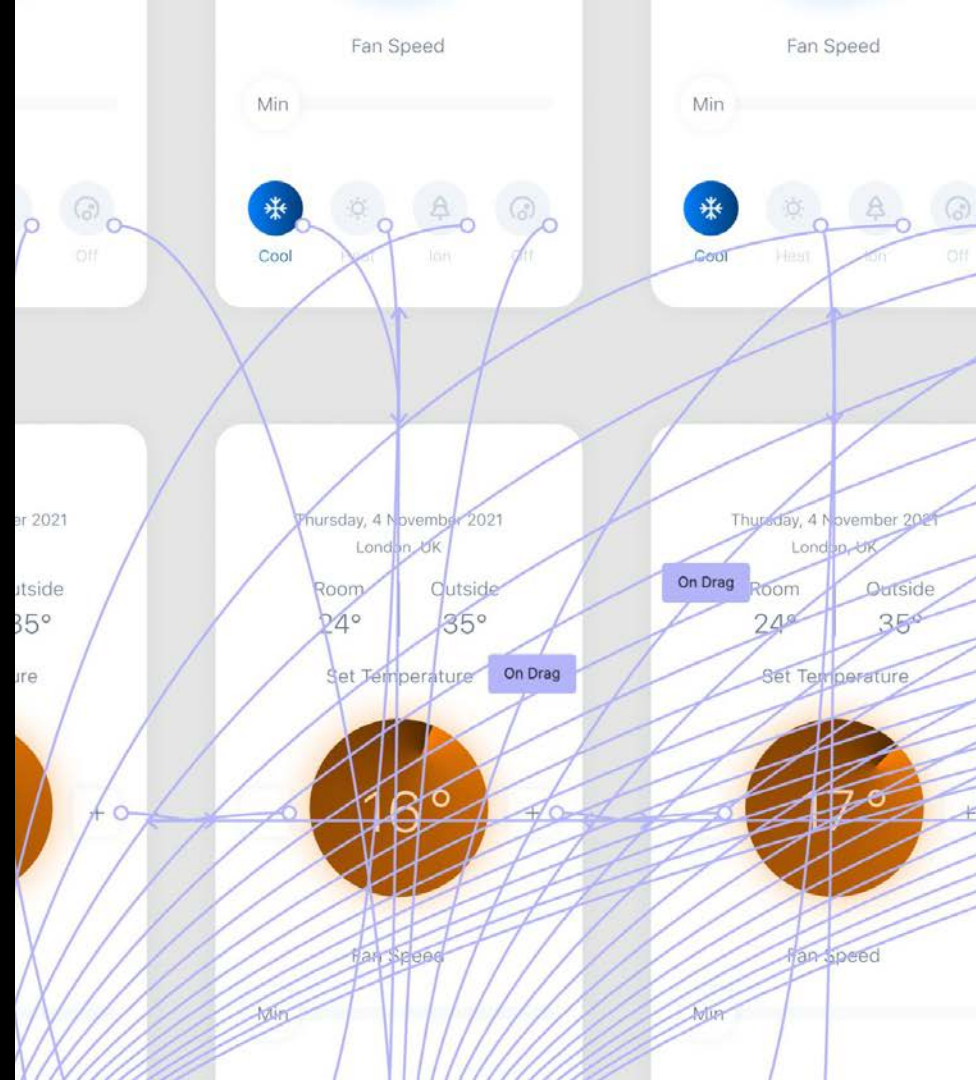


# User Interface (UI) Design Course Overview

8 Weeks | In-Studio | Part-time

Last Update: December 2021

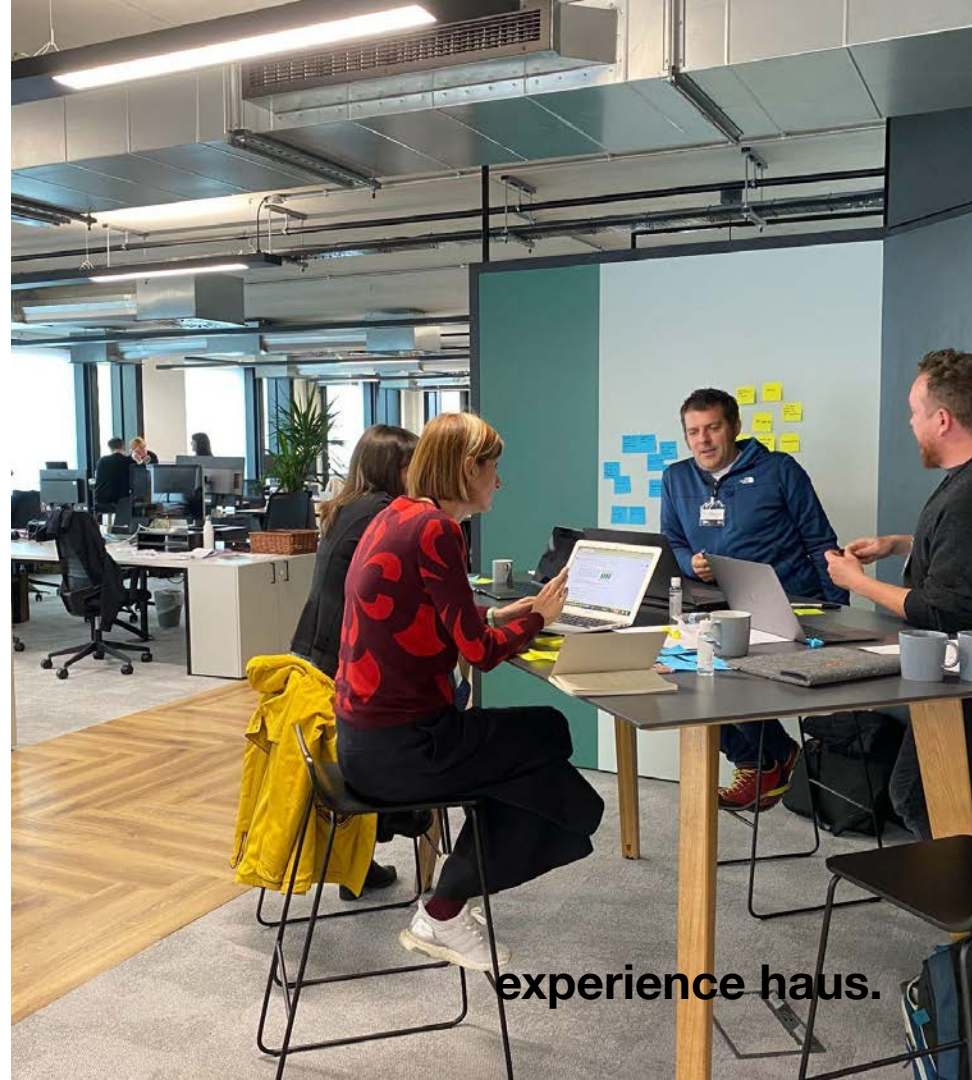


# Education for the creative economy.

Experience Haus provides applied learning courses for organisations and individuals covering an abundance of different digital, design and business expertise.

We offer practitioner taught technical skills training for high demand disciplines across design and innovation, marketing and growth, along with personal development and design leadership.

User Interface Design Course



experience haus.

# Our Unique Approach to Learning.

## Master the Creative Mindset

Students learn inside a world class design agency and study alongside top experts from the creative industry.

## Learn by Doing

All students work on live project briefs from local businesses and startups, and alongside key stakeholders.

