

Mastering User Experience (UX) Design: A 5-Day Intensive

2027 18 - 14
Online

UK Training

PARTNER





The Program Flow

Day 1: Introduction to UX Design

- Understand UX fundamentals and the value of user-centered design.
- Explore design thinking and how it supports problem-solving.
- Learn the stages of the UX design process.
- Review key user research methods and when to use them.
- Define project goals, user needs, and expected design outcomes.

Day 2: User Research and Analysis

- Conduct user interviews and surveys to gather meaningful insights.
- Create user personas that represent target users and behaviors.
- Develop journey maps to understand user experiences and touchpoints.
- Analyze and synthesize research data into clear findings.
- Identify user pain points, needs, expectations, and design opportunities.

Day 3: Information Architecture and Wireframing

- Organize content and structure information for easier navigation.
- Create site maps that clarify product structure and user pathways.
- Use sketching and low-fidelity wireframing to explore design ideas.
- Apply digital wireframing tools and techniques.
- Use visual hierarchy and layout principles to improve clarity and usability.

Day 4: Prototyping and Visual Design

- Create interactive prototypes to test user flows and design concepts.
- Apply UI design principles and best practices within UX projects.
- Use color theory and typography to improve readability and visual appeal.
- Design with accessibility and inclusivity in mind.
- Prepare high-fidelity designs that support testing and presentation.

Day 5: Usability Testing and Iteration

- Plan and conduct usability tests with clear objectives.
- Observe user behavior and collect practical feedback.
- Analyze test results and prioritize design improvements.
- Iterate designs based on usability findings.
- Present UX work clearly and build a portfolio-ready case study.

UK Training

PARTNER



Individual Impact

- Build a strong foundation in the full UX design process.
- Gain hands-on experience with research, wireframing, prototyping, and testing.
- Improve confidence in using industry-standard UX tools and methods.
- Strengthen the ability to explain and defend design decisions.
- Develop a professional UX portfolio piece based on a complete project.

Work Impact

- Improve digital product usability and user satisfaction.
- Reduce design assumptions through research-based decision-making.
- Support better collaboration between product, design, development, and business teams.
- Improve product quality through testing, feedback, and iteration.
- Create more accessible, inclusive, and user-centered digital experiences.

Training Methodology

This program combines UX principles with hands-on project application through:

- User research exercises, interviews, and survey practice.
- Persona creation, journey mapping, and insight synthesis workshops.
- Site mapping, sketching, and wireframing activities.
- Interactive prototyping and visual design exercises.
- Usability testing simulations and feedback analysis.
- Portfolio case study development and final presentation practice.

Beyond the Course

Upon completion, participants will be able to:

- Create a complete UX project from research to final design.
- Apply UX best practices to real-world digital product challenges.
- Conduct research, analyze findings, and translate insights into design decisions.
- Build wireframes, prototypes, and high-fidelity designs.
- Test designs with users and improve them through structured iteration.
- Present a professional UX design portfolio piece with confidence.

A graphic of a chessboard with several chess pieces (a king, a queen, a rook, and a pawn) positioned on it. The board is checkered, and the pieces are in gold and silver. In the background, there are concentric circles radiating from the center.

UK Training
PARTNER