

UI/UX Design with AI Tools

Design intuitive digital products using research, wireframes, Figma, prototypes, design systems, usability testing, and AI-assisted workflows.

PROGRAM SNAPSHOT

4 Months Live Training	1 Year LMS Access	Recorded Sessions	Capstone Project	90% Attendance Expected	80% Projects Completion
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PROGRAM OVERVIEW

The UI/UX Design with AI Tools program is a 4-month online live training program designed to help learners build practical skills in user research, wireframing, UI design, prototyping, design systems, usability testing, accessibility, portfolio creation, and AI-assisted design workflows.

Program Highlights

- 4 months online live training
- LMS access for 1 year with class recordings
- Assignments, case studies, and mentor feedback
- AI tools integrated into the learning workflow
- Capstone project in the final phase
- Certificate eligibility based on attendance, assignment completion, fee clearance, and policy compliance
- Figma-based practical learning and portfolio case studies
- AI-assisted UX research, UI ideation, design critique, and case study writing

Key Skills You Will Master

- User research	- UX strategy
- Wireframing	- UI design
- Figma design execution	- Prototyping
- Design systems	- Usability testing
- Accessibility basics	- Portfolio case study creation
- AI-assisted UX workflows	- Product design thinking

Tools You Will Work With

Figma	FigJam	Canva	Framer basics
Miro basics	Notion	Google Forms	Maze/Useberry basics
ChatGPT	Gemini	Claude	Figma AI features
AI image tools	Accessibility checkers		

What You Will Build

<p>Mobile App Screens Create mobile app UI screens.</p>	<p>Web UI Interfaces Design modern responsive web interfaces.</p>	<p>Interactive Prototypes Build clickable flows for testing.</p>	<p>Design Systems Create reusable components and rules.</p>	<p>Case Study Portfolio Present UX thinking and final designs.</p>
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Learn by doing with live classes, assignments, projects, capstone work, LMS recordings, and mentor feedback.

Important Note: Careerpedia does not guarantee placements, employment, job offers, interview calls, salary outcomes, or employer selection. The program focuses on training, skill building, projects, assessments, and structured learning support.

DETAILED COURSE CURRICULUM

UI/UX Design with AI Tools

The curriculum below is structured module-wise so learners can clearly understand exactly what is covered, what tools are used, and what practical work is expected.

Module 1: UI/UX and Product Design Foundations

This module introduces design thinking, product design mindset, and the role of UX in digital products.

Topics Covered

- What is UI?
- What is UX?
- UI vs UX difference
- Product design overview
- Role of a UI/UX designer
- Design thinking process
- Human-centered design
- Business goals vs user goals
- Problem-solving mindset
- Product lifecycle
- UX process overview
- Common UI/UX deliverables
- Understanding web apps, mobile apps, SaaS products, and dashboards

Practical Activities

- UX problem statement
- Product analysis assignment
- App teardown exercise

Module 2: User Research and Problem Discovery

This module trains learners to understand users, identify pain points, and define meaningful product problems.

Topics Covered

- Importance of user research
- Primary and secondary research
- User interviews
- Survey design
- Competitor research
- Market research basics
- Observation methods
- Research planning
- Research questions
- User pain points
- Research synthesis
- Affinity mapping
- User needs identification
- Problem framing

Practical Activities

- User interview script
- Survey form
- Competitor analysis report
- Research insights summary

Module 3: Personas, Journey Maps, and User Flows

This module converts research insights into structured UX artifacts used in product planning.

Topics Covered

- User personas

- Empathy maps
- User journey maps
- Customer experience mapping
- Pain points and opportunities
- Task flows
- User flows
- Sitemap planning
- Information architecture
- Navigation structure
- Content hierarchy
- Scenario mapping

Practical Activities

- Persona creation
- Empathy map
- User journey map
- User flow and sitemap

Module 4: Wireframing and UX Layout Planning

This module teaches learners to plan interfaces before final visual design.

