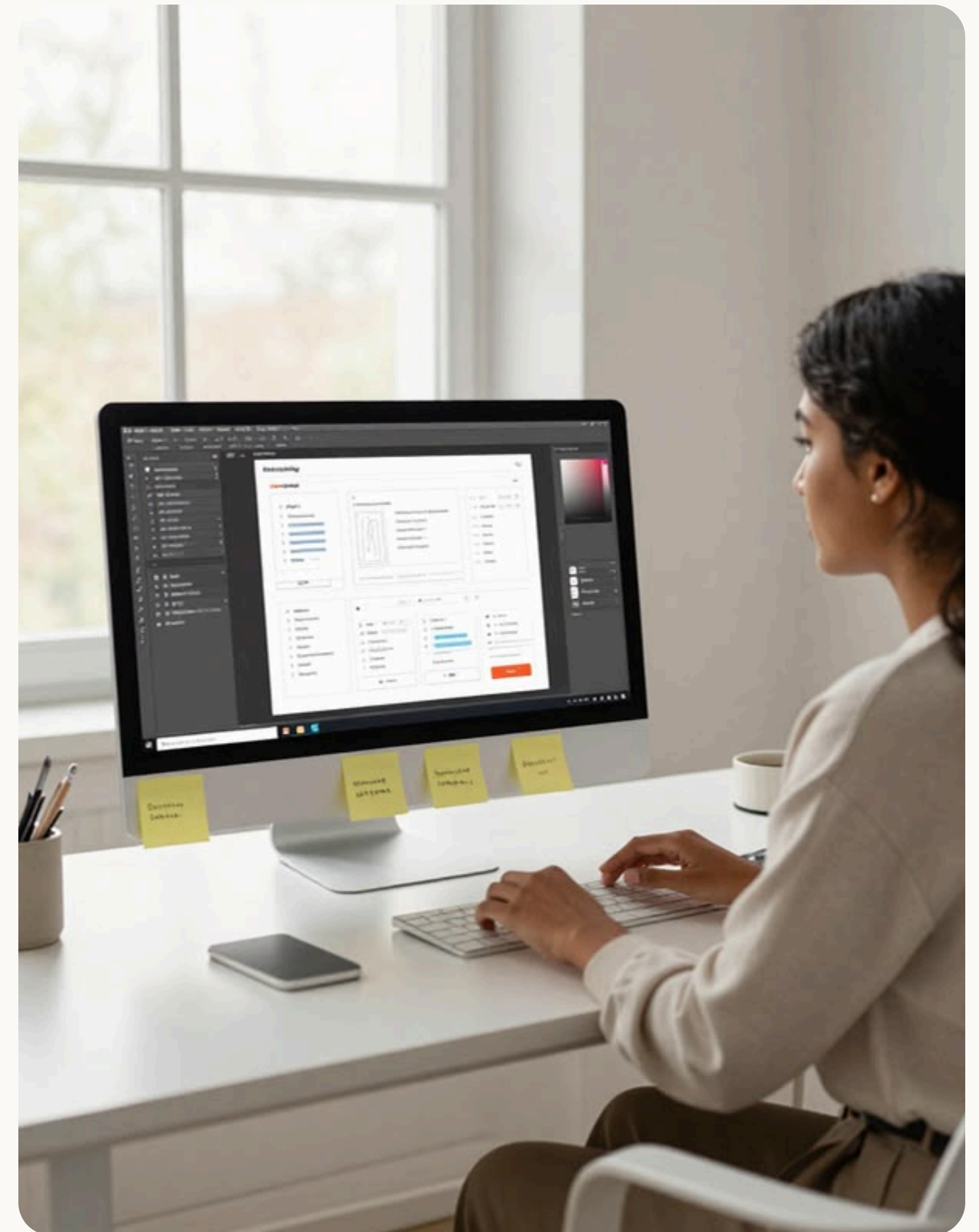




Craft to Career UX/UI Curriculum

8-Week **Journey from
Foundations to Career**



Curriculum Overview & Learning Journey

An 8-week modular UX/UI design curriculum built for hands-on learning, real-world outputs, and career-ready skills — guiding learners from foundational concepts to a complete portfolio project.

Weeks 1–2: Discover

Week 1	UX/UI Foundations, HCD/UCD & AI-Augmented Design → Problem Brief
Week 2	UX Research & Problem Discovery → Research Repository & Summary

Weeks 3–4: Define & Strategize

Week 3	Research Synthesis & Problem Definition → UX Strategy & Problem Definition Doc
Week 4	Ideation, Product Thinking & Experience Architecture → Solution Strategy, MVP & User Flows

Weeks 5–6: Design & Build

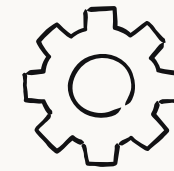
Week 5	UX Design, Wireframing & Interaction Design → Low/Mid-Fidelity UX Prototype
Week 6	UI Design, Design Systems & AI-Assisted Visual Exploration → High-Fidelity UI System

Weeks 7–8: Test & Launch

Week 7	Prototyping, Usability Testing & Iteration → Tested & Iterated Prototype
Week 8	Project Completion, Portfolio & Career Preparation → Final Project & Career Foundation

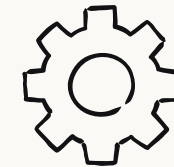


Week 1 — UX/UI Foundations



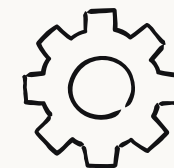
Design Basics & Roles

Explore UX vs UI vs Product roles and build foundational design thinking skills.



HCD/UCD & Figma Fundamentals

Apply human-centered and user-centered design principles with hands-on Figma practice.



Milestone: Problem Brief

Frame your design project and produce an approved Problem Brief through AI-augmented prompting.

Week 1

Daily Activities

A day-by-day breakdown of Week 1 activities, helping students build foundational UX/UI knowledge and produce their first key deliverable: the Approved Problem Brief.

