



London TDM

# Information Technology and Digital Transformation Training Courses

**Course Venue:** United Kingdom - London

**Course Date:** From 12 July 2026 To 16 July 2026

**Course Place:** London Paddington

**Course Fees:** 7,500 USD

## Introduction

User Experience (UX) and Interface Design are critical components in creating engaging and user-friendly digital products. This professional course aims to equip participants with the fundamental principles, tools, and techniques necessary to design intuitive user interfaces and enhance user experience. Over the span of five days, participants will delve into comprehensive modules that cover the essentials of UX and Interface Design, guided by industry best practices and expert insights.

## Objectives

- Understand the principles of effective user experience design.
- Gain proficiency in user interface design tools and techniques.
- Develop skills to create wireframes and prototypes.
- Learn to evaluate and improve user interfaces based on user feedback.
- Apply UX and UI concepts to real-world projects.

## Course Outlines

### Day 1: Introduction to User Experience Design

- Overview of UX Design principles and practices.
- Understanding user needs and behaviors.
- The role of research in UX design.
- Identifying and creating user personas.
- The importance of storytelling in UX.

### Day 2: Fundamentals of User Interface Design

- Principles of visual design in UI.
- Typography, color theory, and iconography.
- Introduction to UI design tools (Figma, Sketch, Adobe XD).
- Creating and applying design systems.
- Designing accessible and inclusive interfaces.

### Day 3: Prototyping and Wireframing

- Differences between wireframes, mockups, and prototypes.
- Tools and techniques for wireframing.
- Creating interactive prototypes.
- User testing strategies and feedback collection.
- Iterating designs based on testing outcomes.

### Day 4: User Testing and Evaluation

- Planning and conducting usability testing.
- Analyzing and reporting test results.
- UX metrics and performance indicators.
- Improving designs through iteration.
- Ethical considerations in user research and testing.

## **Day 5: Applying UX and UI Design in Projects**

- Integrating UX/UI practices into agile workflows.
- Collaborating with development and product teams.
- Real-world case studies and project analysis.
- Final project presentations and feedback sessions.
- Future trends in UX and UI design.