## Intimate and Personal

Students benefit from small class sizes with personalised mentoring from multiple practitioners.



# The Course at a Glance

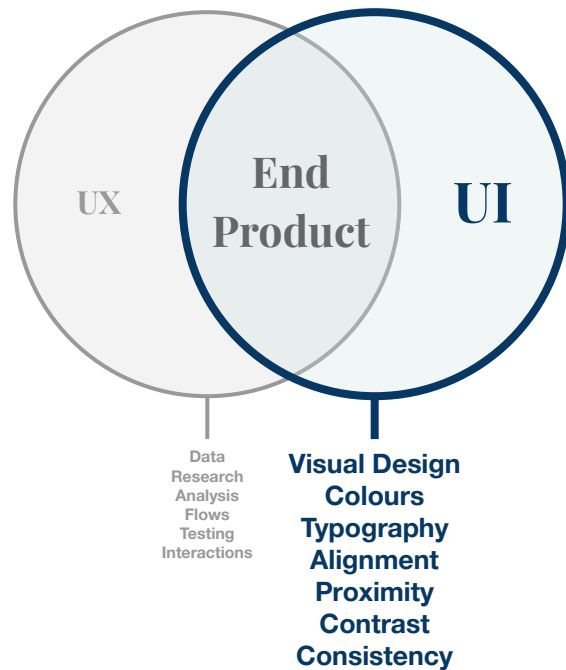
Become proficient with an industry leading tool: Figma

# But first, what is User Interface (UI) Design?

Simply put, User Interface (UI) is the industrial field of human-computer interaction.

A user interface is where humans interact with devices and/or computers. The better the UI gets, control and operation from human-end becomes more effective.

The primary goal of User Interface Design is to make this interaction efficient and user-friendly, leading to maximum usability.



# What is this course about?

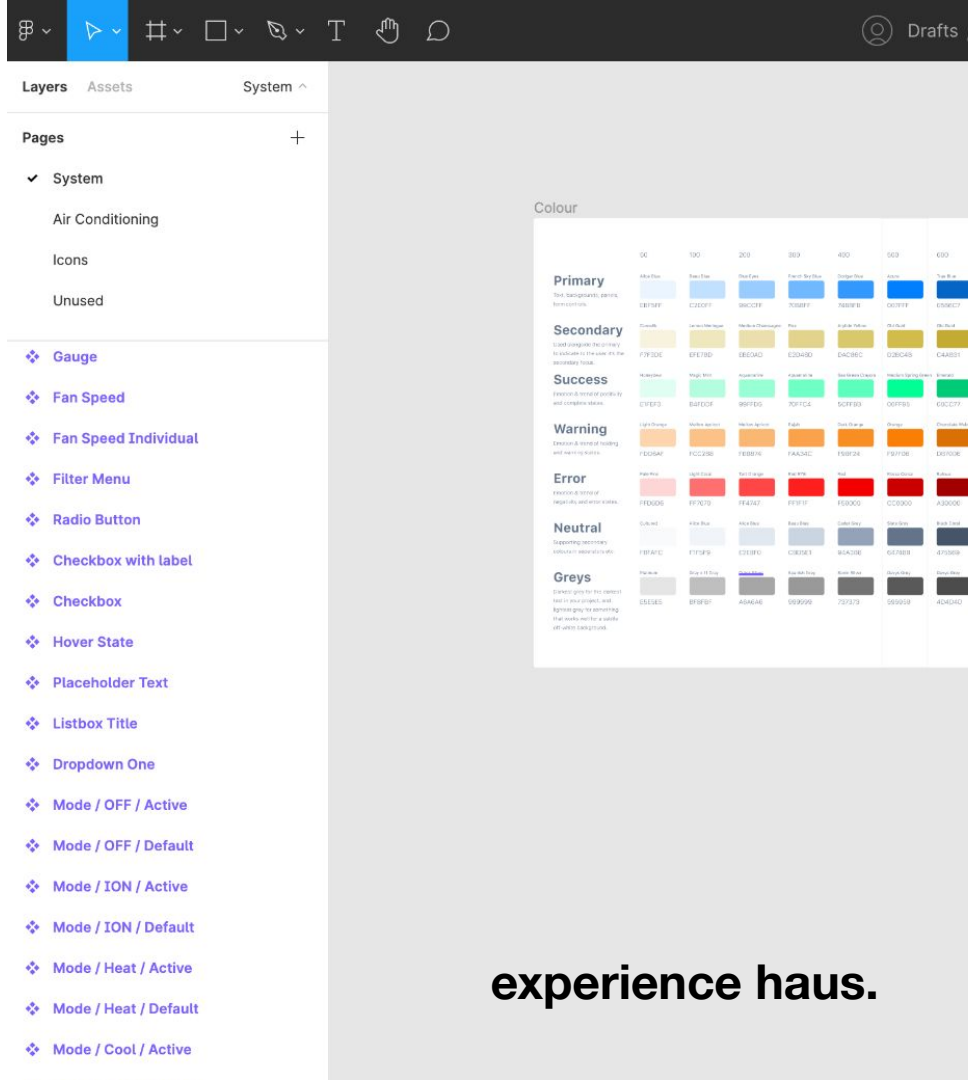
The main reason we have designed this course is for you to focus solely on the User Interface expertise of the process.