Key Outputs:



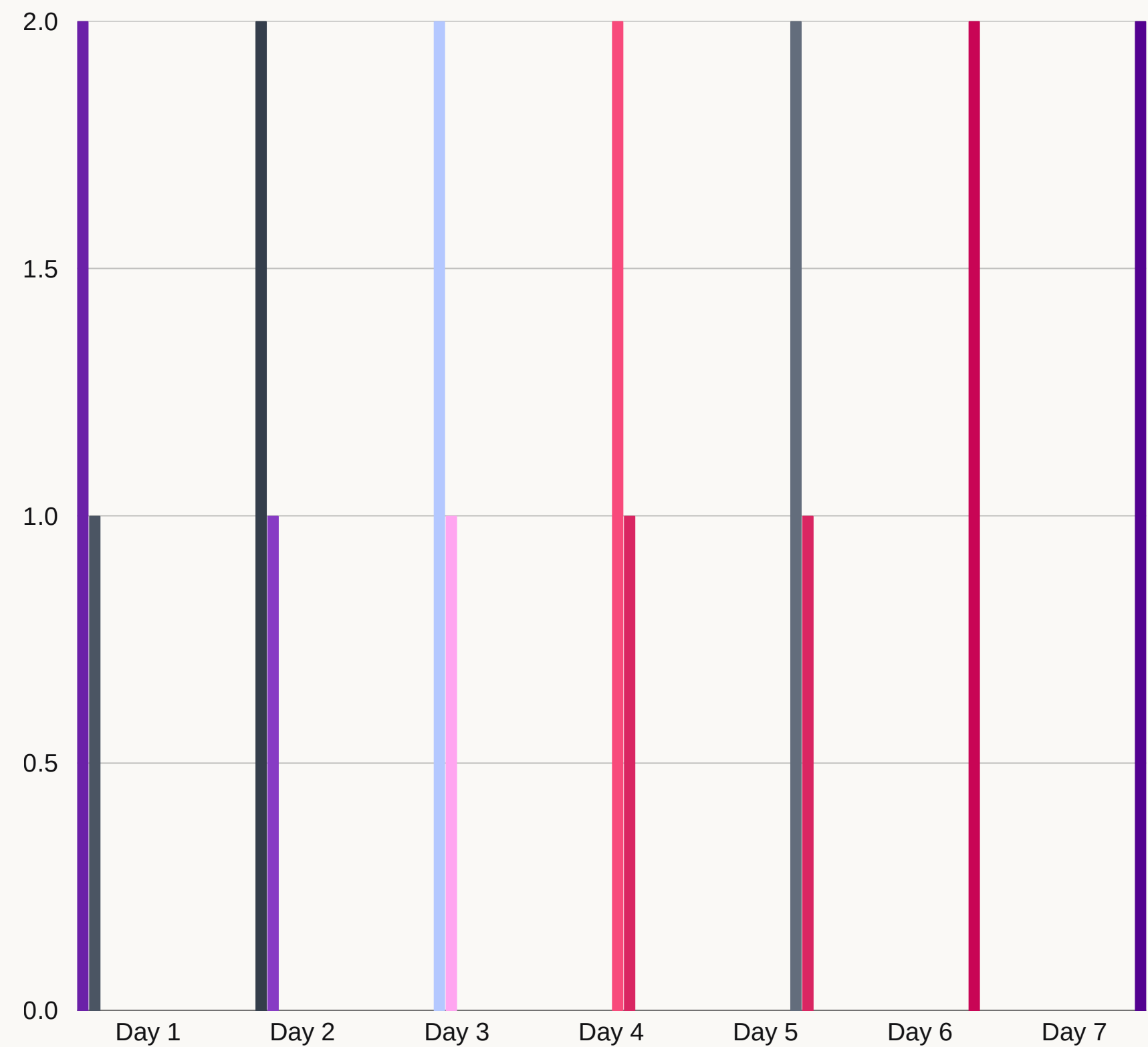
Days 1–3
Outputs



Days 4–5
Outputs



Days 6–7
Activities

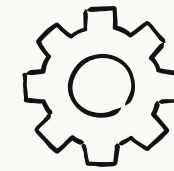


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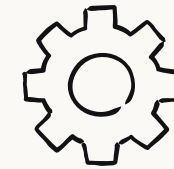


Week 2 — UX Research & Problem Discovery



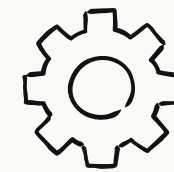
Milestone: UX Research Repository + Research Summary

Plan and conduct user interviews, surveys, and competitor analysis to build a comprehensive research repository.



Research Methods & Discovery

Apply qualitative and quantitative research techniques, including interview guides, survey design, and bias checks.



Synthesis & Problem Preparation

Organize findings, identify patterns, and prepare a reviewed research repository ready for synthesis in Week 3.

Week 2 Daily Activities & Outputs

Detailed daily breakdown of UX Research & Problem Discovery activities, building toward the UX Research Repository and Research Summary milestone.

Key Outputs by Day:



