THE ART OF DRAFTING THE BEST

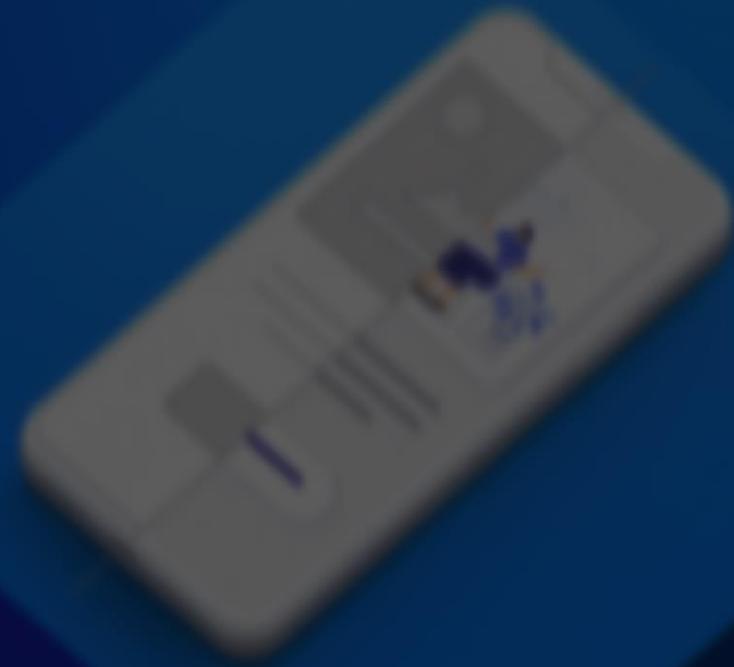# UI/UX
DESIGN

Name: Vaishnavi Mali.

Topic: Introduction to UI/UX Design

FAQ'S

- Which Field I need to purse to start UI/UX

- Future Proof Yes or No?

- Earning Opportunity?

- Easy or Difficult

- Coding Required or no?

- How much Time Required?

- From where should I learn?

Steps to know before you start UI/UX

- Start Learning UI design

- Master a Tool (Figma)

- Practice the design

- Slowly start UX

- Build a Portfolio

WHAT IS UI/UX DESIGN?

- UI Design: User Interface design focuses on the look and layout of a product.

- UX Design: User Experience design is about the overall feel and functionality of a product.

- Difference: UI is about the product's aesthetics, while UX is about the product's usability
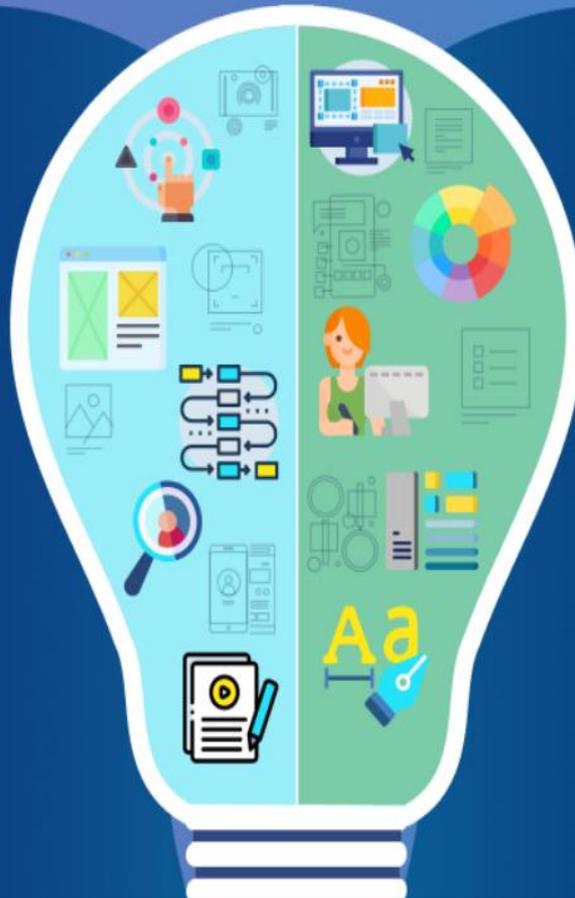
The Difference between

IMPORTANCE OF UI/UX DESIGN

- User Satisfaction: Good UI/UX design enhances user satisfaction and improves user retention.

- Brand Loyalty: Effective design can lead to increased brand loyalty.