UX/UI are two areas that are highly linked each other, yet require complete different skill set.

User Experience (UX) primarily focuses on research, analysis and the data side of the process. User Interface is primarily focused on visual engineering and design theory.

This course is focused on best User Interface practices, both for existing and upcoming technologies & trends.

User Interface Design Course



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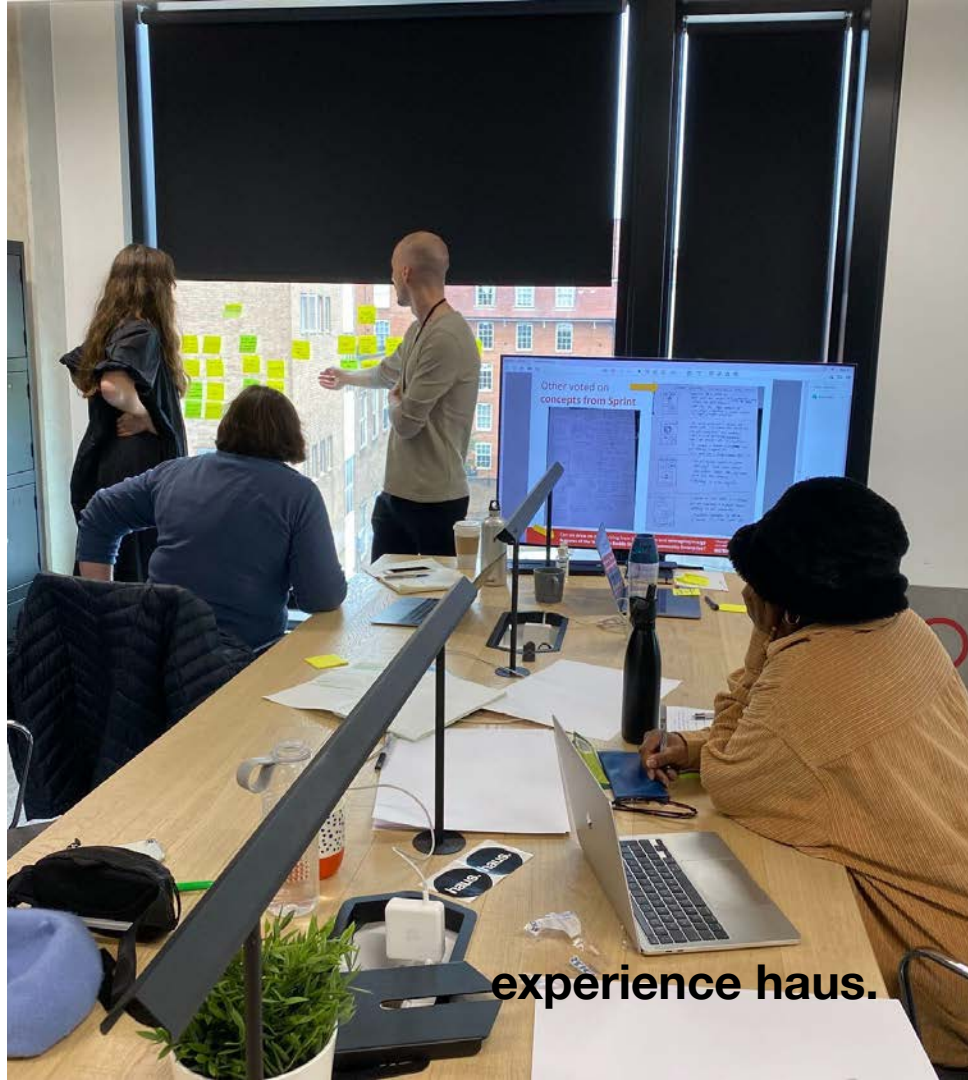
# Who is this course for?

Are you interested in working on visual tasks and interfaces without focusing on the research, analysis or testing side of things?

Carefully designed to improve your User Interface skills, we will start from scratch with User Interface and Visual Design concepts, followed by intense Figma practices, including launch-spec prototyping.

No pre-design knowledge or experience needed. We will start from scratch, with the theory and fundamentals.