Topics Covered

- What is wireframing?
- Low-fidelity wireframes
- Mid-fidelity wireframes
- Mobile-first layout planning
- Web layout planning
- Dashboard layout planning
- Form design
- Landing page structure
- Navigation patterns
- Empty states and error states
- UX writing basics
- Microcopy basics

Practical Activities

- Mobile app wireframes
- Website wireframes
- Dashboard wireframe
- UX copy improvement task

Module 5: Figma Fundamentals

This module focuses on practical Figma execution and collaboration.

Topics Covered

- Figma interface
- Frames and artboards
- Shapes and layers
- Text and typography
- Images and icons
- Auto layout
- Constraints
- Components
- Variants
- Styles
- Design assets
- Organizing files
- Figma collaboration
- Developer handoff basics

Practical Activities

- Figma basics assignment

- Component creation
- Auto layout practice
- UI screen recreation

Module 6: Visual Design and UI Principles

This module helps learners build high-quality UI screens using design principles and visual systems.

Topics Covered

- Visual hierarchy
- Typography principles
- Color theory
- Spacing and alignment
- Grid systems
- Contrast
- Consistency
- UI patterns
- Cards, buttons, forms, modals
- Mobile UI components
- Web UI components
- Dashboard UI components
- Design quality checklist
- Accessibility basics

Practical Activities

- UI style exploration
- Mobile screen design
- Web page design
- Dashboard UI design

Module 7: Prototyping and Interaction Design

This module teaches learners how to make designs interactive and testable.

Topics Covered

- What is prototyping?
- Clickable prototypes
- Navigation interactions
- Button states
- Form interactions
- Overlay interactions
- Micro-interactions
- Mobile app prototype
- Web prototype
- Prototype testing
- Presentation-ready prototype

Practical Activities

- Clickable mobile app prototype
- Website interaction prototype
- Prototype review and improvement

Module 8: Design Systems

This module trains learners to design reusable systems and components for scalable products.

Topics Covered

- What is a design system?
- UI kit vs design system
- Tokens introduction
- Color styles
- Text styles
- Spacing system
- Buttons and inputs

- Cards and navigation
- Component documentation
- Reusable components
- Design consistency
- Scaling design systems

Practical Activities

- Mini design system
- Component library
- Design system documentation

Module 9: Usability Testing and AI-Assisted Design

This module helps learners test designs, use feedback, and apply AI tools responsibly in the design process.

Topics Covered

- Usability testing basics
- Testing plan
- Test scenarios
- Collecting feedback
- Analyzing user feedback
- Iterating designs
- Accessibility testing basics
- AI for UX research
- AI for persona creation
- AI for wireframe ideas
- AI for UX copy
- AI for design critique
- AI for competitor analysis
- AI for case study writing
- Responsible use of AI in design

Practical Activities

- Usability test report
- AI-assisted UX improvement
- Design critique assignment
- Iteration report

Module 10: Portfolio and Capstone Project

This module helps learners convert their work into portfolio-ready UX case studies.

Topics Covered

- UX case study structure
- Problem-solution-result storytelling
- Research documentation
- Wireframes and final UI presentation
- Prototype walkthrough
- Usability testing evidence
- Design decision explanation
- Portfolio optimization
- Final presentation

Practical Activities

- EdTech learning app design
- Food delivery app redesign
- Healthcare appointment booking app
- Fintech dashboard
- Job portal mobile app
- E-commerce product page redesign
- SaaS admin dashboard

ASSESSMENTS THROUGHOUT THE PROGRAM

Research Assignment	Persona and Journey Map	Wireframe Assignment	Figma UI Submission	Prototype Submission	Usability Report	Final UX Capstone
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CAPSTONE PROJECT EXAMPLES

EdTech Learning App Design an online learning app flow.	Fintech Dashboard Create a finance dashboard UX/UI.	Food Delivery Redesign Improve ordering and checkout experience.	Job Portal Mobile App Design candidate discovery and application flow.
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Certificate Eligibility


- Minimum 90% live-class attendance expected
- Minimum 80% assignment/project completion expected
- No pending course fee dues
- Compliance with LMS usage rules and program policies
- Final capstone/project submission and review, wherever applicable

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RECOGNITION, CERTIFICATE & ECOSYSTEM

The following page can be used as a credibility page in the candidate-facing brochure. It includes the sample certificate format, the startup recognition article, and the partner ecosystem references shared for Careerpedia.

