*CAREER***FOUNDRY**

UI Design Program

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Program details overview

	Full-time program	Part-time program
Program duration	30-40 hours per week for 4-5 months	15-20 hours per week for 9 months
Hours	679	679
Program language	English (minimum required level B2)	English (minimum required level B2)
Program location	Online only	Online only
Start dates	The program will start once **every two weeks**. Start dates here.	The program will start once **every two weeks**. Start dates here.
Total number of projects	7	7
Mentor model	1-1 Mentor calls and direct Tutor messaging	1-1 Mentor calls and direct Tutor messaging
Job Support	Job Preparation Course 1-1 Career Services Job Guarantee	Job Preparation Course 1-1 Career Services Job Guarantee

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1.
Who is the program for and what are the requirements?

This program is for complete beginners who'd like to learn the skills needed to become a job-ready UI designer—no prior knowledge or experience is required!

The program is also suitable for complete career changers, as well as upskillers who need UI design skills in their current role, or if they're hoping to go freelance.

You'll need a computer (macOS, Windows, or Linux) with a webcam, microphone, and an internet connection (see below for more on system requirements).

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2.
Which tools will you use in the program?

▌Adobe XD, Figma or Sketch

You'll work with a tool of your choice for vector graphics editing, prototyping, and wireframing.

What are the costs associated for tools?

As a CareerFoundry student, you'll qualify for free access to the **Figma Professional Plan** and a free **1-year student subscription to Sketch**. Adobe XD comes with a 7 day free trial, but there will be costs involved thereafter.

You will also be using other tools to help you refine your designs. These tools will be available with a free trial or with a discount, which can be found on CareerFoundry's Perks page.

▌For further tool requirements related to specialization courses, please view their respective courses:

Animation for UI Designers
Frontend Development for Designers
Voice User Interface Design

Note: You will be required to invest some independent study time (approximately 1-2 hours per week) towards familiarizing yourself with the tools you'll use throughout the program, and learning how to use them.

System requirements:

We recommend checking the individual system requirements for Adobe XD, Figma, and Sketch, on the respective websites: Adobe XD, Figma, Sketch

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3.
How does the program work?

The program provides a **100% online**, **asynchronous** learning experience—so while there is an overall completion deadline, you get to decide how to fit your study hours around other obligations. You'll be working through the program material in your own personal account on the CareerFoundry platform.

The program is broken into several larger modules called "**Achievements**," which are made up of smaller lessons. Each lesson is made up of reading material, videos, tutorials, a quiz, and a task—where you'll put your learning directly into practice. Each task will contribute to the **final projects** and deliverables that you'll finish the program with.

While there is **no final exam**, you'll have a dedicated **tutor** and a professional **mentor** (assigned based on your timezone) who will assess your submissions against our internal rubric. They'll let you know exactly how to improve your work to get it approved.

The program is counted as complete once all the Achievements have been reviewed and approved by your mentor. You will be able to download your **certificate** of completion directly from your dashboard. Take a look at a video of CareerFoundry's learning experience or read more on our How it Works Page.

You'll get free read-only access to our other career-change programs (data analytics, web development, digital marketing and UX design) and after completing this program, will have lifetime access.

4.
What kind of support is available?

Tutor

Your tutor is a course expert who actively works in the field and provides individual feedback on your course assignments as you work through an Achievement. You'll communicate with them through the messaging tool in your account.

Mentor

Mentors are seasoned professionals who review the final task in your Achievements and provide detailed video reviews of each project you complete during the course. You'll have video calls with your mentor over the span of the program. You can schedule these calls via our learning platform's built-in calendar tool. Learn more about our mentors and our dual-mentorship model on our Mentors page.

Student Advisor

Student advisors ensure you have the best possible experience throughout the program. You can message them from your dashboard (within the platform)—they're always happy to answer any questions you have about the administration of your program.

Career Specialist

If you opt into the Job Preparation course, you'll also have a dedicated career specialist who will provide individualized feedback for your job search strategy and application package. Your career specialist will answer all your questions throughout the Job Prep course, and be there to support and advise you on how to get the most out of your job search, both as you work through the program, and beyond as you progress in your career.

Fellow students

As a CareerFoundry student, you'll be part of an extensive community of fellow students, both during the program and after graduation. You can reach out to this community on Slack to discuss your coursework, organize meetups, or find a study buddy.

5.
Program Outline

The UI Design Program is divided into three parts: Intro to UI Design, UI Immersion, and a specialization course of your choice out of Animation for UI Designers, Frontend Development for Designers, and Voice User Interface Design.