User Interface Design Course



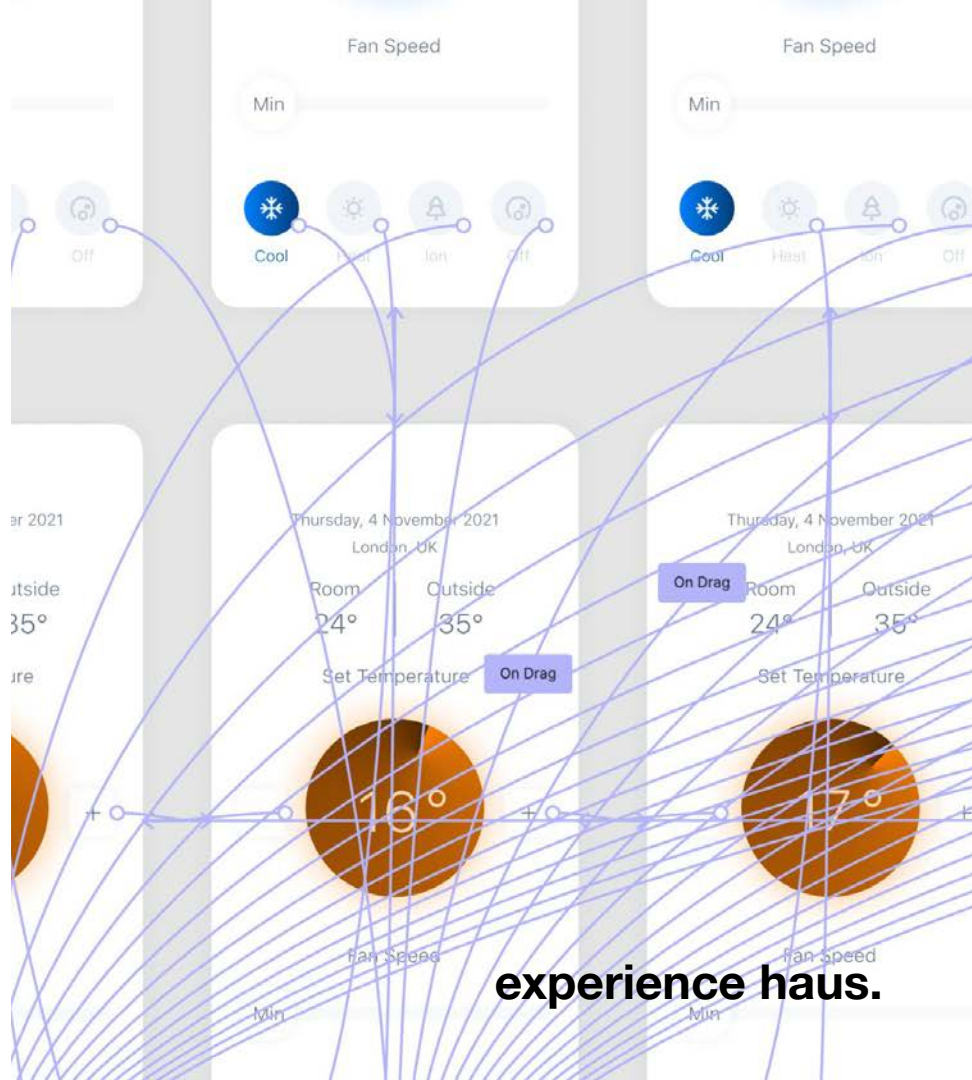
experience haus.

# Advanced Figma Practices

Starting with Visual Design and User Interface Fundamentals, we will continue with Figma - starting from scratch - followed by more advanced features and tips, such as:

Tools, design systems, taxonomy, styles, auto-layout, constraints, variants, flows, advanced components, prototyping, plug-ins and Figma community.

