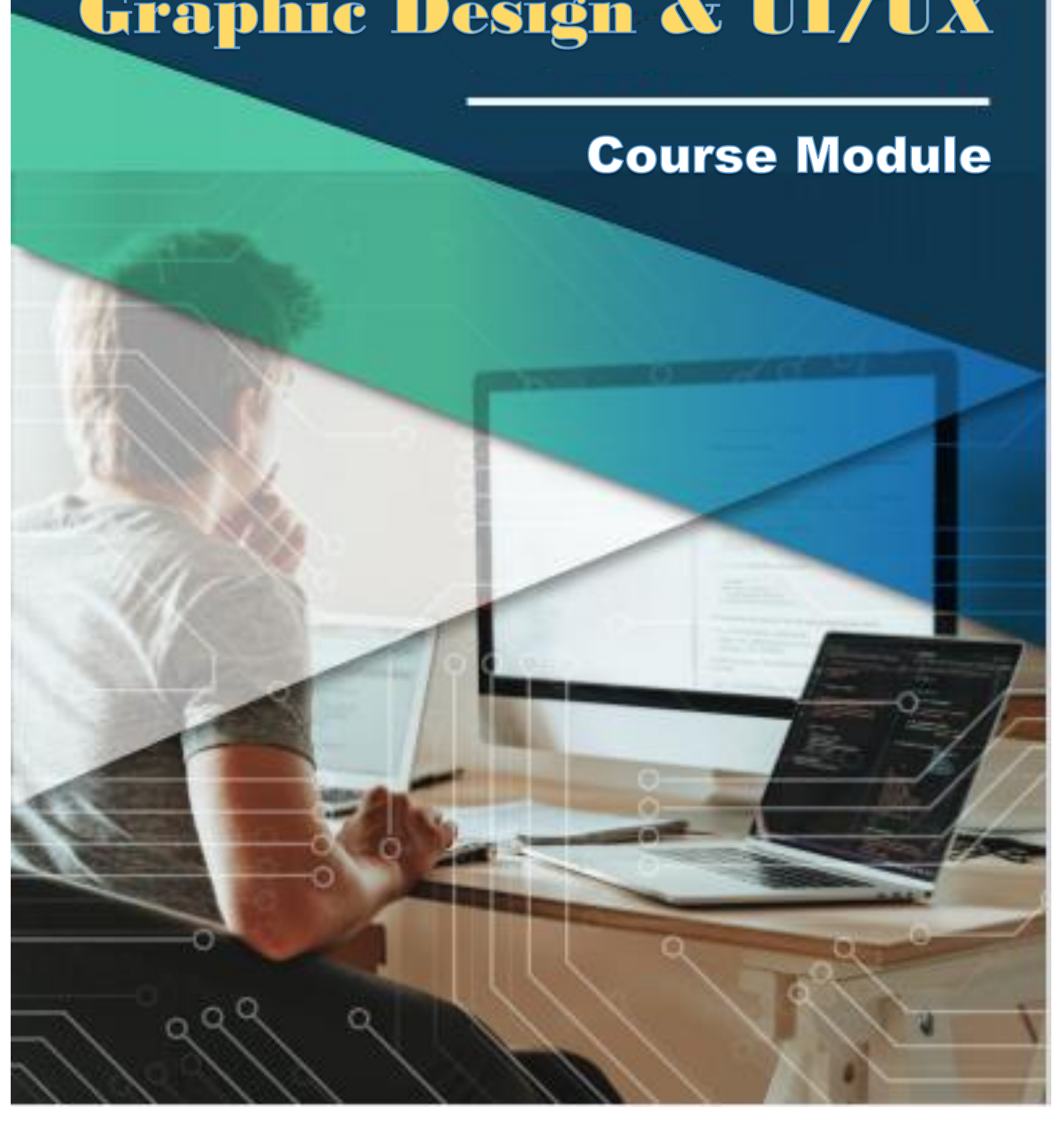




Professional Diploma in Graphic Design & UI/UX

Course Module



Professional Diploma in Graphic Design & UI/UX

This 6-month course is designed to provide in-depth training in graphic design and UI/UX design, equipping students with the skills to create professional designs and user interfaces. The curriculum balances theory, hands-on projects, and career preparation.