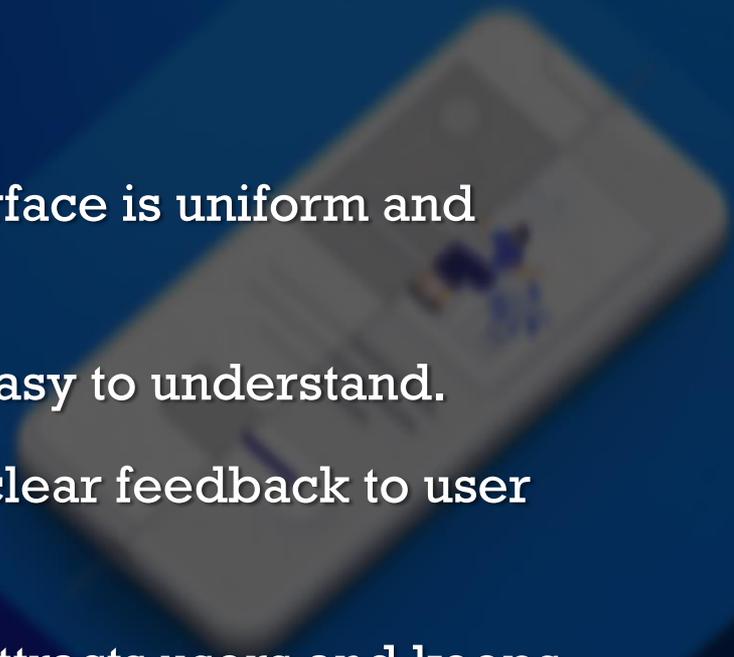- Conversions: Better design can result in higher conversion rates and business success.

BASIC PRINCIPLES OF UI DESIGN

- Consistency: Ensures that the user interface is uniform and predictable.

- Clarity: Design should be simple and easy to understand.

- Feedback: The system should provide clear feedback to user actions.

- Aesthetics: Visually appealing design attracts users and keeps them engaged.

BASIC PRINCIPLES OF UX DESIGN

- Usability: Ensures the product is easy to use.

- Accessibility: Design should be usable by people with various disabilities.

- User-Centric: Focus on the needs and goals of the user.

- Functionality: Ensure that the product works as expected and solves user problems.

THE UI/UX DESIGN PROCESS

- 1. Research: Understanding user needs and market demands.

- 2. Wireframing: Creating basic layout designs.

- 3. Prototyping: Developing interactive models of the final product.

- 4. Testing: Conducting usability testing with real users.