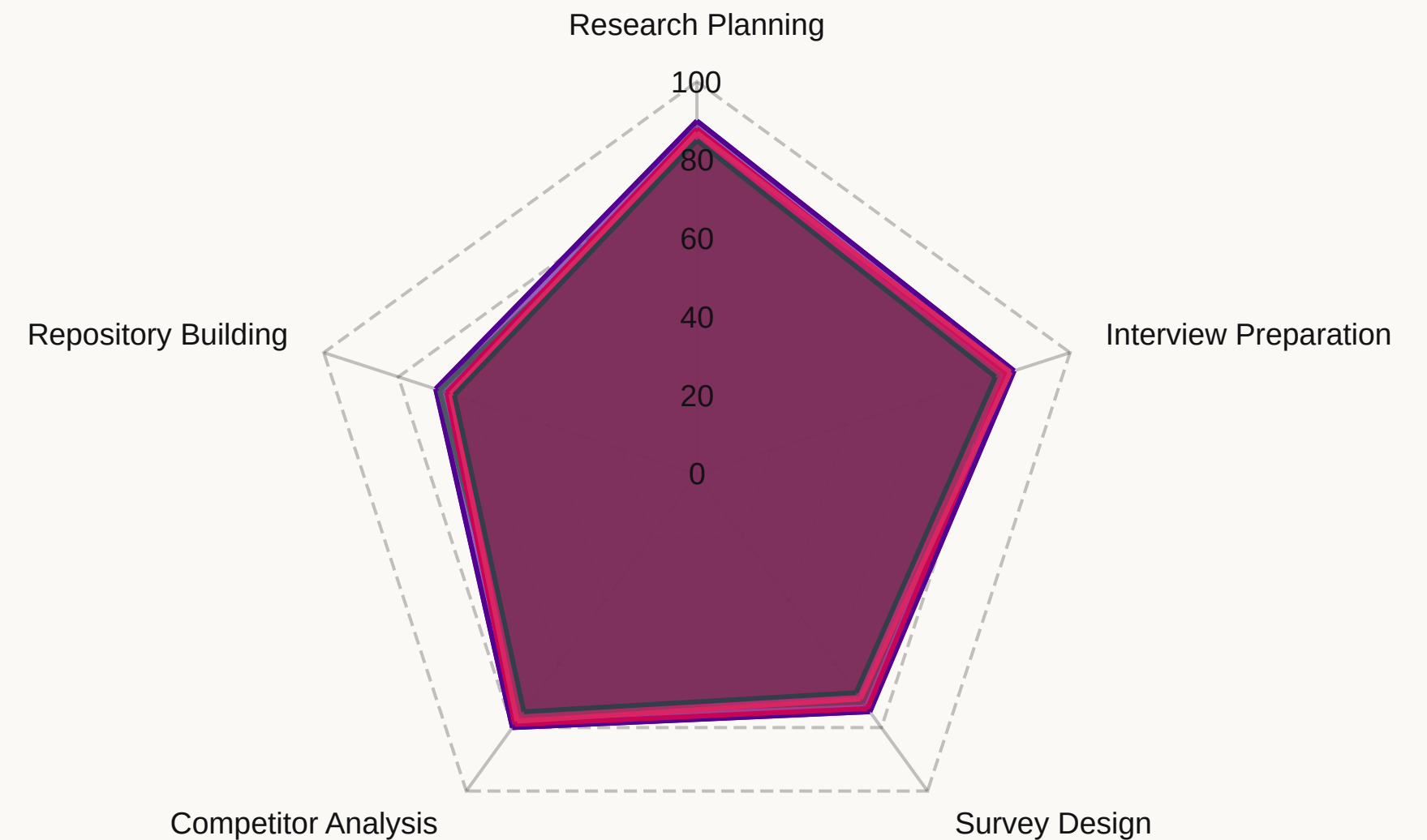
Day 1–2: Research Plan & Interview Guide



Day 3–5: Interviews, Surveys & Competitor Scan



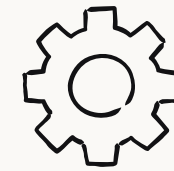
Day 6–7: Optional Lab & 3–5 Real Interviews



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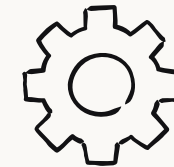


Week 3 — Research Synthesis & Problem Definition



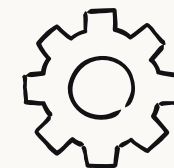
Milestone: UX Strategy + Problem Definition Document

Organize research data and generate evidence-backed insights through affinity mapping and synthesis.



Personas, Empathy Maps & Journey Mapping

Build user personas and empathy maps, then trace the full user journey to surface key pain points.



