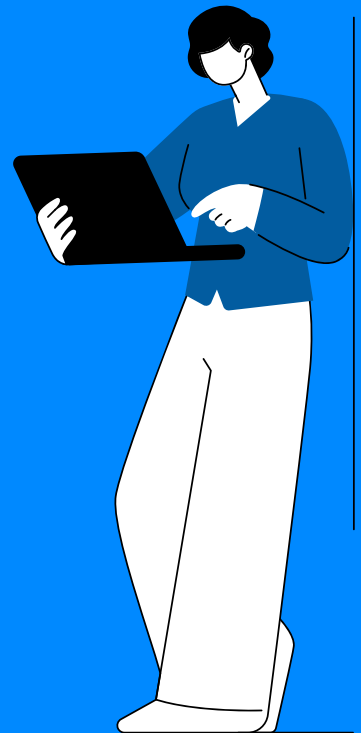


curriculum

UI/UX state-of-art syllabus

module 1: introduction to UI/UX & figma

- What is UI/UX Design?
- Understanding UI vs. UX
- What is Design Thinking
- The Role of a UI/UX Designer in a Team
- Design Sprint Methodology
- Setting Up a Figma Account
- Figma Free Account Limitations
- Overview of Figma as a UI/UX Design Tool
- Understanding the Role of Different Tools




- Why We Don't Use Photoshop or Illustrator for UI Anymore
- UI/UX Design Ecosystem Overview
- How Figma Fits in the Larger Design Workflow

hands-on in figma:

- Exploring the Figma Interface (Toolbar, Layers, Pages)
- Using Figma Community & Templates
- Setting Up Your First Project

module 2: UX research & figjam for ideation

- Start the Design Process
 - How to empathize with users
 - Recruit interview participants
 - Determine research goal & questions
 - User Research Methods (Interviews, Surveys, Competitor Analysis)
 - Qualitative vs Quantitative Research
 - Creating User Personas & Empathy Maps
 - Identify user pain points (4 types of pain points)
 - Mapping User Journeys & Experience Flows
 - Brainstorming & Affinity Mapping
 - Synthesizing Research Findings
 - UX Myths & Common Misconceptions
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hands-on in figma:

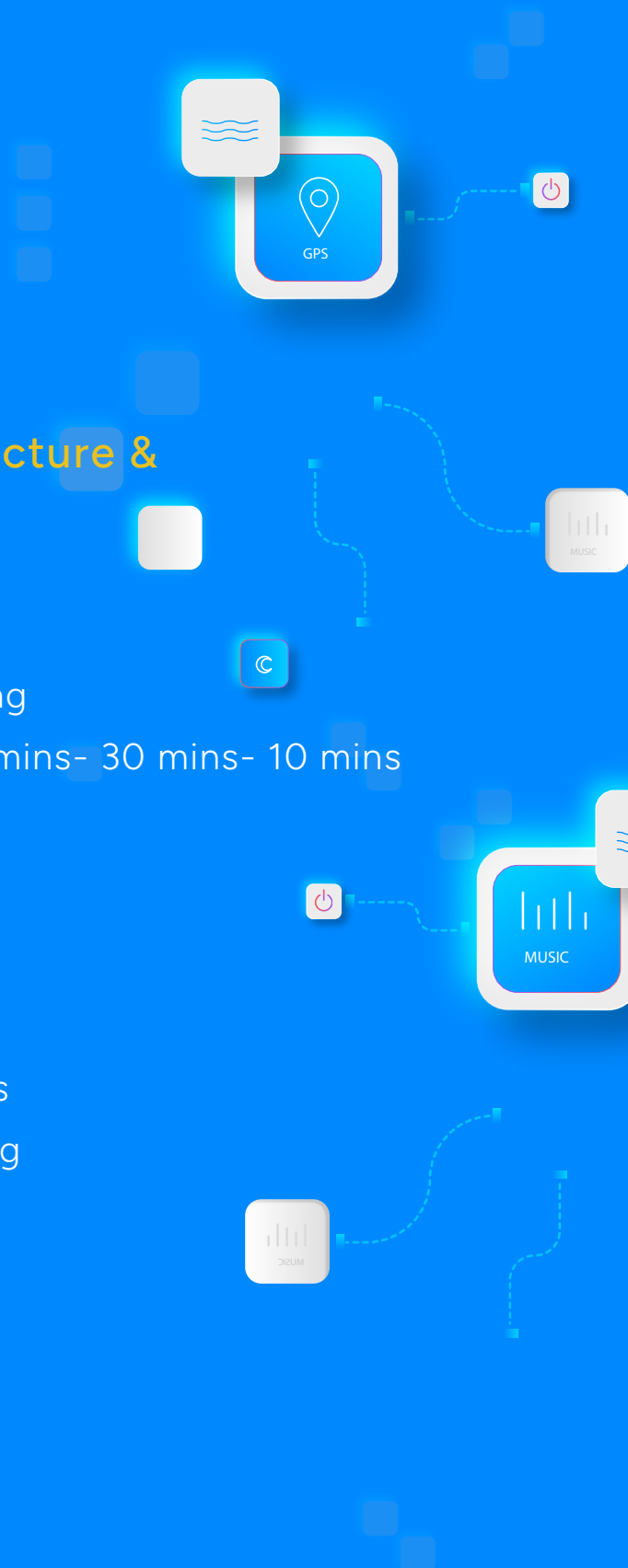
- Creating Empathy Maps
- User Flows & Site Maps
- Whiteboarding & Collaboration
- Creating Moodboards in FigJam

