# **🎓 Product Design Course Curriculum (3 Days/Week – 3 Months)**

**Total Sessions:** 36
 **Ideal for:** Beginners to Pro
 **Focus:** UI, UX, Graphic Design Fundamentals, Animations & Micro-Interactions
 **Tools:** Figma, Adobe XD, Sketch, Principle, Notion.

**INSTRUCTOR: DOMINION OGBAJI**

## **🔰 Month 1: Design Foundations & UI Basics (Weeks 1–4)**

### **Week 1: Getting Started**

* **Session 1:** Introduction to Product Design, UI/UX overview
	+ What is Product Design?
	+ Differences between UI, UX, and Product Design
	+ Overview of Design Thinking: Empathise, Define, Ideate, Prototype, Test
	+ Introduction to Agile, Lean UX, and Design Sprints
* **Session 2:** Graphic Design Fundamentals (Elements & Principles)
	+ Elements of Design: Line, Shape, Colour, Texture, Space, Typography
	+ Principles of Design: Contrast, Balance, Alignment, Hierarchy, Proximity
* **Session 3:** Colour Theory, Typography & Basic Layouts
	+ Colour Theory & Accessibility
	+ Typography Basics & Best Practices

### **Week 2: Design Tools & Setup**

* **Session 4:** Getting Started with Figma (UI Tools & Frames)
	+ Introduction to Figma: Interface, frames, components, plugins
* **Session 5:** Components, Assets, and Reusable Elements in Figma
* **Session 6:** Hands-on: Designing a simple poster and mobile app screen

### **Week 3: UI Design Principles**

* **Session 7:** Layouts, Spacing, and Grids
	+ What makes good UI?
	+ Layout and spacing
	+ Designing for mobile, tablet, and desktop
	+ Grid systems and responsive design
* **Session 8:** Creating UI Elements: Buttons, Forms, Cards
	+ Atomic Design Principles
	+ Creating buttons, forms, nav bars, cards, etc.
	+ Building a basic design system in Figma
* **Session 9:** Responsive UI Design Basics
	+ Low-fidelity vs high-fidelity wireframes
	+ From sketch to screen
	+ Hands-on: Wireframe a to-do list app

### **Week 4: Wireframes & Visual Hierarchy**

* **Session 10:** Low-fidelity Wireframes & Loops
* **Session 11:** High-fidelity Wireframes & Visual Consistency
* **Session 12:** Design Systems & Style Guides

## **🧠 Month 2: UX, Prototyping & Research (Weeks 5–8)**

### **Week 5: UX Fundamentals**

* **Session 13:** UX Design vs UI Design, User-Centered Design
	+ What is UX?
	+ Conducting interviews and surveys
	+ Creating user personas and empathy maps
	+ Journey mapping and user flows
* **Session 14:** User Research: Interviews, Personas, Empathy Maps
	+ Site maps
	+ Card sorting
	+ Best practices for navigation patterns
* **Session 15:** User Journey Mapping & Task Flows
	+ Principles of effective microcopy
	+ Error states, confirmations, and onboarding messages
	+ Writing UX content for mobile and web

### **Week 6: UX Process & Architecture**

* **Session 16:** Information Architecture, Navigation Design
* **Session 17:** UX Writing & Microcopy Best Practices
* **Session 18:** Accessibility & Inclusive Design Principles

### **Week 7: Prototyping & Testing**

* **Session 19:** Prototyping in Figma (Linking, Interactions)
	+ Interactive prototypes vs static mockups
	+ Tools: Figma prototypes, InVision, Marvel
	+ Building clickable prototypes
* **Session 20:** Usability Testing: Planning & Conducting Tests
	+ Types of usability tests
	+ Tools: Maze, Useberry, Lookback
	+ Analyzing test results & iteration
* **Session 21:** Interpreting Test Results & Iterating
	+ WCAG guidelines
	+ Designing for all users (vision, mobility, cognitive)
	+ Tools for accessibility checks

### **Week 8: Real-World Application**

* **Session 22:** Redesign a known app (e.g., Netflix, Uber)
	+ Working with tokens, grids, typography systems
	+ Shared libraries and style guides
	+ Collaboration with devs using tools like Zeplin or DevMode in Figma
* **Session 23:** Conduct a mini usability test
	+ Mobile-first vs Desktop-first
	+ Designing for Android vs iOS
	+ Web apps vs native apps
* **Session 24:** Prepare a simple case study presentation
	+ Handoff process
	+ Presenting designs to clients/team
	+ Documenting your work

## **✨ Month 3: Motion, Micro-Interactions, Projects & Portfolio (Weeks 9–12)**

### **Week 9: Motion Design Basics**

* **Session 25:** Introduction to UI Animation (Principles & Examples)
	+ Motion principles (easing, duration, timing)
	+ Tools: Figma Smart Animate, Principle, Protopie
	+ Animate transitions, hover states, modals

* **Session 26:** Smart Animate in Figma (Slides, Modals, Hover)
	+ What are micro-interactions?
	+ Types: onboarding, feedback, loading, transitions
	+ Hands-on: Animate a toggle switch, button press, and card flip

* **Session 27:** Creating Micro-interactions: Button Clicks, Loaders
	+ Using After Effects + Bodymovin for Lottie
	+ Exporting and integrating animations
	+ Advanced animations for web and mobile

### **Week 10: Advanced Animations**

* **Session 28:** Tools: Framer, Principle, Lottie + After Effects Basics
* **Session 29:** Exporting & Using Lottie Animations
* **Session 30:** Build 3 animated components (menu, switch, success check)

### **Week 11: Capstone Project**

* **Session 31:** Project Briefing: Solve a real-world problem (Fintech, Health, or E-commerce)
* **Session 32:** Research + Wireframe + Begin UI
* **Session 33:** Final UI + Prototyping + Animations

### **Week 12: Portfolio & Career Launch**

* **Session 34:** Documenting your Case Study (Problem, Process, Outcome)
* **Session 35:** Building a Portfolio (Notion, Framer, Webflow)
* **Session 36:** Final Project Presentation + Career Tips (Freelancing, Jobs, Interviews)

## **🧰 Included Resources**

* Weekly challenges & design feedback
* Community critique sessions (optional, weekends)
* Access to Figma file templates, style guides, UI kits
* Bonus tutorials: Notion planning, HTML/CSS basics, collaboration tips

## **Bonus Content**

* Figma Plugins for Productivity
* Introduction to No-Code Tools: Webflow, Bravo Studio
* Understanding Developer Handoff: HTML/CSS Basics
* Client Communication Tips
* Weekly Design Challenges + Feedback

## **📘 Course Resources**

* Weekly quizzes
* Project templates (Figma)
* Downloadable UX checklists and design system kits
* Private community + peer reviews