

Updated 06/14/2024

Sign up

UX Design training

3 days (21 hours)

Presentation

UX Design aims to improve the user experience by designing attractive, intuitive interfaces for a variety of products. Our UX Design training course will teach you how to create them effectively for your needs or the needs of others.

During this course, you'll learn how to conduct user research, create [wireframes](#) and prototypes, and optimize accessibility through usability testing.

[User-centered design](#), user psychology and UX project management will be covered to improve interface performance and efficiency.

With this training course, you'll gain the skills you need to create pleasant, intuitive interfaces, in particular to optimize your users' conversion and retention rates.

Like all our training courses, it will take into account the latest UX Design practices.

Objectives

- Understand the fundamental principles of UX Design
- Know how to organize and conduct effective user tests
- Explore advanced UX Design trends and features
- Master design and prototyping techniques

Target audience

- **Web designers**
- UX/UI designers

- Developers
- Product managers
- Project managers

Prerequisites

Basic understanding of IT concepts.

UX DESIGN TRAINING PROGRAM

INTRODUCTION TO UX DESIGN

- Introduction to UX Design: What is it?
- Fundamentals of UX Design
- Understanding user needs
- Overview of the strategic impact of UX Design on digital product design
- User-centered design process
- Analysis of personas and user paths

DESIGN AND PROTOTYPING

- Introduction to prototyping tools
- Prototyping
 - Low-fidelity vs. high-fidelity
 - Application functionality
- Creation of interactive prototypes
- The basics of user interface design
- Principles of visual design and information architecture
- Using wireframes to design user interfaces

IMPLEMENTATION AND FOLLOW-UP

- Collaboration with developers and stakeholders
- UX Design project management
- User interface performance monitoring
- Integrating user feedback into development cycles

TESTING AND ITERATION

- Organize and conduct user tests: recruitment, protocols, analysis
- Plan and execute user tests
- Analysis of test results and identification of problems
- Conduct user tests on the prototypes created
- Design iteration and improvement based on user feedback
- Heuristic evaluation

FEATURES AND TRENDS

- Explore advanced UX design principles
- Emotional design and color psychology
- Adaptive and responsive design
- Current trends in UX Design
- Design for augmented reality (AR) and virtual reality (VR)
- Ethics and responsibility in UX Design

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.