

UI/UX Design Track

(3 Months)



Learning Pillar	Core Modules	Learner Outcome (What You Can Do)
UX Design	Basics	Design user-centered experiences with structured decision-making and clear rationale
	UX Research	Gather insights, define user needs, and translate research into actionable design direction
	Content Strategy	Design content that improves clarity, adoption, and conversion across digital products
	Learning Design	Structure experiences that teach, guide, and reduce friction for users
	Product Design	Design solutions aligned to business goals, user needs, and product constraints
	Usability Analysis	Test designs, identify usability gaps, and iterate based on evidence not opinions
UI Design	UI Design	Create clean, consistent interfaces and visual systems that scale across screens
	Figma	Build wireframes, prototypes, and high-fidelity designs with collaborative workflows
AI-Enabled Design	AI Tools	Use AI tools to accelerate ideation, research synthesis, content drafting, and design iteration responsibly