

Graphic Designing			
S. No.	Curriculum	Subtopic	Date & Time
1	Introduction to Graphic Designing	Overview of Graphic Designing Differences between UI and UX Design Thinking and User-Centered Design Introduction to Design Tools (Figma, Adobe XD	04th October (07:10-08:10)
2	Understanding User Research	Importance of User Research in Design Conducting User Interviews and Surveys Creating Personas and Empathy Maps Hands-on: Analyzing user needs	06th October (07:10-08:10) 07th October (07:10-08:10)
3	Information Architecture and Wireframing	Structuring Information for Better Usability Creating Sitemaps and User Flows Introduction to Wireframing Hands-on: Designing wireframes using Figma/Adobe XD	08th October (07:10-08:10) 09th October (07:10-08:10)
4	Visual Design Principles	Color Theory, Typography, and Layout Design Consistency and Design Systems Designing for Accessibility Hands-on: Creating style guides for Theory, Typography, and Layout Design	11th October (07:10-08:10) 12th October (07:10-08:10)
5	Prototyping and Interaction Design	Creating Interactive Prototypes Microinteractions and Animation Basics User Testing and Feedback Integration Hands-on: Developing a clickable prototype cy and Design Systems	14th October (07:10-08:10) 15th October (07:10-08:10)
6	UI Design Tools Mastery	Deep Dive into Figma/Adobe XD Designing Responsive Interfaces Exporting Assets and Design Handoff to Developers Hands-on: Full mockup creation signing for Accessibility	19th October (07:10-08:10) 22th October (07:10-08:10)
7	Usability Testing and Iteration	Conducting Usability Tests Analyzing User Feedback Iteration and Improving Design Hands-on: Conducting a usability test on a projects- on: Creating style guides	24th October (07:10-08:10)
8	Design Systems and Branding	Building and Managing Design Systems	27th October (07:10-08:10)

		Branding Essentials for Graphic Designers Consistency in Multi-platform Design Hands-on: Creating a mini design system	30th October (07:10-08:10)
9	Advanced Graphic Designing Concepts	Introduction to Motion Design in UI Advanced Prototyping Techniques Inclusive and Ethical Design Practices Hands-on: Designing for diverse user needs	01st November (07:10-08:10)
10	Capstone Project and Review		02nd November (07:10-08:10)