- 5. Iteration: Refining the design based on user feedback.
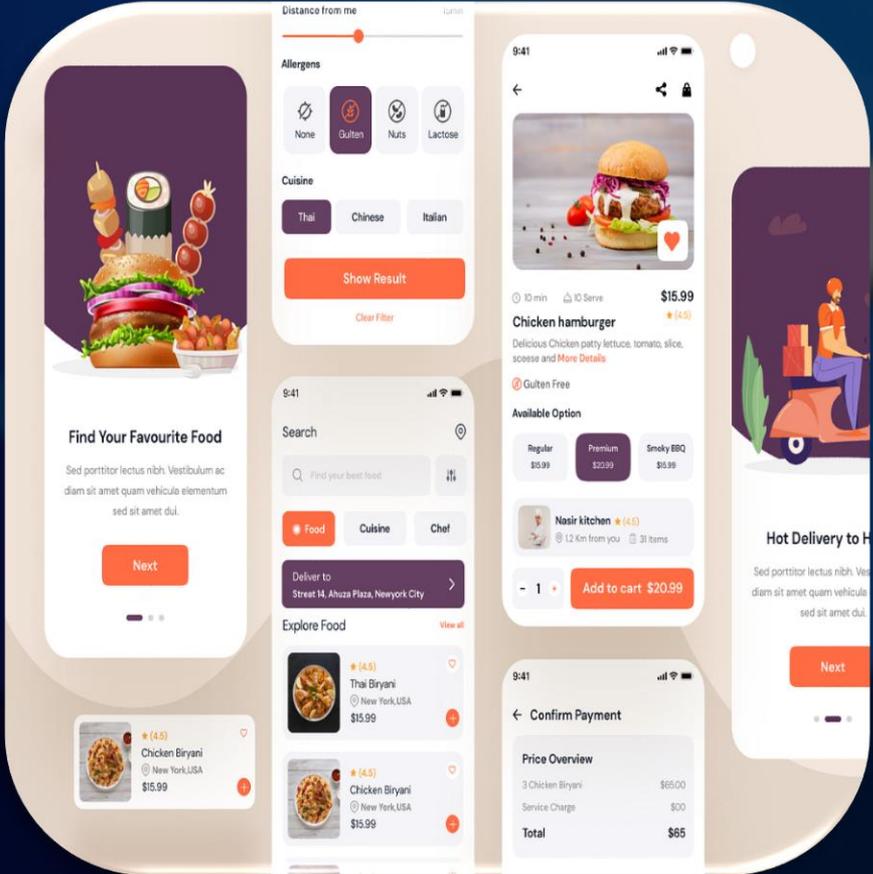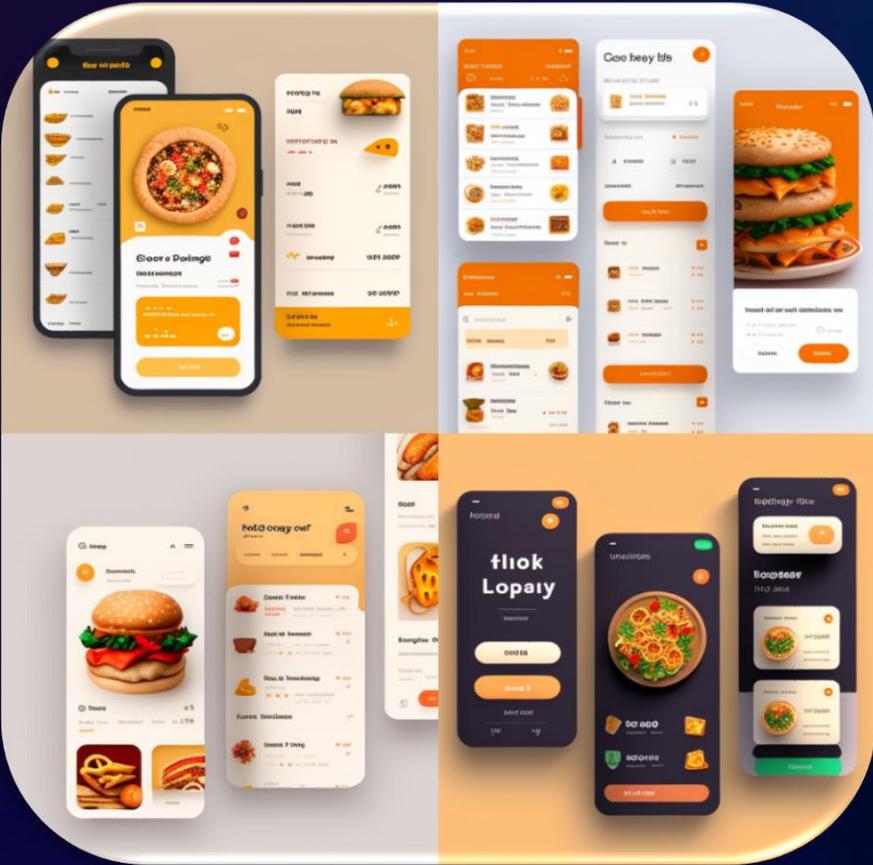
TOOLS FOR UI DESIGN

- Sketch: A vector graphics editor for designing user interfaces.

- Adobe XD: A design tool for wireframing and prototyping.

- Figma: A collaborative interface design tool.

UI/UX DESIGN

COMMON MISTAKES IN UI/UX DESIGN

- Ignoring User Feedback: Not taking user feedback into account.

- Overcomplicating Design: Making the design too complex.

- Poor Navigation: Confusing navigation structure.

- Inconsistent Design: Lack of consistency in design elements.

TIPS FOR BEGINNERS

- Stay Updated: Follow UI/UX trends and updates.

- Practice: Continuously work on design projects to improve your skills.

- Master Figma.Learn System Design

- Learn from Others: Study successful designs and understand why they work.

- Games for enhancing UI/UX designing skills: Can't Unseen, Color

RESOURCES FOR LEARNING UI/UX DESIGN

- Books: 'Don't Make Me Think' by Steve Krug, 'The Design of Everyday Things' by Don Norman.

- Online Courses: Coursera, Udemy, Interaction Design Foundation.

- Blogs & Websites: Smashing Magazine, UX Planet, A List Apart.

Q&A

Any Queries you can ask also want to learn UI/UX from Zero to Hero You can join my upcoming batch.. Coming soon.

THANK YOU