Module 1: Fundamentals of Graphic Design

Duration: 4 Weeks (12 Sessions | 24 Hours)

Week 1: Introduction to Graphic Design

- Role of Graphic Designers in Different Industries
- Overview of Tools (Adobe Suite, Figma)
- Introduction to Design Thinking

Week 2: Principles of Design

- Elements of Design: Line, Shape, Texture, Color
- Principles: Balance, Contrast, Proportion, Repetition
- Composition Techniques (Rule of Thirds, Golden Ratio)

Week 3: Typography Basics

- Anatomy of Typefaces: Fonts, Styles, and Pairing
- Creating Hierarchy and Improving Readability
- Typography in Print vs. Digital Media

Week 4: Color Theory and Basics of Branding

- Color Modes: RGB, CMYK, HEX
- Building Brand Identity (Logos, Color Schemes)
- Mini-Project: Design a Basic Brand Kit

Module 2: Mastering Graphic Design Tools

Duration: 4 Weeks (12 Sessions | 24 Hours)

Week 1: Adobe Photoshop Essentials

- Introduction to Layers, Masks, and Selections
- Retouching and Image Manipulation
- Designing Social Media Graphics

Week 2: Adobe Illustrator

- Understanding Vector Graphics
- Creating Icons, Logos, and Scalable Artwork
- Advanced Pen Tool Techniques

Week 3: Adobe InDesign

- Document Layout for Magazines, Brochures, and Books
- Master Pages, Grids, and Typography in Layouts
- Exporting for Print and Digital Formats

Week 4: Advanced Graphic Design

- Infographics and Data Visualization
- Introduction to Packaging Design and Mockups
- Project: Create a Packaging Design

Module 3: Fundamentals of UI/UX Design

Duration: 4 Weeks (12 Sessions | 24 Hours)

Week 1: Introduction to UI/UX

- Difference Between UI and UX
- User-Centered Design (UCD) Principles
- Tools Overview: Figma, Adobe XD, Sketch

Week 2: UX Research and User Personas

- Conducting User Research and Surveys
- Creating Personas and Empathy Maps
- User Journey Mapping

Week 3: Wireframes and Prototypes

- Low-Fidelity vs. High-Fidelity Wireframes
- Tools for Wireframing (Figma, Adobe XD)
- Creating Clickable Prototypes

Week 4: Usability Testing

- Planning Usability Tests
- Recording Feedback and Iterating Designs
- Mini-Project: Design a Wireframe and Test

Module 4: Advanced UI/UX Design

Duration: 4 Weeks (12 Sessions | 24 Hours)

Week 1: UI Design Principles

- Typography and Color in Digital Interfaces
- Designing Grids and Layouts for Consistency
- Accessibility and Inclusive Design

Week 2: Advanced UI Design

- Designing for Web vs. Mobile
- Icons, Buttons, and Microinteractions
- Creating Responsive Designs

Week 3: Motion Graphics for UI

- Basics of Motion Design Using Adobe After Effects
- Animating UI Elements (Hover Effects, Transitions)
- Exporting Motion Graphics for Prototypes

Week 4: Prototyping and Collaboration

- Preparing Prototypes for Stakeholder Feedback
- Collaboration Tools (Figma Teams, Adobe Cloud)
- Project: Build a Full Responsive Website Prototype

Module 5: Specializations and Career Preparation

Duration: 4 Weeks (12 Sessions | 24 Hours)

Week 1: Advanced Branding Techniques

- Building Comprehensive Brand Systems
- Designing for Print and Digital Consistency
- Case Study: Analyze a Real-World Brand

Week 2: Portfolio Development

- Organizing Projects and Writing Case Studies
- Creating an Online Portfolio (Behance, Dribbble)
- Mock Interview Preparation

Week 3: Freelancing and Networking

- How to Find Clients and Price Projects
- Contracts, Deliverables, and Client Management
- Building Your Personal Brand as a Designer

Week 4: Capstone Project

- Work on a Real-World Project Combining Graphic and UI/UX Skills
- Present Project to Instructors and Peers for Feedback
- Final Iterations and Submission for Certification

Final Month: Capstone Project & Presentation

Duration: 4 Weeks (12 Sessions | 24 Hours)

- Design and Develop a Comprehensive Project Based on a Given Brief
- **Stage 1:** Research and Ideation
- **Stage 2:** Branding and Graphic Design
- **Stage 3:** UI/UX Prototyping and Usability Testing
- **Stage 4:** Final Presentation and Showcase

Key Tools Covered

1. **Graphic Design Tools:**
 - Adobe Photoshop
 - Adobe Illustrator
 - Adobe InDesign
2. **UI/UX Design Tools:**
 - Figma
 - Adobe XD
 - Sketch
3. **Motion Graphics Tools:**
 - Adobe After Effects

Learning Outcomes

By the end of the course, students will:

- Master graphic design principles and software tools.
- Understand UI/UX processes, including research, wireframing, prototyping, and testing.
- Build a professional portfolio showcasing graphic and UI/UX design skills.
- Be ready for career opportunities in design agencies, tech companies, or freelancing.

This program is structured to balance theory with practical, hands-on projects, making students industry-ready.