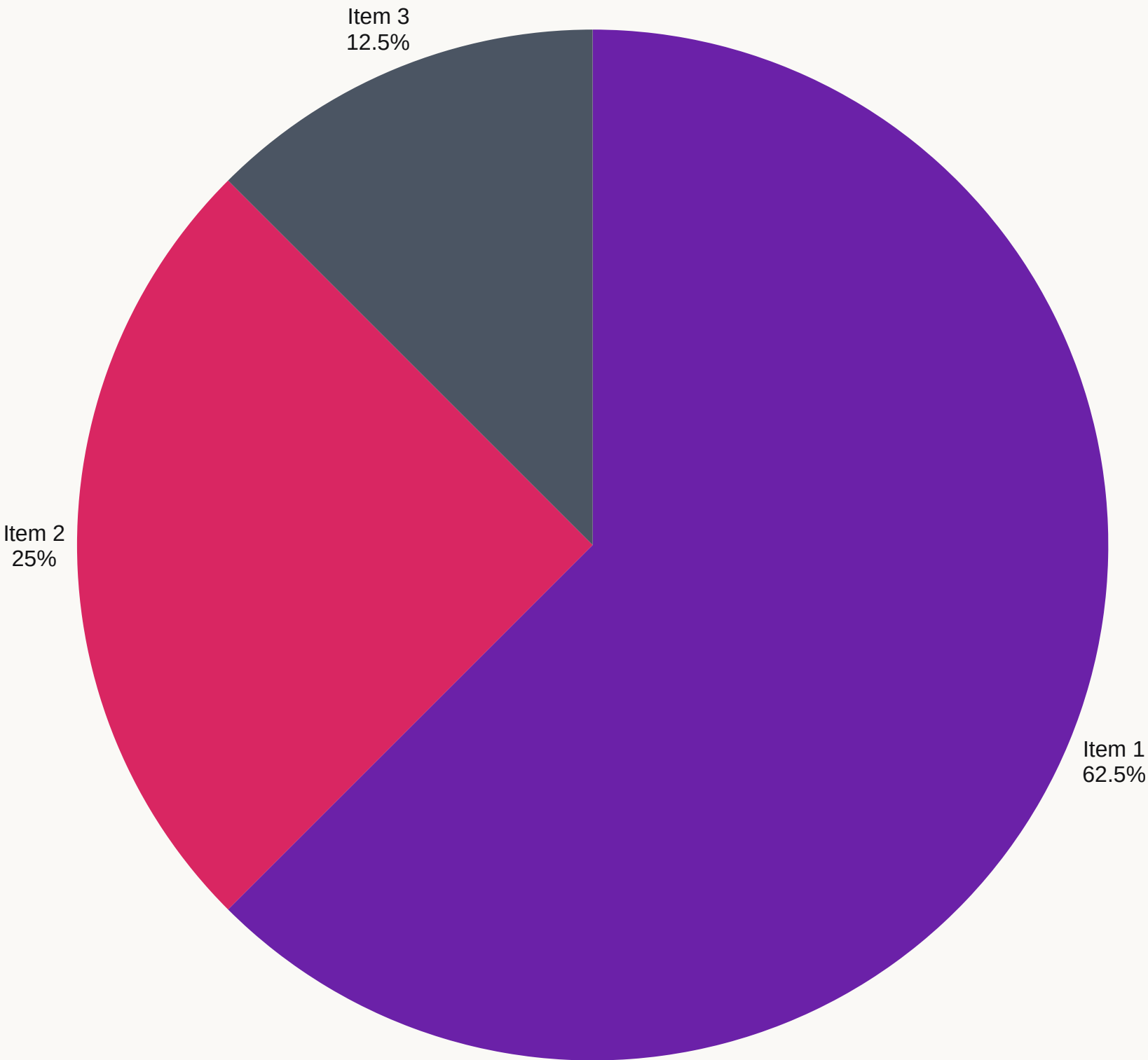
Problem Statements & HMW Questions

Define clear problem statements and craft How Might We questions to frame the design challenge.

Week 3 Daily Activities & Outputs

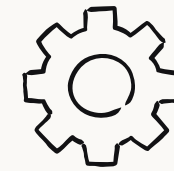
Milestone: UX Strategy + Problem Definition Document

- Day 1: Affinity mapping; output: Affinity Map
- Day 2: Insight statements; output: Evidence-backed insights
- Day 3: Persona & empathy map; output: Persona/Empathy Map
- Day 4: Journey map & problem statement; output: Journey Map + Problem Statement
- Day 5: Review & defend; output: Approved Problem Definition
- Day 6: Optional peer workshop
- Day 7: Finalize persona, journey, and HMWs



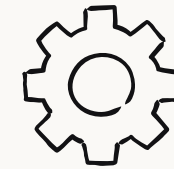


Week 4 — Ideation, Product Thinking & Experience Architecture



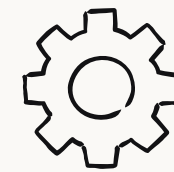
Ideation & Solution Selection

Generate ideas using divergent and convergent thinking, then evaluate and select the strongest solution direction.



MVP Scoping & Feature Prioritization

Define the minimum viable product, prioritize features using a prioritization matrix, and align scope with user needs.



Information Architecture & User Flows

Design IA diagrams and user flows to map the end-to-end experience. Milestone: Solution Strategy + MVP + IA + User Flow.

Week 4

Daily Activities

Ideation, Product Thinking & Experience Architecture — building toward your Solution Strategy, MVP scope, IA, and User Flow.

Daily Breakdown:

Day 1: Divergent/convergent ideation → Idea List

Day 2: Evaluate & select solution → Selected Solution Direction

Day 3: MVP scoping & feature prioritization → Prioritization Matrix

Day 4: IA & user flows → IA Diagram + User Flow

Day 5: Review and approve flow → Approved Flow

Day 6: Optional IA troubleshooting lab

Day 7: Finalize IA and flows



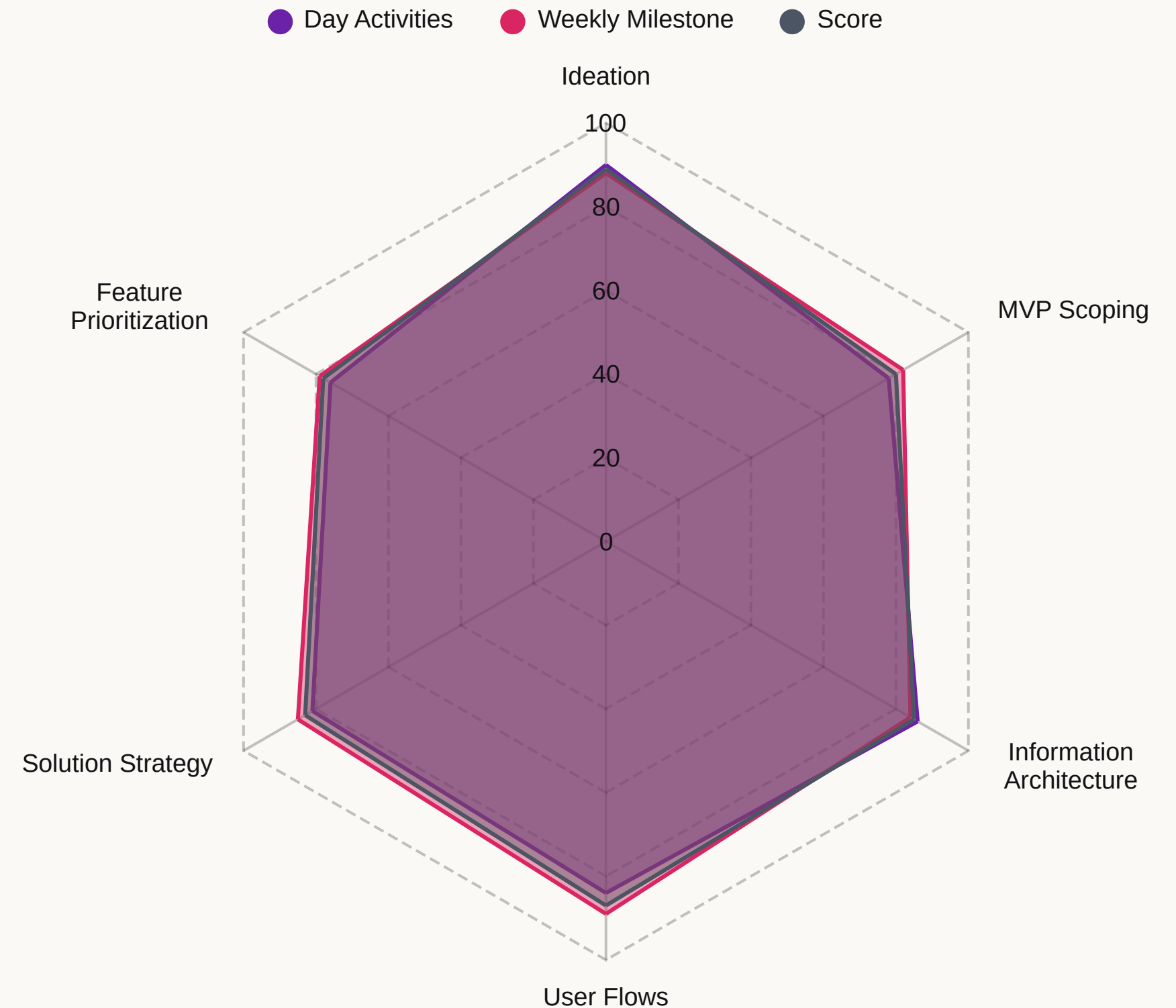
Ideate &
Select Solution



Scope MVP &
Prioritize Features



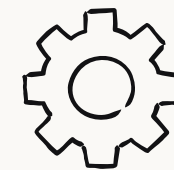
Design IA &
User Flows



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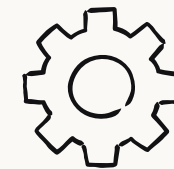


Week 5 — UX Design, Wireframing & Interaction Design



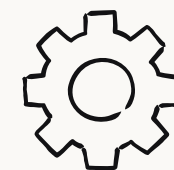
Milestone: Low/Mid-Fidelity UX Prototype

Build and refine wireframes across core user flows, progressing from low-fidelity sketches to an approved mid-fidelity prototype ready for UI design.



Interaction Patterns & Edge States

Design navigation flows, form patterns, and error/empty/loading states with intentional UX copy that guides users through every scenario.



Layout Exercises & Prototype Linking

Practice multiple wireframe variations per screen, link prototype flows in Figma, and present an approved mid-fidelity prototype by end of week.

Week 5

Daily Activities

UX Design, Wireframing & Interaction Design — each day builds toward a tested mid-fidelity prototype ready for UI handoff.
Milestone: Low/Mid-Fidelity UX Prototype



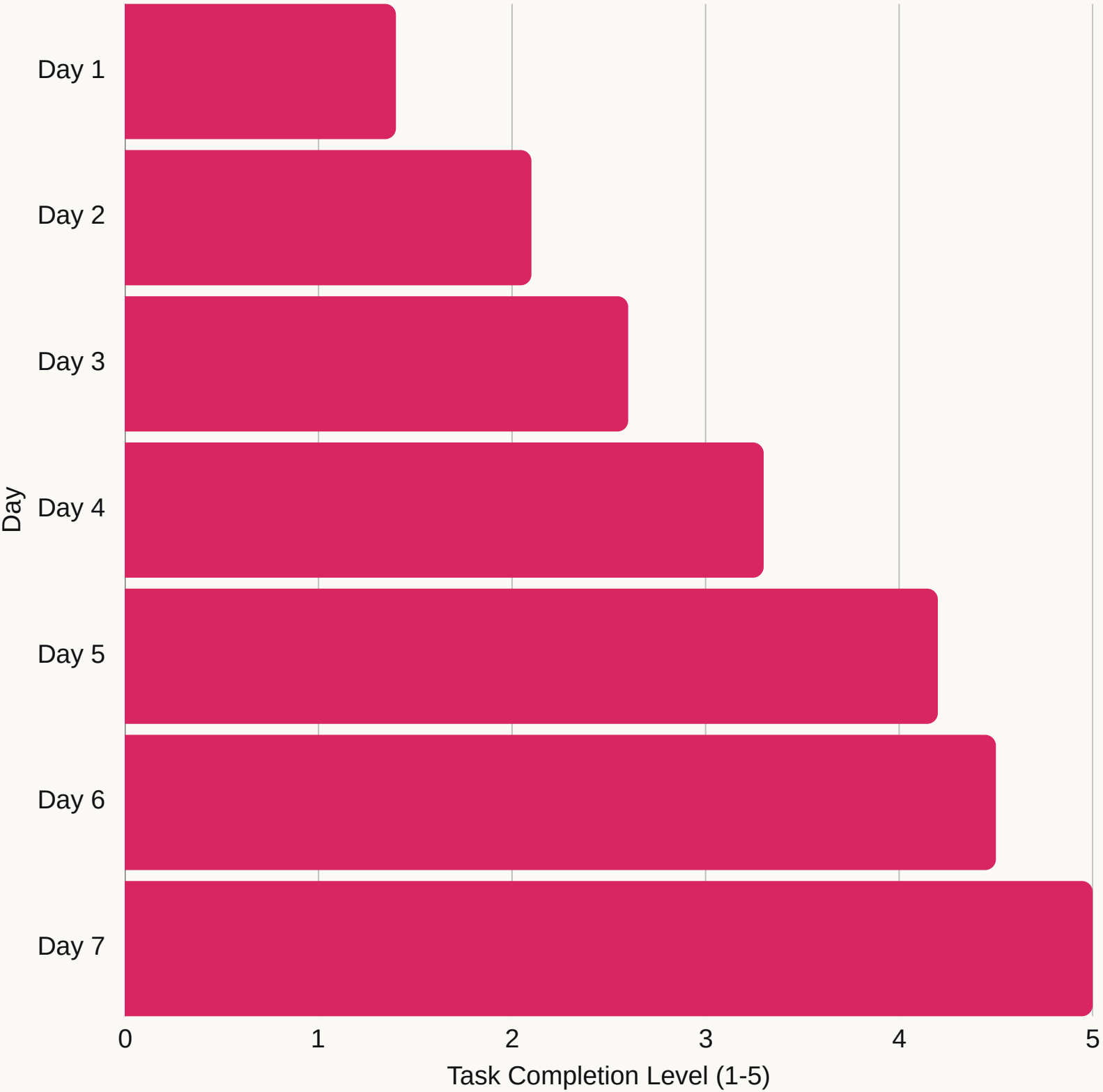
Days 1–2:
Layout exercises &
low-fi wireframes