Intro to UI Design

This course will take you through ten tasks leading up to one main project: recreating screens for a travel app.

You'll have the opportunity to dive straight into practicing and refining core design skills with an industry-standard tool. You'll start with basic layers and shapes before styling your designs with text, color, and advanced elements.

By the end of the course, you'll have a set of pixel-perfect mockups and an interactive prototype for your design portfolio.

The Intro course will cover the following topics:

1. **What is UI?**
2. **Introduction to Your Design Tool**
3. **Working with Layers & Shapes**
4. **Point Types & Boolean Operations**
5. **Visual Design Basics**
6. **Working with Text**
7. **Advanced Design Tool Features**
8. **Pixel Precision**
9. **Previewing Your Work**
10. **Preparing Your Work for Handoff**

See a more detailed course outline here.

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UI Immersion

Immerse yourself into the mindset of a UI designer through hands-on application of the processes and tools that UI designers use every day. You'll learn to design for mobile apps, web apps and both iOS and Android operating systems.

Achievement 1 - **Introduction to Design Principles**

With knowledge of design theory, principles, patterns, and mediums, you'll build a mobile app from scratch for your Student Project 1. You'll develop wireframes of low-, mid-, and high-fidelity before finalizing the UI for your app with color, typography, icons, and emotive patterns.

Achievement 1 will cover the following topics:

1.1 **Design Principles & Heuristics**
1.2 **Consistency in Design Patterns**
1.3 **Wireframes**
1.4 **Introduction to Grids**
1.5 **Layout Design & Spacing**
1.6 **UI Elements & Hierarchy**

1.7 **Symbols & Iconography**
1.8 **Evoking Emotion in UI**
1.9 **Text & Typography in UI**
1.10 **Using Color in UI**
1.11 **Platforms & Devices**

Achievement 2 - **User Experience Design Process**

It's difficult to find a UI design role that doesn't require knowledge of UX design. In this Achievement, you'll explore key steps in the UX design process, from conducting research, designing personas, and drawing user flows, to sketching designs for your Student Project 2 app and testing them out on real potential users. Throughout this Achievement, you'll take a mobile-first approach to your responsive app that you'll continue to work on throughout Achievement 3.

Achievement 2 will cover the following topics:

2.1 **Design Processes**
2.2 **User Psychology**
2.3 **Conducting User Research**
2.4 **Creating User Personas**
2.5 **What Is Lean UX?**
2.6 **Gathering Requirements**

2.7 **User Flows & User Flow Diagrams**
2.8 **Exploratory Sketching & Rapid Prototyping**
2.9 **User Testing**
2.10 **Portfolio preparation**

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Achievement 3 - **User Interface Design Process**

With the foundation of your app complete, this Achievement will see you moving on to the visual design of your screens. You'll begin by developing a moodboard before slowly adding more complex styling to your screens based on your established style guide. You'll also spend some time diving into what it means to work on a responsive design, as well as how to adapt your designs for different breakpoints. Beyond this, you'll take time to get feedback from your users and peers as you wrap up your project mockups for your portfolio.

Achievement 3 will cover the following topics:

3.1 **Finding Inspiration**
3.2 **Building a Mood Board**
3.3 **Primary & Secondary Actions**
3.4 **A/B & Preference Testing**
3.5 **Responsive Design Patterns**
3.6 **Responsive Grids & Frameworks**

3.7 **Creating a Style Guide**
3.8 **Reviewing & Critiquing**
3.9 **The Feedback Loop**
3.10 **Mockups**
3.11 **Portfolio preparation**

Achievement 4 - **Mobile App Design for iOS & Android**

Using existing design guidelines and your knowledge of mobile design patterns, layouts, and interactions, you'll wireframe, design, and prototype a complete mobile app of your choice for two of the most popular mobile platforms: iOS and Android.

Achievement 4 will cover the following topics:

4.1 **Mobile Platforms: iOS**
4.2 **Mobile Platforms: Android**
4.3 **Mobile Design Patterns & Trends**
4.4 **Learning From Others**
4.5 **Basic App Structure**

4.6 **Sounds & Physical Feedback**
4.7 **Mobile Gestures**
4.8 **Building a Mobile App**
4.9 **Prototyping a Mobile App**
4.10 **Portfolio Preparation**

Achievement 5 - **Animation, Branding, & UI Design Portfolios**

In this Achievement, you'll explore advanced UI design skills, including how to prototype complex animations and interactivity into your apps and how to develop a consistent and cohesive brand. You'll also consolidate your projects from throughout the course into a complete portfolio and learn how to effectively market yourself as a professional UI designer.

