

HELIO BOOTCAMPS

COURSE DESCRIPTION

Course Topic	UI / UX Design – Salt Lake City Location
Dates	September 10, 2018 – December 12, 2018*
Schedule	<ul style="list-style-type: none"> ▪ 14 weeks/84 total hours, approximately 6 hours of self-study each week ▪ Monday’s and Wednesday’s, 6pm – 9pm
Cost	\$4,100
Course Description:	<p>User Interface and User Experience (UI/UX) designers are increasingly needed on all development teams. They don’t just know how to use the tools of digital design and development, they actually understand the underlying principles of design and user experience. They understand social design, usability, interaction and how to implement designs using a variety of tools and software frameworks. The UI/UX designer is user-centered and adds value to an organization by designing experiences that users want. They conduct research and produce useful personas, scenarios, and design sketches. They prototype and iterate their designs until they produce user interfaces and interactions that are worthy of placement in their professional portfolio. The modern UI/UX developer knows how to achieve great results using Photoshop, Illustrator, CSS, and Sketch. The skills you will gain from this course will certainly advance your career in UI/UX and make you an invaluable member of modern development team.</p>
Technologies Learned:	<ul style="list-style-type: none"> ▪ Design Principles: Color, Emphasis, Usability, Hierarchy, etc. ▪ Photoshop ▪ Illustrator ▪ HTML ▪ CSS ▪ User Research and Personas ▪ Bootstrap ▪ Sketch ▪ UI Principles ▪ Material Design
Methodology	<p>Helio bootcamps are taught by industry professionals, who are well versed in the best technology teaching methods. Our bootcamps and industry skill courses implement a hands-on, engaged-learning approach to ensure you are competent and ready to deliver upon course completion.</p>
Career Services	<p>We’ll help you build a best-in-class resume and portfolio, conduct mock interviews, and will share your resume with our industry partners.</p>
Requirements	Basic computer knowledge.

* Dates may be subject to change.

Week 1

Low Fidelity Wireframes

Beginning to design using low fidelity wireframes and storyboards. Introduction to Sketch software.

Week 2

Rapid Prototyping Using Sketch

High fidelity mobile, application, and website wireframes. Creating a style guide with Sketch.

Week 3

Design Research and Personas

UX fundamentals. Find, build, verify. Patterns, Personas, Situations. Buy-in, Knowledge, Scenarios

Week 4

Using Sketch to prototype using Material Design

Prototype employee time clock. Prototype tablet ordering interface. Prototype iOS todo app.

Week 5

Core Principles of Design

Good, bad and ugly web search. Design is not for design sake. Form and function designs and refactoring.

Week 6

Intro to Illustrator, Intro to Value

Understanding Illustrator and designing in Illustrator. Refactor and embellish.

Week 7

Problem solving in Illustrator, Intro to Color with Value

Color – Models and Meanings. Design with value. Add hue to value.

Week 8

Intro To PhotoShop, unity in design

PhotoShop and a UI tool. Enhance with PhotoShop. Freeform or Painting.

Week 9

Intro to HTML, and Visual Studio Code

Learn Markup language, tags and structure. Learn Visual Studio Code and an Editor

Week 10

Intro to CSS, design guidelines, and styling

Styling with CSS. Complete content from CSS from scratch. Create new CSS on existing HTML.

Week 11

Basic Site and App Development in Bootstrap

Develop a Responsive site that will work on PCs tables and Phones.

Week 10

Basic Site and App Design in Bootstrap

Design Graphics for the responsive site in the previous week.

Week 13

Portfolio Development

Convert Previous site work into Portfolio pages. Organizing your Process. Building your gallery.

Week 14

Portfolio Completion

Adding your information. Defining your final look. Refactoring your work.