Days 3–4:
Interaction patterns,
edge states & UX
copy



Days 5–7:
Approved Mid-Fi
Prototype &
refinement

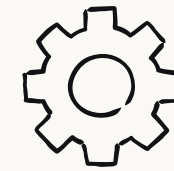


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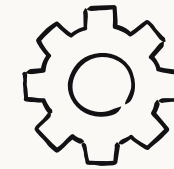


Week 6 — UI Design, Design Systems & AI-Assisted Visual Exploration



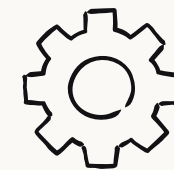
Milestone: High-Fidelity Experience

Build a complete high-fidelity UI with visual hierarchy, grids, and a basic UI system or style guide.



Milestone: Basic UI System

Define components, color, and typography standards; use AI moodboards to explore visual direction.



Focus: Accessibility & Components

Apply accessibility principles, refine component states, and align all screens to the approved design system.

Week 6

Daily Activities

UI Design, Design Systems & AI-Assisted Visual Exploration — building toward a High-Fidelity Experience and Basic UI System.
Daily Breakdown:

- Day 1: Typography & grids → Typography/Grid Exercise
- Day 2: Color & accessibility fix → Accessibility Fix Exercise
- Day 3: Components & states → Component Set
- Day 4: Design system & AI visual direction → UI System / Style Guide
- Day 5: Review & critique → Approved High-Fidelity Screens
- Day 6: Optional component library troubleshooting lab
- Day 7: Apply UI system to all screens



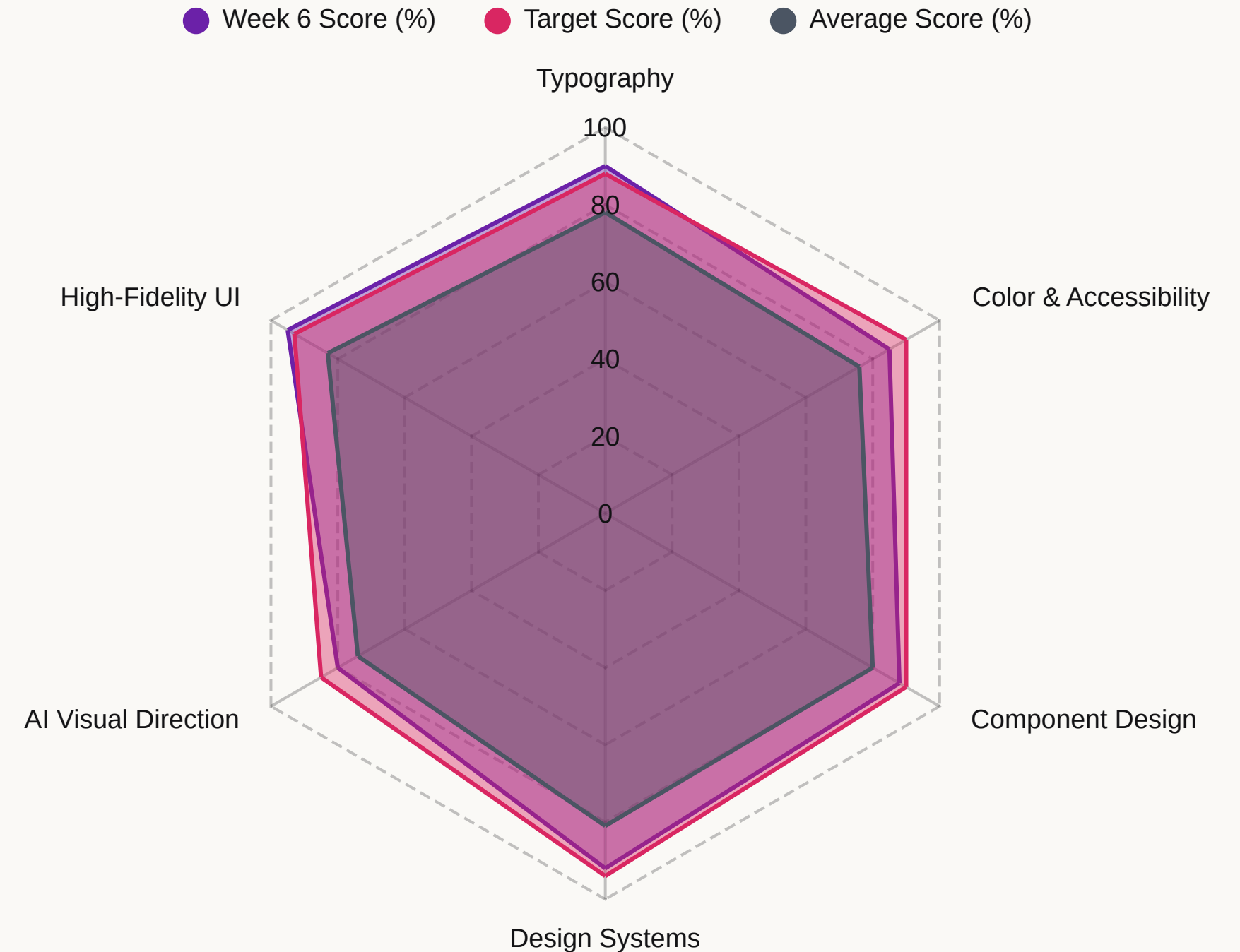
Typography &
Grid Exercise



Component
Set & States



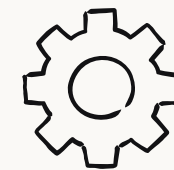
UI System /
Style Guide



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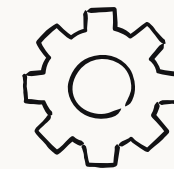


Week 7 — Prototyping, Usability Testing & Iteration



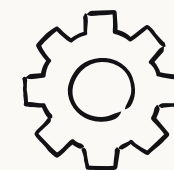
Build Interactive Prototypes

Create fully linked Figma prototypes simulating real user flows and interactions.