module 3: information architecture & wireframing in figma

- Structuring Content & Navigation
- Creating Low-Fidelity Wireframes
- Best Practices for Layout & Spacing
- Elements of Design- 30 mins- 30 mins- 30 mins- 10 mins
- 12 Principles of Design - 80 mins
- IA Patterns & Navigation Model
- Content Strategy Fundamentals

hands-on in figma:

- Wireframing with Shapes & Frames
- Using Components for Wireframing
- Card Sorting Exercise in FigJam
- Tree Testing Your Navigation




module 4: visual design & UI principles in figma

- 10 Heuristic Principles - Jakob Nielsens (Usability Heuristics)
- Psychology of Design
- Visual Hierarchy & Gestalt Principles
- How Design Affects User Behavior
- Color Theory & Typography in UI
- Iconography & Spacing Guidelines
- Creating UI & Styles

hands-on in figma:

- Creating Text Styles, Color Styles, and Effect Styles
- Using Constraints for Responsive Design
- Applying Auto Layout for Flexible UI Components
- Building Visual Hierarchy Exercise

module 5: advanced figma - auto layout & constraints

- Deep Dive into Auto Layout
 - Spacing & Alignment with Auto Layout
 - Nested Auto Layout for Complex Components
 - Understanding Constraints for Responsive Designs
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hands-on in figma:

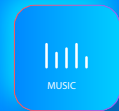
- Creating Button Variants with Auto Layout
- Designing a Scalable Card Component
- Responsive Layouts using Constraints
- Mastering Grids & Layout Systems

module 6: variables in figma (advanced)

- What are Variables in Figma?
- Using Variables for Color, Typography, and Spacing
- Creating Variables for Dark Mode & Theme Switching
- Prototype Interactions with Variables
- Design Tokens & Their Implementation

hands-on in figma:

- Applying Variables for Design Tokens
- Implementing Dark Mode Variables
- Prototype with Variables (Dynamic Text & States)
- Creating a Theme Switcher



module 7: design systems in figma

- What is a Design System?
- Components of a Design System
- Building a Scalable Design System
- Documentation & Style Guides
- Improving Collaboration with Design Systems

hands-on in figma:

- Creating a Component Library
- Documenting Components with Variants
- Building Style Documentation Pages
- Setting Up Design System Structure



module 8: accessibility in UI/UX design

- Accessibility Fundamentals & WCAG Guidelines
- Designing for All Users
- Color Contrast & Typography for Accessibility
- Accessible Navigation & Interactions
- Creating Accessible Forms

hands-on in figma:

- Checking Color Contrast with Stark Plugin
- Creating Accessible Component Variants

module 9: prototyping in figma - basics to advanced

- Creating Clickable Prototypes
- Simple Page Transitions & Interactive Components
- Prototyping with Variables (Changing UI dynamically)
- Advanced Lottie Micro interactions & Animation with
- Lottiefiles / Lottielabs

hands-on in figma:

- Basic Prototypes (Navigation, Buttons)
- Advanced Prototyping (Conditional Interactions with Variables)
- Smart Animate & Motion Effects
- Using Lottiefiles/ Lottielabs for Animations

module 10: UI/UX collaboration & handoff in figma

- Handoff Best Practices for Developers
- Using Figma's Dev Mode & Inspect Tool
- Best Practices for Sharing Prototypes or Designs with Stakeholders
- Exporting Assets & Version Control with page structure
- Commonly Used Plugins
- Design QA Processes

hands-on in figma:

- Preparing UI for Handoff
- Sharing Components with Dev Teams
- Creating Developer Documentation- 15 mins
- Using Version History Effectively
- Building Visual Hierarchy Exercise



module 11: usability testing & measuring success

- Conducting Usability Tests on Prototypes
- How to conduct a user interview
- A/B Testing & User Feedback
- Using Figma Plugins for Research (Maze, Useberry)
- Metrics for Measuring UI/UX Success
- Connecting Design Decisions to Business Goals
- Iterative Design Based on Data

hands-on in figma:

- Running a Prototype Testing Session
- Collecting User Feedbacks
- Analyzing & Reporting Test Results


module 12: designing for multiple platforms

- Designing for Android & iOS Platforms
- Material Design Guidelines (Google)
- Human Interface Guidelines (HIG) (Apple)
- Responsive Web Design Principles
- Adaptive vs. Responsive Design
- Hands-on in Figma: - 60 mins Designing Mobile UI for Android & iOS
- Implementing Material & HIG Design Patterns
- Creating Responsive Web Components

module 13: UX copywriting & AI in UI/UX workflow

- What is UX Copy? (Importance of Microcopy, Error Messages, and CTAs)
- Writing for UI: Clarity, Brevity, and Tone of Voice
- Best Practices for Writing UX Copy (A/B Testing Copy, Iteration)
- Using AI for UX Copywriting (ChatGPT, Figjam AI)
- AI in UI/UX Design Workflow
- Generating UX Copies with AI
- Generating Images for Designs (Using MidJourney, Freepik)
- Conducting Secondary Research with AI (Using Perplexity)
- AI-powered Wireframing & Layout Suggestions
- AI-driven Usability Testing & Heatmaps

hands-on in figma:

- Generating UX Copy with AI & Refining It
 - Implementing AI-assisted Layout Adjustments
 - Using AI tools for Usability Testing Insights
 - Exploring AI-generated Images for UI Designs
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module 14: UI/UX case studies & presentation skills

- How to Present a UI/UX Case Study
- Structuring Case Studies in Figma Slides
- Creating Animated Presentations in Figma
- Storytelling in Design Presentations
- Communicating Design Decisions
- Handling Stakeholder Feedback

hands-on in figma:

- Designing a UI/UX Case Study using Figma Slides
- Presenting a Prototype Walkthrough
- Creating Before/After Comparisons
- Documenting Design Process

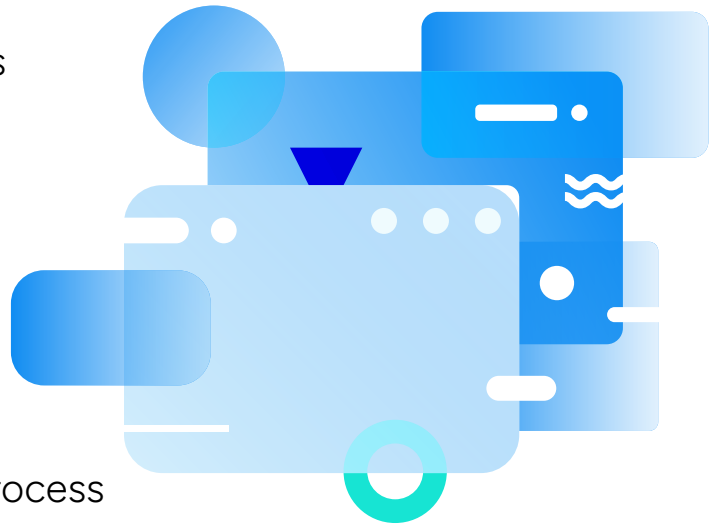


module 15: UI/UX career development

- Building a Design Portfolio
- Design Glossary
- Showcasing Process, Not Just Final Designs
- Different UI/UX Career Paths
- Preparing for Design Interviews
- Design Take-Home Challenges
- Navigating the Job Market

hands-on in figma:

- Portfolio Review Workshop
- Mock Interview Practice
- Creating a Design Challenge Process
- Personal Brand Development



module 16: UI development

- Familiarization to HTML(Tags, links, Images, List, HTML Forms and Tables)
- Familiarization to CSS
- Bootstrap
- JavaScript(Variables, Operators, Datatypes, Functions, Event Handling)

Capstone Project: Real-World UI/UX Challenge in Figma

hands-on in figma:

- Choose a Real-world Problem
- Conduct Research in FigJam
- Create wireframes in Figma
- Design High-Fidelity UI in Figma with Variables and components
- Implement Prototyping
- Create a Case Study in Figma Slides explaining the design process



capstone projects

- Learn through industry projects
- Learn how to apply UI/ UX with AI concepts through this exciting capstone project spanning 1 Month.

career support



- Benefit from Comprehensive Placement Assistance: Gain Access to Diverse Job Opportunities Across Various Industries.
- Experience Industry Mentorship: Receive Guidance from Seasoned Mentors at Leading Companies such as Tesla, Google, Samsung, and Zeta to Propel Your Career Forward.
- Resume Review Obtain specific, personalized inputs on your resume structure and content

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UPSMART

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Aabasoft



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