**The course relies on intense practices, which will be done both as a group and individually.**



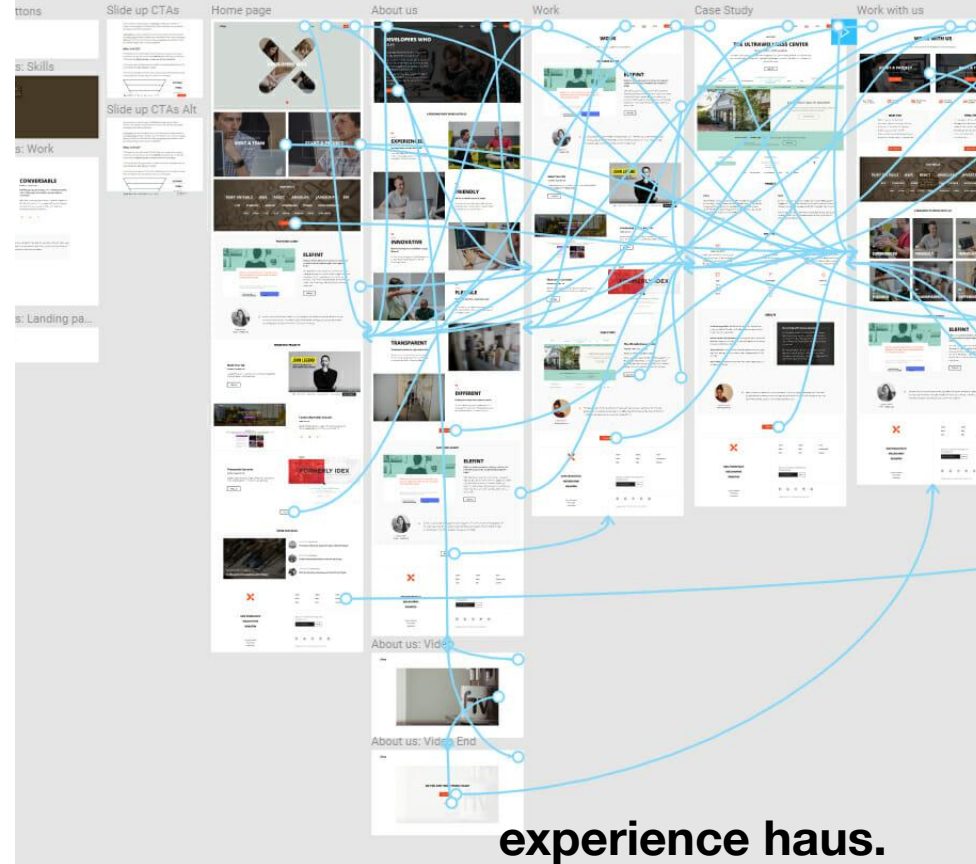
# Live Project Brief

**All of our courses are heavily based on real world application.**

During the course, you will be given a real client project to work on as a group.

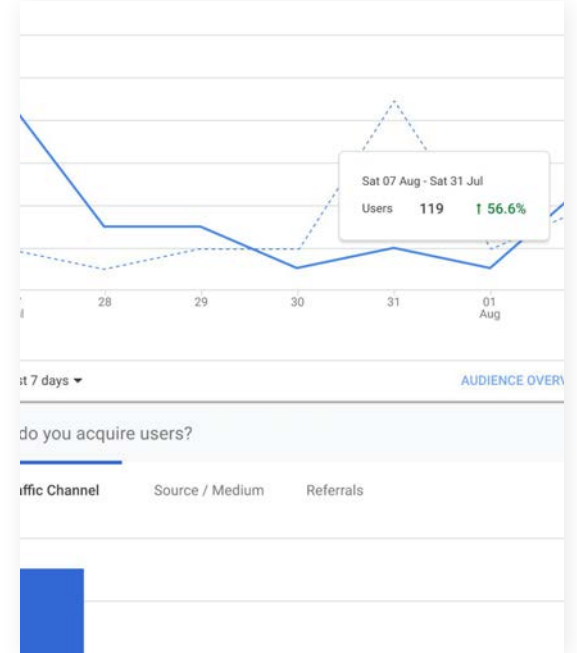
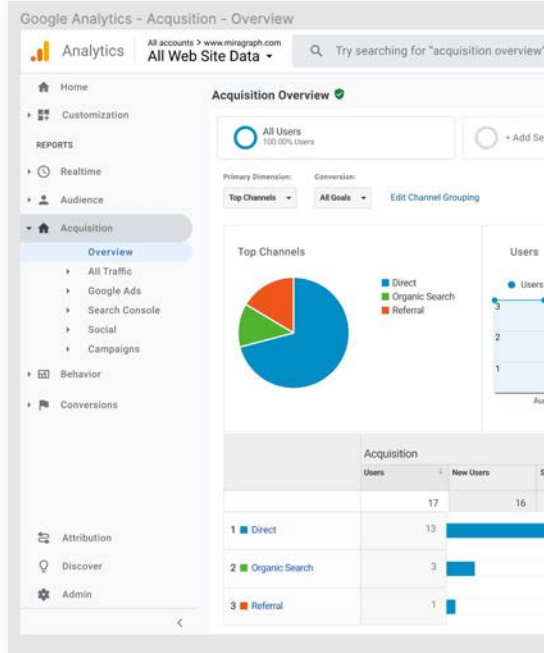
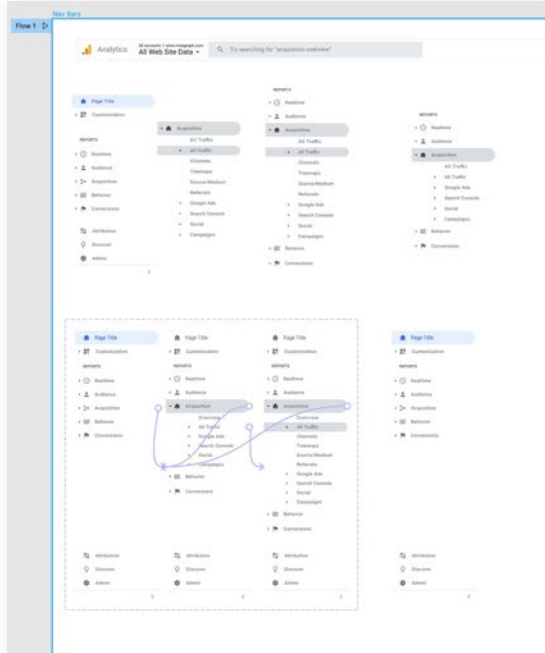
In addition to that, we will assign you an individual project based on your industry & skillset choice. (*\*Please be aware this WON'T be a real client project*)

By the end of the course, we would like you to have a real client portfolio piece, alongside something specific to your own interests.