Plan & Conduct Usability Tests

Design test plans, recruit participants, and run structured usability testing sessions.



Analyze Feedback & Iterate

Synthesize findings, apply heuristic evaluation, and deliver an approved iterated prototype.

Week 7 — Daily Activities

Prototyping, Usability Testing & Iteration. Each day builds toward a tested, iterated prototype ready for final polish.
Milestone: Tested & Iterated Prototype



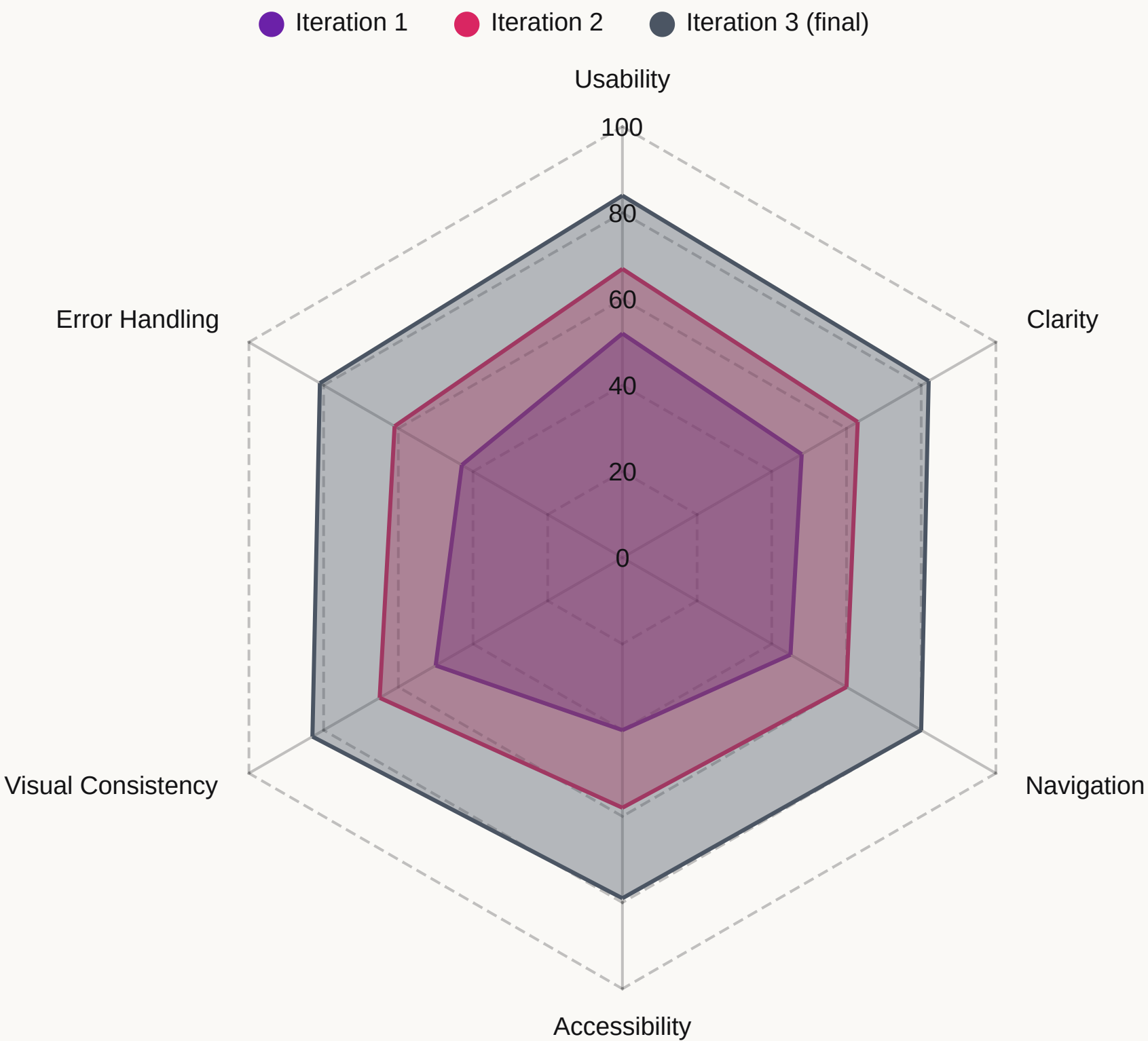
Day 1–2: Interactive
Prototype + Test Plan



Day 3–4: Session
Notes + Findings
Report



Day 5–7: Approved
Prototype + Final
Report

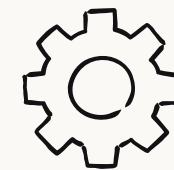


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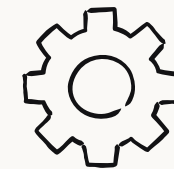


Week 8 — Project Completion, Portfolio & Career Preparation



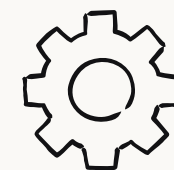
Milestone: Complete Project + Case Study + Career Foundation

Polish your final prototype to a professional standard ready for portfolio presentation.



Case Study, Portfolio & Resume

Write your UX case study, publish your portfolio, and update your resume and professional profiles.



Interview Prep & Career Readiness

Practice mock presentations and interviews to build confidence and finalize all career materials.

