Jaipur Engineers

Your One-Stop IT & Staffing Ecosystem

DESIGN

UI/UX Design

Figma • Research • Wireframes • Prototyping



COURSE FEE

₹10,000

JAIPUR, RAJASTHAN

+91 70146 92039

UI/UX Design

Syllabus at a glance

01

Research and problem framing

02

User journeys and information architecture

03

Wireframes and interface design

04

Figma components and prototypes

05

Accessibility and usability testing

06

Design systems and handoff

PORTFOLIO PROJECT

Course Enquiry Flow Redesign

Research an enrolment task, prototype an accessible enquiry flow and test it with representative users.

UI/UX Design

Core concepts

01

Research and problem framing

Plan interviews and document goals, pain points and success criteria.

02

User journeys and information architecture

Map tasks and organise content and navigation around user needs.

03

Wireframes and interface design

Build low-fidelity flows and apply typography, spacing, layout and visual hierarchy.

TOOLS & TOPICS

Figma • Research • Wireframes • Prototyping

UI/UX Design

Applied skills

04

Figma components and prototypes

Use auto layout, component variants and interactions to build a clickable prototype.

05

Accessibility and usability testing

Check contrast and input states. Observe task completion and revise the design.

06

Design systems and handoff

Document states, reusable components, responsive rules and assets.

TOOLS & TOPICS

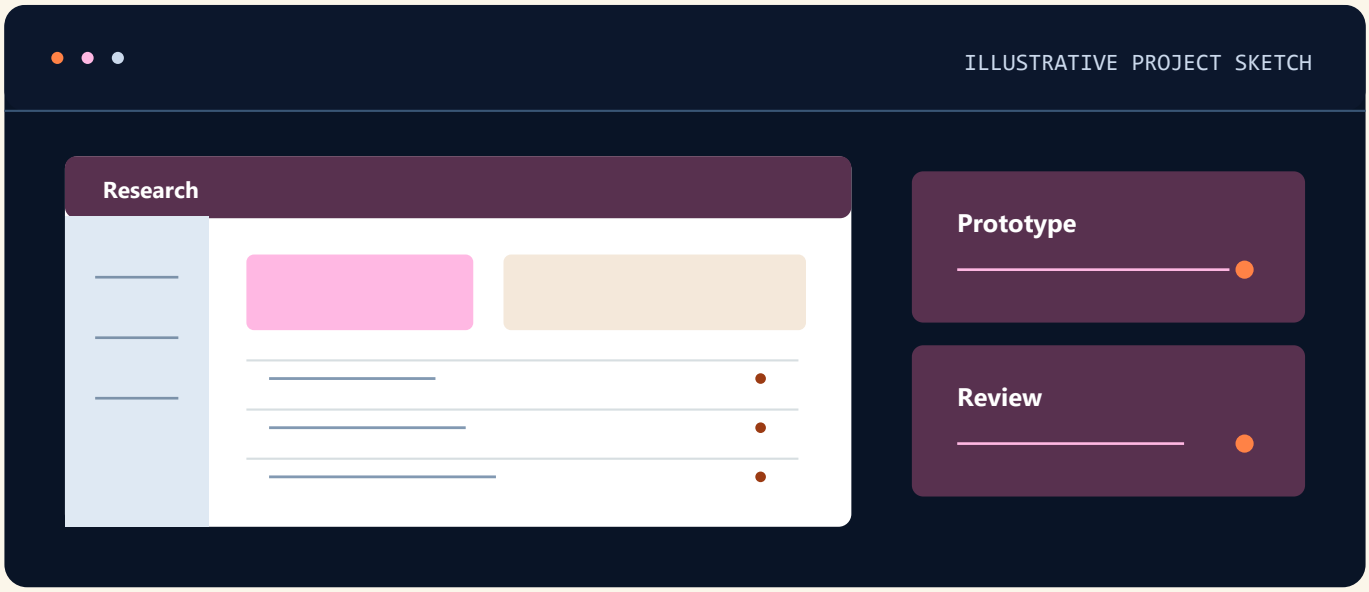
Figma • Research • Wireframes • Prototyping

UI/UX Design

Portfolio project

Course Enquiry Flow Redesign

Research an enrolment task, prototype an accessible enquiry flow and test it with representative users.



Define the task

Describe who will use the design and what they need to accomplish.

Review a draft

Ask someone to try the prototype or assess the layout, then record a revision.

Source files, prototypes or exports, and notes explaining the design revisions.

UI/UX Design

Project checklist

Use these checks to prepare your project demo or portfolio handoff.

01

Record the problem

Explain the user task and the evidence behind your proposed changes.

02

Test the prototype

Observe how someone completes the enquiry and record one revision.

03

Package the design

Share the flow, reusable components and handoff notes with the portfolio case study.

UI/UX Design

Course fees

COURSE FEE

₹10,000

Contact admissions for current batches, class timings and enrolment details.

JAIPUR ENGINEERS ADMISSIONS

+91 70146 92039

info@jaipurengineers.com

122/228, Indra Path, Thadi Market

Mansarovar, Jaipur, Rajasthan 302020

SCAN FOR MAP

View course details online

UI/UX Design

Course content

MODULES 01–02

01 Research and problem framing

Lessons & practice

- Research questions and interviews
- User goals and pain points
- Measurable task success

HANDS-ON Draft research questions and summarise findings before designing.

02 User journeys and information architecture

Lessons & practice

- Personas and journey maps
- Information architecture
- Navigation and task flows

HANDS-ON Map an enquiry journey and reorganise navigation around key tasks.

UI/UX Design

Course content

MODULES 03–04

03 Wireframes and interface design

Lessons & practice

- Low-fidelity wireframes
- Layout, type and spacing
- Responsive component states

HANDS-ON Wireframe an enquiry flow at mobile and desktop widths.

04 Figma components and prototypes

Lessons & practice

- Figma auto layout and variants
- Shared styles
- Prototype interactions

HANDS-ON Build a clickable flow with error and success states.

UI/UX Design

Course content

MODULES 05–06

05 Accessibility and usability testing

Lessons & practice

- Contrast and keyboard considerations
- Usability-test tasks
- Observation and iteration

HANDS-ON Observe a user on a sample task, record a barrier and revise the screen.

06 Design systems and handoff

Lessons & practice

- Design systems and documentation
- Responsive rules
- Asset export and handoff

HANDS-ON Deliver a portfolio case study with component states and handoff notes.