Design For Coders

Modality: On Demand

Duration: 2 Hours

About this Course:

This 2 Hours Training Program for beginner-level is explicitly intended for Mobile and Web App Developers who need to get familiar with the basics of design. Design expertise and proficiency is constantly an extraordinary weapon to have in a web designer's arms stockpile. Experts who know the designing art of innovative and appealing sites and applications can support various their advantages and convey better client experience to the audience.

This course gives an essential overview of designing and introduces candidates and experts to key ideas and functionalities. Through this course, experts will find a workable pace Foundations, Typography, Colors, Motions, Speed, Layout, Graphics, Interactivity, and other essential design principles.

This course includes more than 30 video instructional exercises and lectures and various handy activities intended to assist applicants with developing theoretical information and understanding of application and web designing.

Course Objectives:

The main purpose of this course is to assist experts with gaining superior understanding and information about the following key ideas:

- Basics and Essentials of Design
- Getting to Know Colors and Foundations.
- Building awareness of the Key Typography Concepts
- Design Manipulation and Understanding Audience.
- Essentials of Graphics, Layout, and Medium
- Getting to Know Motions and Speed.
- Building Better Interactivity Fundamentals and User Experience.
- Understanding Design Consistency Importance

Audience:

This course is explicitly custom-fitted for the following interested learners and experts:

- Mobile and Web App Developers
- Applicants striving to improve App Designing Skills
- IT Experts and Professionals.

Prerequisites:

No prerequisites for the course of Design for Coders

Course Outline:

- Section 1: Foundations
- Section 2: Color
- Section 3: Typography
- Section 4: Audience
- Section 5: Layout
- Section 6: Medium
- Section 7: Graphics
- Section 8: Motion and Sound
- Section 9: Interactivity
- Section 10: UX: User Experience
- Section 11: Consistency