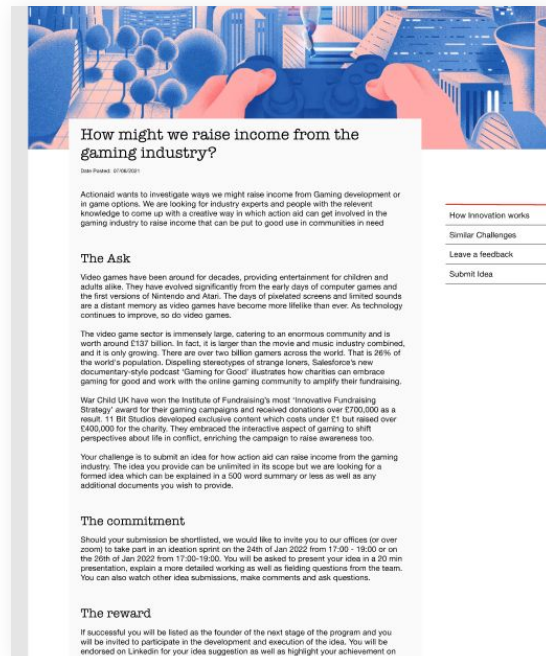
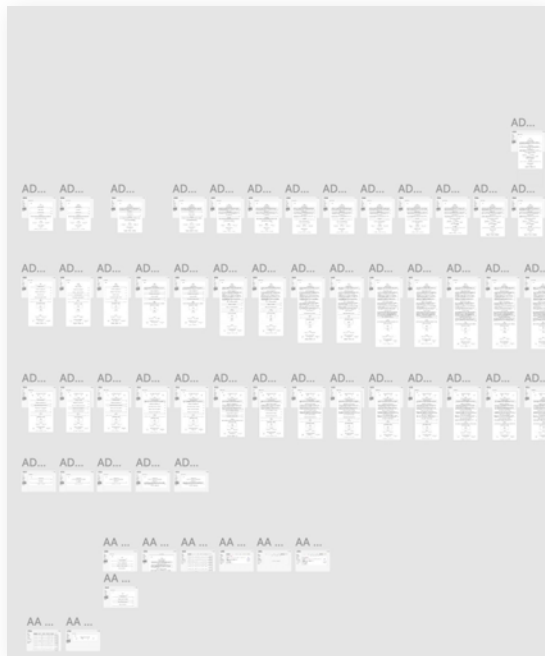
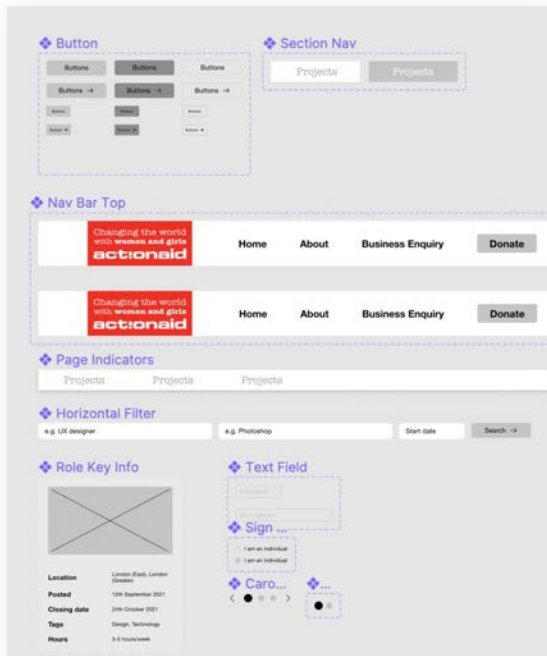
# Example Project Work

Google Analytics Practice, made by our alumni (as an individual), **from scratch to working prototype.**



# Example Project Work

Action Aid Platform, made by our alumni (as a group), from scratch to working prototype.



# Course Breakdown

Week 1		Week 2	
Pre-Figma Visual and Interface Design Fundamentals		Figma and Cross-Platform Design Introduction	
Class 1	Class 2	Class 3	Class 4
<b>Understanding UI Fundamentals</b> <ul style="list-style-type: none"> <li>10 General UI Design Principles</li> <li>Notable Work &amp; People</li> <li>Importance of UI for Products, Services and Brands</li> </ul>	<b>Understanding Visual Design Fundamentals</b> <ul style="list-style-type: none"> <li>Colour &amp; Typography</li> <li>Accessibility</li> <li>Grid and Layout</li> <li>Project Brief Kickoff</li> </ul>	<b>Introduction to Interface Design</b> <ul style="list-style-type: none"> <li>Wireframing</li> <li>Designing for different devices &amp; platforms and environments</li> <li>Understanding CSS and front-end dev</li> </ul>	<b>Introduction to Figma</b> <ul style="list-style-type: none"> <li>Figma Tour and Basics</li> <li>Figma Community, Icons and Libraries</li> <li>Figma Styles and Plugins</li> <li>Understanding Design Systems</li> </ul>
Week 3		Week 4	
Introduction to Design System, Auto-Layout and Variants		Introduction to Components and Prototyping	
Class 5	Class 6	Class 7	Class 8
<b>Establishing Systematic Work</b> <ul style="list-style-type: none"> <li>Beginner Design System</li> <li>Auto-Layout</li> <li>Variants</li> </ul>	<b>Workshop to recap &amp; practice</b>	<b>Components and Instances</b> <ul style="list-style-type: none"> <li>Atomic Design and Component Structure</li> <li>Basic Components</li> <li>Intermediate Design System</li> </ul>	<b>Interactive and Intermediate Components</b> <ul style="list-style-type: none"> <li>Interactive Components</li> <li>Building Intermediate Components</li> <li>Basic Prototyping</li> </ul>
Week 5		Week 6	
Advanced Components and Widgets		Mobile and Desktop Builds	
Class 9	Class 10	Class 11	Class 12
<b>Components and Prototyping</b> <ul style="list-style-type: none"> <li>Combining Interactive Components</li> <li>Expanding the Design System</li> <li>Intermediate Micro-transitions</li> <li>Intermediate Prototyping</li> </ul>	<b>Widgets and Prototyping</b> <ul style="list-style-type: none"> <li>Building Widgets</li> <li>Advanced Micro-transitions</li> </ul>	<b>Workshop to recap &amp; practice</b>	<b>Building For Desktop, Mobile and Widgets</b> <ul style="list-style-type: none"> <li>Design System Integration and Maintenance</li> <li>Advanced Micro-transitions</li> <li>Revisiting front-end development</li> </ul>
Week 7		Week 8	
Building Cross-Platform Interfaces		Fine-tuning & Presentation	
Class 13	Class 14	Class 15	Class 16
<b>Building For Desktop, Mobile and Widgets</b> <ul style="list-style-type: none"> <li>Internal and External Testing</li> <li>Further builds and fine-tuning</li> </ul>	<b>Further Build &amp; Fine Tuning</b> <ul style="list-style-type: none"> <li>Further Visual Design Examples</li> <li>Further Figma Tips and Tricks</li> <li>Further Prototyping</li> </ul>	<b>Fine Tuning &amp; Practice</b> <ul style="list-style-type: none"> <li>Launch Spec Prototype</li> <li>Delivery Ready Design File</li> <li>Finalised Design System</li> </ul>	<b>Presentation</b>