Week 8

Daily Activities

Final week activities focus on polishing your project, building your portfolio, and preparing for your career. Each day delivers a concrete, career-ready output.

Daily Breakdown:

- Day 1: Final UI consistency audit → Polished Final Prototype
- Day 2: Case study storytelling workshop → Case Study Draft
- Day 3: Portfolio publishing session → Published Case Study
- Day 4: Resume & LinkedIn/profile update → Resume + Profile Draft
- Day 5: Mock presentation & interview → Final Portfolio + Interview Feedback
- Day 6: Optional interview practice / Q&A lab
- Day 7: Finalize all career materials



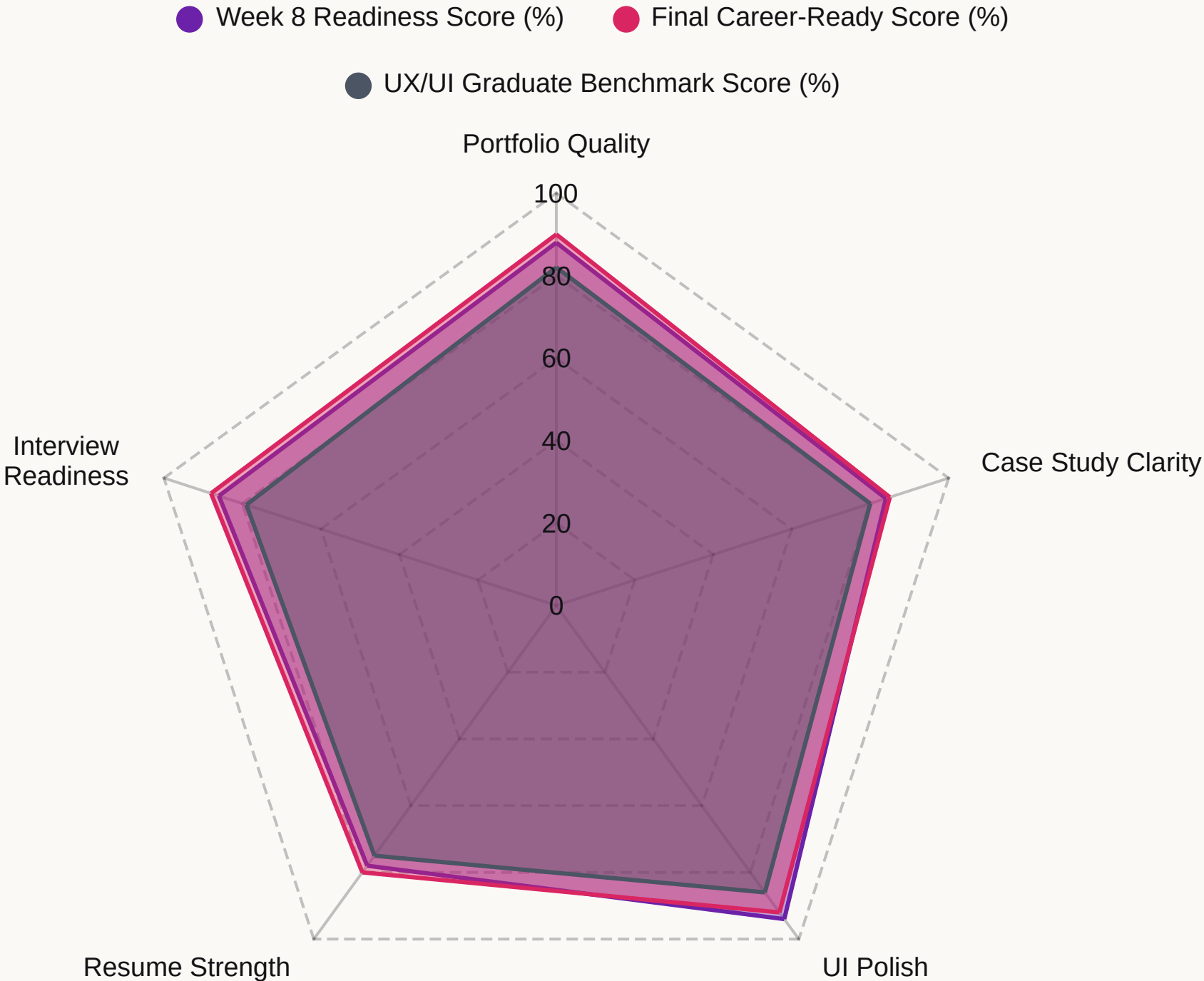
Polish & Publish



Resume & Case Study



Interview Prep



Source: AI-generated data. Replace or verify before use.



Curriculum Summary & Learning Journey

From foundational UX/UI concepts to a career-ready portfolio — built through iterative practice, mentorship, and real-world outputs across 8 transformative weeks.

Foundations & Discovery

Weeks 1–2	UX/UI fundamentals, HCD principles, Figma basics, AI prompting, and UX research methods leading to a Research Repository.
Key Outputs	Problem Brief + Approved Research Repository with real interview data and competitor insights.

Synthesis & Strategy

Weeks 3–4	Research synthesis, persona creation, problem definition, ideation, MVP scoping, and information architecture.
Key Outputs	Problem Definition Document + Solution Strategy with MVP scope, IA diagram, and user flows.

Design & Prototyping

Weeks 5–6	Wireframing, interaction design, visual hierarchy, UI systems, accessibility, and AI-assisted design exploration.
Key Outputs	Low/Mid-Fidelity Prototype + High-Fidelity UI System and Style Guide ready for testing.

Testing & Career Launch

Weeks 7–8	Usability testing, prototype iteration, case study writing, portfolio publishing, and career preparation.
Key Outputs	Tested & Iterated Prototype + Published Case Study, Resume, and Career-Ready Portfolio.





Thank you for exploring the **Craft to Career** UX/UI Curriculum.

Start your journey connect with
your mentors and take the first
step toward a career in design.

