



*Training Course:
Principles of User Experience and User Interface
Design (UI/UX)*

*16 - 20 December 2024
Vienna (Austria)*

Training Course: Principles of User Experience and User Interface Design (UI/UX)

Training Course code: IT235122 From: 16 - 20 December 2024 Venue: Vienna (Austria) - Training Course Fees: 5775 € Euro

Introduction:

Technology and software companies require interactive and well-designed user experiences for their websites and digital applications. Achieving this requires experts in User Experience UX and User Interface UI design. Through the Principles of User Experience and User Interface Design course, designers and developers can learn the fundamental concepts and skills needed to design user experiences and interfaces that meet customer needs and enhance their experiences.

Objectives:

- Provide participants with a comprehensive understanding of UX and UI design concepts.
- Educate participants on core design skills and necessary techniques for creating effective user experiences.
- Familiarize participants with methods for validating the effectiveness of their designs in achieving goals.
- Improve personal and leadership skills of participants to enhance the effectiveness of UX design and streamline execution processes.

Target Audience:

- Web and digital application designers.
- Web and digital application developers.
- Digital product managers.
- Project managers in technology and software companies.

Outlines:

Day 1:

Basic Concepts in UI/UX Design

- Introduction to UI/UX Design
- Understanding UI/UX Design Concepts
- Distinguishing Good Design from Poor Design

- Importance of UI/UX in Digital Product Development
- Understanding User Behavior and Needs
- Analyzing Data and Utilizing it in UX Design
- Designing and Developing Digital Products
- Defining Digital Product Goals
- Designing the Structure and Mocking it Up
- Defining Information Quality and Content

Day 2:

Market Research and Competitor Analysis

- Understanding Competitors and Analyzing Their Ideas
- Analyzing Competitors and Evaluating Their Strengths and Weaknesses
- Identifying Available Opportunities and Incorporating Them into Your Digital Product
- Conducting Various Research and Analysis Methods
- Applying Different Research and Analysis Methods to Understand the Market and User Needs
- Evaluating Data Quality and Ensuring Analysis Accuracy
- Applying Learned Concepts to UX and UI Design
- Applying Research and Analysis Results to UX and UI Design

Day 3:

User Interface Design

- Graphic Design for User Interface
- Core Principles of Graphic Design, Colors, and Fonts
- Creatively and Effectively Designing User Interface Elements
- User Experience Design
- Understanding UX Design Fundamentals and Applying Them to Digital Products
- Designing User Experiences that Align with Digital Product Goals

- Designing Interfaces Suitable for Different Platforms and Devices

Day 4:

Enhancing User Experience

- Improving User Experience through Data Analytics
- Analyzing Data and Understanding User Behavior to Enhance User Experience
- Enhancing User Experience through Experience Testing
- Designing User Experiences that are Easy to Test and Improve
- Conducting User Tests and Analyzing Data to Improve User Experience
- Enhancing User Experience through User Feedback Response
- Responding to User Feedback and Implementing Necessary Improvements Quickly

Day 5:

Developing Personal Design Skills

- Continuous Learning
- Seeking Resources and Training to Develop Design Skills
- Regularly Updating Digital Products to Enhance User Experience
- Designing Personal Projects
- Working on Soft Skills Improvement
- Enhancing Communication, Presentation, and Negotiation Skills to Better Develop User Experience
- Developing Leadership and Teamwork Skills to Effectively Manage Design Teams and Coordinate with Other Departments in the Organization
- Continuously Applying User Experience Design Principles
- Focusing on Continuous User Experience Improvement and Working to Enhance Digital Products

Registration form on the Training Course: Principles of User Experience and User Interface Design (UI/UX)

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Payment Method

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