

Diploma in UI Designing & Coding (6 Months)

Duration: 6 Months (~240 Hours)

Mode: Live Online / Classroom

Role after completion: UI Designer / Web Designer / UI Developer

Certifications prepared: Adobe Certified Professional (ACP) – UX Design, Google UX Design Certificate, FreeCodeCamp Responsive Web Design

Tools & Technologies: Figma, Adobe XD, Photoshop/Illustrator, HTML5, CSS3, JavaScript basics, Bootstrap, Tailwind CSS, GitHub, Chrome DevTools

Detailed Syllabus

Months 1–2: UI/UX Design Foundations

Week 1: Introduction to UI & UX

- Difference between UI & UX
- Design thinking process (Empathize, Define, Ideate, Prototype, Test)
- Understanding user personas & journeys
- Assignment

Week 2: Design Principles

- Color theory & accessibility guidelines
- Typography basics & font pairing
- Layouts: grid systems, spacing, visual hierarchy
- Assignment

Week 3: Tools – Figma & Adobe XD

- Wireframing, mockups, prototyping
- Components, auto-layouts, plugins
- Collaborative design workflows
- Assignment

Week 4: Usability & Interaction Design

- Interaction design basics (micro-interactions)
- Motion & animations in UI
- Accessibility (WCAG, ARIA) & usability testing
- Assignment
- Mock Interview 1

Months 3–4: UI to Code (HTML, CSS, JS Basics)

Week 5: HTML5 Foundations

- Structure, semantics, forms, accessibility tags
- Multimedia (images, audio, video)
- SEO-friendly HTML
- Assignment

Week 6: CSS3 Styling

- Box model, selectors, pseudo-classes
- Flexbox, grid, responsive design
- Animations & transitions
- Assignment

Week 7: Frameworks for UI

- Bootstrap for rapid design
- Tailwind CSS utility-first workflow
- Theming and customization
- Assignment

Week 8: JavaScript Basics

- DOM manipulation
- Event handling & interactivity
- Simple UI logic (dropdowns, modals, sliders)
- Assignment
- Mock Interview 2

Months 5–6: Advanced UI Development & Projects

Week 9: Advanced Prototyping

- Interactive prototypes in Figma/Adobe XD
- Linking prototypes with APIs (conceptual)
- Handoff to developers (Zeplin/Figma Inspect)
- Assignment

Week 10: UI Engineering

- CSS variables, responsive typography
- Mobile-first design patterns
- Browser compatibility testing
- Assignment

Week 11: Design Systems & Branding

- Creating design systems (colors, components, typography)

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- Maintaining UI consistency
 - Branding and corporate design guidelines
 - Assignment

Week 12: Capstone & Portfolio Development

- Build personal UI portfolio (Behance, Dribbble)
- Deploy UI-coded website (Netlify/Vercel)
- Final Mock Interview & Career Prep
- Assignment
- Mock Interview 3

Capstone Projects

- Mobile App UI Design in Figma (prototype + handoff)
- Corporate Website Design & Code (HTML, CSS, JS basics)
- E-commerce Landing Page (UI + responsive coding)