



# UI Design

UI Design is about honing not just your technical ability, but your aesthetics, ways of seeing design choices, and the professional craft skills needed to defend decisions and ensure clean handoffs. You'll not only get better at making things, but also improve your ability to see and talk about design work.

---

## OVER FOUR WEEKS, WE WILL COVER

---

### Intro to UI Design

Get to know principles and tools that will support your exploration into user interface design.

**Project: Icebreaker**

### Interactive Patterns

Effective interaction design relies on industry-standard patterns for the behaviour of interface elements.

**Projects: Deconstructing your favorite interaction(s), Finding the Right Design Patterns**

### Brand and Identity

More than colors, branding represents the coherent expression of an organization in its design.

**Projects: Describe the Brand, Brand Police, Brand Moodboard**

### Visual Hierarchy

Well-designed sites and application guide the user toward certain goals. Visual hierarchy is one of the primary techniques interface designers employ to help users achieve goals.

**Project: Create a visual hierarchy for one of three types of pages**

### Layouts and Grids

Add structure to what you learned about visual hierarchy by understanding how grids can help you design and implement your ideas more effectively.

**Projects: Map the Grid, The Aardvark Grid**

### Responsive Web Design

While the general concept of responsive design is pretty straightforward, it's a tricky process to execute and rarely is it done right the first time around. In this module, we will learn about responsive web design (RWD) and learn how to make sure that the site is usable no matter what device accesses it.

**Project: Make The Aardvark's Homepage Responsive**

### Color

Learn about color theory and how it can help the effectiveness of your UI.

**Projects: Color Theory, Color Style Tile**

## Typography

Typography is a major building block of UI design and this unit aims to make working with type a bit less daunting.

**Project: Type Style Tile**

## Iconography

Learn best practices around choosing and creating icons for interface or product.

**Projects: Icon Set, Logo Via App Icon (optional)**

## Prototyping

Tie together the details of what you learned this week into a high-fidelity mock-up for the Aardvark.

**Projects: Timeboxed High-Fidelity, Prototype a flow**

## Handoff

In the final unit of this course, we will learn how to hand off designs to other members of your team.

**Project: Creating a Design Spec**

---

### TOOLS WE RECOMMEND

---

You can complete all of our projects using any design tool of your choice. However we strongly recommend the following professional design programs:



**Photoshop**  
Adobe



**Illustrator**  
Adobe



**Sketch**  
Bohemian Coding



**Figma**  
Figma Inc.

Your mentors are a great resource to discover tips and tricks to improve with the tools.

---

### WHAT YOU'LL LEARN

---

- ✓ The basic principles, tools, and workflows that inform user interface design
- ✓ Learn how to use visual hierarchy, grid, color, type, and icons effectively to design useful, desirable and usable designs
- ✓ Learn how to integrate prototyping into your workflow to validate ideas and create quick iteration loops
- ✓ Become familiar with common interactive patterns, how to search for them and how to document them in style guides to ensure consistency
- ✓ Understand the role of grids in effective visual design and become comfortable using them to create responsive web design in multiple devices
- ✓ Learn the best practices for handing off design work to engineers for implementation, and how to facilitate communication throughout the process

# WHAT YOU'LL CREATE

Here are some past examples of real student work.

