



Experience Design Course Outline





Duration: 3 Days

Related Courses:

AdobeXD, UX and UI design, visual design, Design thinking, Digital Product Design, Prototyping and Testing, Sketching and Wireframing, Illustrator, Web design and Mobile app design

Course Overview and Objectives

Understanding the basics of Experience Design and its interface, you will learn how to create digital products using this program and master skills of designing and prototyping user interfaces.

In this course you will learn the fundamentals, a powerful user experience design software. You will discover how to create and design digital products, such as websites, mobile apps, games and voice assistants using the Experienced Design's intuitive tools and features.

Softwares

Figma, InVision Studio, Sketch, Axure, Framer, ProtoPie, Proto.io, Origami Studio

Pre-requisites:

A basic understanding of UX/UI design principles.

Experience Design Course Outline

Introduction on Experience Design

- What is Experienced Design ?
- Course Overview
- Key features and benefits

Experience Design functional elements

- Design
- Layout panel
- Prototyping mode
- Plugins and Integrations
- Responsive Design
- Assets and components
- Artboards
- Repeat Grid
- Animation Tools
- Properties inspector

Basic Tools and Features

- Creating and Managing Artboards
- Using Shapes and Text Tools
- Applying Colors and Gradients
- Working with Images and Masks

Designing User Interfaces

- Understanding artboards and their purpose
- Creating and organizing multiple artboards
- Working with responsive resize and constraints
- Applying color, gradients, and effects
- Using grids, guides, and smart guides for precision
- Creating reusable components and styles

Prototype

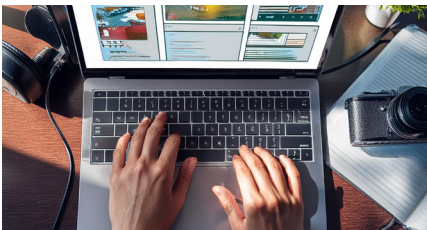
- Setting up your first project
- Creating and arranging artboards
- Adding and Editing Elements
- Linking artboards to create interactions

Prototyping and Animation

- Adding Interactivity with Triggers and Actions
- Creating Micro-Interactions
- Using Auto-Animate Smooth Transitions
- Testing and Previewing Prototypes



Prototyping tools
Allows for the creation of detailed transitions and animation, enhancing the realism of prototypes.



Typography in web, using too many fonts can be confusing. Create a visually appealing user-friendly web design that enhance readability and accessibility.



Design process is key
Helps create a website that is not only visually appealing but also functional, user-friendly, and aligned with business goals.

Collaboration and sharing

- Sharing designs for feedback
- Coediting and Real-Time Collaboration
- Managing Design Specs and Assets for Developers
- Using cloud documents

Working with Artboards

- Creating and managing multiple artboards for different screen sizes
- Using preset artboard sizes for mobile, tablet, and desktop
- Aligning and distributing artboards
- Setting up a responsive layout: Using constraints and resizing options

Advanced Design Techniques

- Designing with grids and guides
- Implementing design systems
- Using effects and shadows
- Creating responsive designs

Finalizing and Presenting Your Design

- Preparing final designs for export
- Formats, resolutions, and quality settings
- Creating design documentation and specs for developers

We offer online support to clients on content covered on our courses.