# What can you expect after the course?

Whether you're starting from scratch or have some UI / Figma knowledge, this course is designed to significantly improve your skill set.

At the end of the course, we would like you to have two portfolio-grade projects: one with an actual client that you deliver as a team, and another one based on your interests. This can be focused on either an industry that interests you or a specific field (i.e fintech, healthcare, B2B, E-commerce, Desktop Dashboards, Mobile Apps etc).

As part of our Experience Haus community, you have access to our lifelong support, whether this is working on another project, having introductions with recruiters or doing portfolio reviews.

User Interface Design Course

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# UX & UI Career Development Program

**Oliver Jones**

**September 24th, 2021**

Awarded for the successful completion in September 2021 of all modules of the above named full-time course by Experience Haus, in London, United Kingdom.

The course covered modules including design process and methodologies, user research, design thinking, experience mapping, ideation, user interface design and storytelling.

All course learnings were applied onto three real-life project briefs provided by local businesses.

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**Amit Patel**  
Founder, Creative Director

**experience  
haus.**

# Hear from our Alumni

I would definitely recommend Experience Haus over any other competitor. It felt very homely. You're not a number, you're an individual, your needs will be addressed, and that's what drew me to Experience Haus.

The team were very straightforward, they were very easy to talk to, easy to get a response from. The people who work in Experience Haus, the community that it has, how your concerns are addressed, people engage with you and there's always someone at the end of a phone line or email.

**Amritpal Virdi.**

# Further Information

# Hands-on training with real clients.

- Live sessions, not pre-recorded
- Small class sizes (8 max)
- Adapted to your needs
- Questions, debate and execution
- Using zoom.us (for online and recordings)
- A live brief, with actual client
- An individual brief, based on your interest
- Client interviews and workshops
- Feedback on final project



# Real users and world-class mentors.

- Live research and testing with real users
- Conducted by students
- Facilitated by Experience Haus
- Over 50 industry leading practitioners
- A burning passion for what they do
- Committed to you and your journey
- For life, not just the course
- Best in the business: Google, Amazon, Huge, ustwo

