# **🎓 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