SL.No	Curriculum	Subtopic
1	Introduction to UI/UX Design	Overview of UI/UX Design Differences between UI and UX Design Thinking and User-Centered Design Introduction to Design Tools (Figma, Adobe XD)
2	Understanding User Research	Importance of User Research in Design Conducting User Interviews and Surveys Creating Personas and Empathy Maps Hands-on: Analyzing user needs
3	nformation Architecture and Wireframin	Structuring Information for Better Usability Creating Sitemaps and User Flows Introduction to Wireframing Hands-on: Designing wireframes using Figma/Adobe XD
4	Visual Design Principles	Color Theory, Typography, and Layout Design Consistency and Design Systems Designing for Accessibility Hands-on: Creating style guides lor Theory, Typography, and Layout Design
5	Prototyping and Interaction Design	Creating Interactive Prototypes Microinteractions and Animation Basics User Testing and Feedback Integration Hands-on: Developing a clickable prototype cy and Design Systems
6	UI Design Tools Mastery	Deep Dive into Figma/Adobe XD Designing Responsive Interfaces Exporting Assets and Design Handoff to Developers Hands-on: Full mockup creation signing for Accessibility
7	Usability Testing and Iteration	Conducting Usability Tests Analyzing User Feedback Iteration and Improving Design Hands-on: Conducting a usability test on a projects- on: Creating style guides
8	Design Systems and Branding	Building and Managing Design Systems Branding Essentials for UI/UX Designers Consistency in Multi-platform Design Hands-on: Creating a mini design system

9	**Advanced UI/UX Concepts**	Introduction to Motion Design in UI Advanced Prototyping Techniques Inclusive and Ethical Design Practices Hands-on: Designing for diverse user needs
10	Capstone Project and Review	Building a comprehensive machine learning project End-to-end project workflow: problem definition, data collection, model development, evaluation, and deployment Code review and optimization Q&A and troubleshooting anced Prototyping Techniques