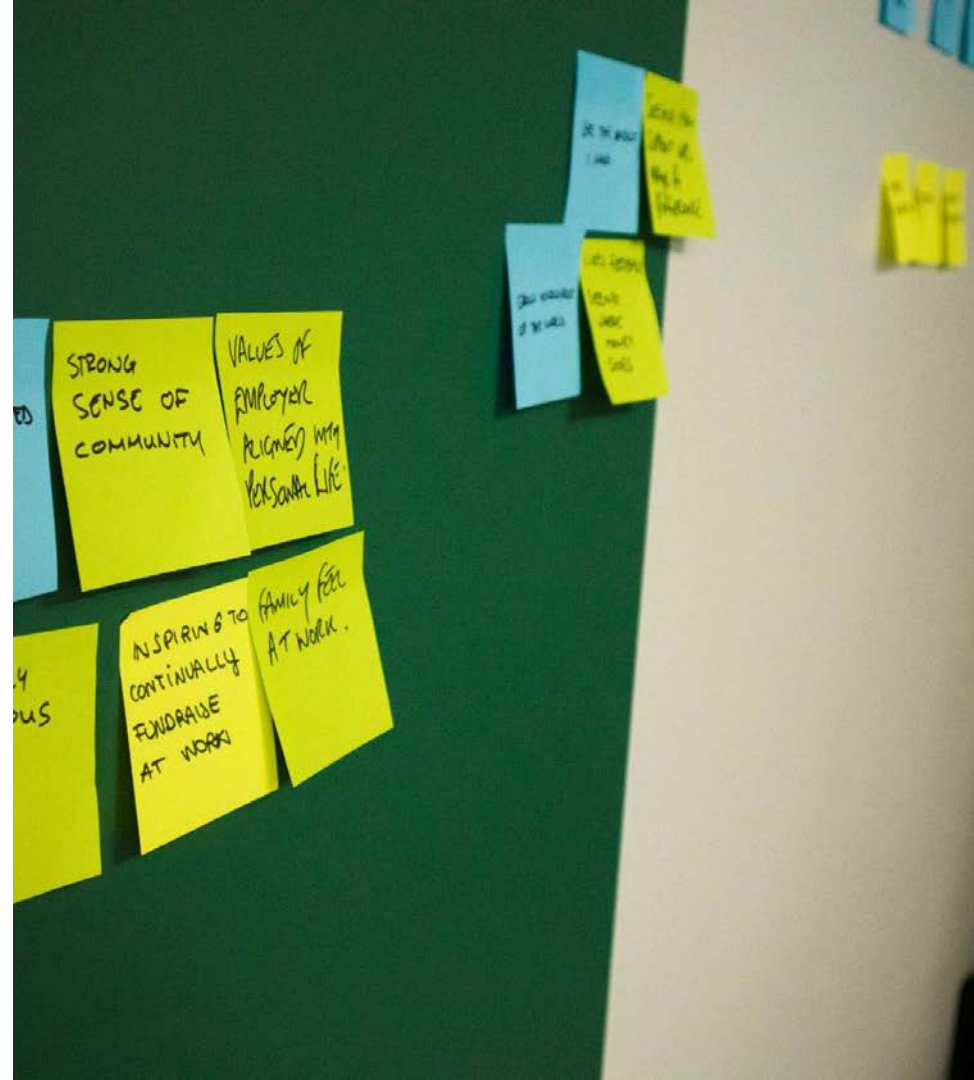


# Corporate Training

Considering User Interface Skills are useful and in demand among various corporations, we designed this course on a modular basis to make bespoke changes, based on client requirements.

Based on the same structure, we can customise the course to fit precisely with your organisation's needs.

Please contact us for more information.



# Course Fees and Dates

**Next Course starts in February 2022.**

Check our [website](#) for latest dates & times.

## Bookings

Book online or call +44 203 141 2010

## Fees

We offer 2 payment options and corporate one, all fees are inclusive of VAT.

Best Value	Flexible Payment	For Companies
Option One	Option Two	Corporate Option
<div>£1,450</div> <div>A single upfront payment of £1,450. You will save 10% off the regular price.</div>	<div>£1,600</div> <div>A deposit of £160.00 followed by 3 direct debit installments of £480.</div>	<div>£1,600</div> <div>Company invoice payment</div>
Book Now	Book Now	Contact Us

# Where to find us?

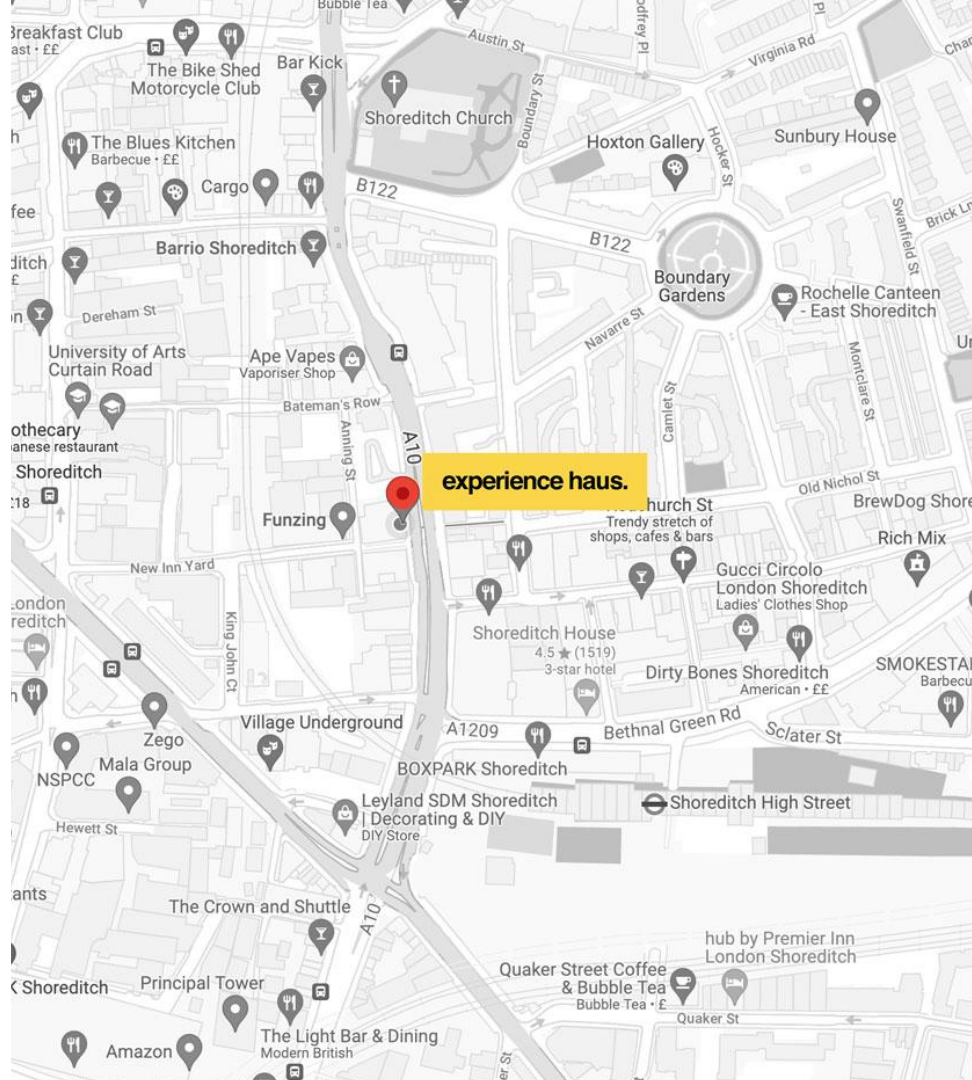
You can find us on Shoreditch High Street. The closest stations are:

- **Shoreditch High Street** (Overground)
- **Liverpool Street** (Tube & Overground)
- **Old Street** (Tube & Overground)
- **Hoxton** (Overground)

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User Interface Design Course



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Last Update: December 2021



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