Achievement 5 will cover the following topics:

5.1 **Reusing Common Components**

5.2 **Prototyping Animation**

5.3 **Building a Cohesive Brand**

5.4 **Less is more**

5.5 **Final Project Part 1**

5.6 **Final Project Part 2**

5.7 **What Makes a Good Portfolio?**

5.8 **Building Your Portfolio**

See a more detailed course outline here.

Specialization courses

Frontend Development for Designers: Level up your skills with a dose of HTML, CSS, and JavaScript as you code your own portfolio website from scratch

Voice User Interface Design: Stay ahead of the trends by mastering this revolution in design together with Amazon's Alexa

Animation for UI Designers: Bring digital products to life with functional, interactive animation

AI in Product Design: Upskill in the evolving world of product design by learning how AI is changing the design process—then implement these learnings by designing an

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6.
What kind of projects will you be working on?

Intro to UI Design

Project 1: You'll recreate the user interface for a travel app.

UI Immersion

Project 2: You'll be working on one project where you'll have the choice between designing a productivity app, a vintage clothing app or an 80s music player app.

Project 3: You'll be working on one project where you'll have the choice between designing a recipes app and location-based recommendations app—here you'll be working on the UX phase of the app.

Project 4: You'll continue working on your recipes app or location-based recommendations app—here you'll work on the UI phase of the app.

Project 5: You'll be working on one project where you'll have the choice between designing an app for an open project of your choice, or designing an app for an existing product or a website of your choice—both of which are native apps (iOS and Android).

Project 6: You'll be working on one main project where you'll have the choice between designing an online store, or a money saving app.

Specialization courses (Project 7)

Animation for UI Designers: You'll animate the UI for an app, choosing from the three unique project briefs we provide (a meditation app, smart home app, or FinTech app).

Frontend Development for Designers: You'll create your own, hand-coded portfolio page.

Voice User Interface Design: You'll develop three unique voice skills ready for submission to the Alexa Skills Store.

AI in Product Design: For your portfolio piece, you'll design an AI-powered chatbot that can be added to an existing product.

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Take a look at some examples of projects created by UI Design Program graduates on our website.

7.
Will you receive a certificate?

You'll finish the program with a certificate of completion and several projects and skills to showcase in your job applications. The certification is in place as an indication of the quality of the program, but in the end, it's the projects and skills that you develop throughout the program that are going to display the quality of your work to future employers and ensure that you find a job.

While the program is not university-accredited, it does undergo a rigorous quality assurance and certification process with the ZFU (Staatliche Zentralstelle für Fernunterricht)—the state body for distance learning in Germany. This process ensures that the program meets a high standard for an excellent and effective learning experience. On successful completion of this certification process, the program is assigned a unique approval number which can be checked against a public register.

8.
Finding a job with CareerFoundry

At CareerFoundry, we offer stellar career services for our students which include 1-1 career coaching as you search for your first job (and beyond), an exclusive Job Preparation Course, and a job guarantee.

Check out our Career Services and Job Guarantee pages for more information on Career Services, and to learn more about the terms of our job guarantee.

You can also check our latest Outcomes Report for job outcomes, which features our over 90% job placement rate.

Job Preparation Course

Our Job Preparation Course is included in the UI Design Program and has been designed to help you with all aspects of finding a job in the field. You'll work with your dedicated career specialist alongside your studies for the second half of the course.

The Job Preparation Course consists of two Achievements, each made up of several tasks.

Achievement 1 - Curation of Your Application Package

Achievement 1 will cover the following topics:

1.1 **Crafting Your Mission Statement**
1.2 **Developing Your Career Change Strategy**
1.3 **Defining Your Elevator Pitch**
1.4 **Showcasing Your Process and Skills**

1.5 **Creating Your Professional Resume**
1.6 **Building a Professional Portfolio**
1.7 **Establishing Your Professional Brand**

Achievement 2 - Applying for Jobs and Beyond

Achievement 2 will cover the following topics:

2.1 **Building Your Network**
2.2 **Searching for New Jobs**
2.3 **Applying for Jobs**

2.4 **Preparing for Interviews**
2.5 **Planning Your Professional Development**

9.
What kinds of roles will you be qualified for?

Based on our comprehensive curriculum, you'll be qualified for junior UI design jobs. If you have transferable skills from your past career, you can potentially get a more senior role—your assigned career specialist will help you to craft the right story with your previous experience to be able to find such a role. Learn more about our graduate outcomes on our Graduate Outcomes page.

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