<h3>Certificate Preview</h3> 	<h3>News Article / Recognition</h3> <h2>Hyd edtechs dominate list</h2> <h3>Start-ups helps in transforming Hyderabad's innovation landscape</h3> <p>RACHEL DAMMALA DC HYDRABAD, OCT. 10</p> <p>Edtech start-ups have emerged as the best growing sector among LinkedIn's 2024 list of Top Start-ups in Hyderabad, which marks a significant shift in the city's innovation landscape.</p> <p>The list, which ranks start-ups based on parameters like employment growth, jobseeker interest, engagement on LinkedIn, and their ability to attract top talent, highlights how education technology firms are leading the way in transforming traditional learning models.</p> <p>At the forefront is Bhanu, an AI-powered platform founded by the city-based Neelakantha Bhanu, which endeavours to make mathematics more enjoyable and accessible.</p> <p>"We are not just digitising education but revolutionising pedagogy. Our goal is to create deeper, empowering learning experiences that go beyond just the classroom," Bhanu told <i>Aavaz Chronicle</i>.</p> <p>Unlike earlier edtechs, Bhanu focuses on transforming the manner students engage with math, making it more interactive and enjoyable. Bhanu has enrolled over 30,000 students across 10 courses.</p> <p>"We focus on long-term success and global impact, while ensuring sustainable growth and profitability. Ultimately, parents and students value the tangible impact we bring to their learning journeys," Bhanu added.</p> <p>Start-ups like Bhanu are offering what previous companies, like Bhanu's, struggled with—engagement and long-term focus. While many edtech firms digitised traditional teaching methods, newer companies are creating transformative learning experiences.</p> <p>Bhanu's story-driven curriculum and interactive learning sessions focus on developing a passion for learning rather than short-term memorisation.</p> <p>These start-ups' personalised and interactive sessions offer students an engaging alternative to rote learning in coaching centres.</p> <p>"We're prioritising personalised, deeper learning journeys instead of the one-size-fits-all approach," Bhanu added. This tailored, immersive experience helps students build confidence and develop a genuine love for mathematics, he said. Coschool is another key player, using AI to personalise the learning experience for school students. "Learning through AI feels more engaging and targeted than traditional coaching," shared Anjali P Viswanath, a high school student from the city, noting that many of her friends are also turning to these platforms for a more effective and personalised approach to learning.</p> <p>Another one that figures in the list, Careerpedia further highlights Hyderabad's edtech dominance by offering hands-on training in design and development. It bridges the gap between education and employment by providing mentor-led programmes in high-demand fields such as UI/UX design, development, and QA, ensuring that students acquire the skills necessary for real-world applications.</p> <p>Education-centric start-ups GradRight, uses AI to assist students in finding the right programmes and securing funding for higher education, adding further momentum to the city's status as an edtech hub.</p> <p>While the edtech sector dominates, LinkedIn's list also features start-ups from other sectors like Recykal.com in waste management and Keus Smart Home, which focuses on smart home automation solutions.</p> <p>7 HYD START-UPS IN TOP 10 LIST</p> <ul style="list-style-type: none"> • RECYKAL.COM Higher education • KEUS SMART HOME Appliances, electrical and electronics manufacturing • CAREERPEDIA Higher education Hyderabad • COSCHOOL E-learning providers • BHANU Hospitality • GOKHANA Hospitality • COSCHOOL E-learning providers <p>Courtesy: LinkedIn</p>
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Final Program Notes

- The course duration is 4 months of online live training.
- LMS access may be provided for up to 1 year for recordings, assignments, notices, and selected learning resources.
- Certificates are issued subject to attendance, assignment/project completion, fee clearance, and compliance with program rules.
- Careerpedia is an edtech and upskilling platform. It does not guarantee placement, employment, internship, interview calls, or salary outcome.