

## **Mobile UI and UX Design**

**Modality: Self-Paced Learning**

**Duration: 3 Hours**

**SATV Value:**

**CLC:**

**NATU:**

**SUBSCRIPTION: Learn, Master**

### **About the course:**

As the world now revolves around mobile devices, almost everything is application-dependent including gaming and the banking sector. However, due to this the user experience and user interface are now more important than ever.

People only use websites or the app if it is easy to use, and the icons are accessible on the screen. If not, then an average user becomes annoyed and switch to an alternative. An efficient mobile display is the most important factor of any application nowadays, and that is why its developer is one of the most quintessential parts of the development team.

Usually, User Experience (UX) and User Interface (UI) are grouped but they are two different disciplines. User Interface focuses on the main interface and the details of the consumer interaction within the application. User experience is the feel of the entire application and how the product comes together as a whole.

The two put together define the functionality for the system and is the most crucial part of the mobile application.

### **Course Objectives:**

With this course, you will get an in-depth understanding of the fundamentals of the UI/UX design:

- Complete in-depth knowledge of the basics of the User Interface and User Experience of the mobile app
- Establish a strong core for the development, management, and planning of mobile app usability
- Step by step process from the designing phases to the execution phase of a project

### **Course Outline:**

**What is UX Design?**

**Mobile UX Design Trends**

**UX Discovery, Assessment & Planning**

**Nuts & Bolts? / Wireframing to Prototyping**

**User Interface High Fidelity Design**

**During Development - Building the UX**