

UI and UX Essentials

Design web, mobile and connected-device interfaces for developer handoff

FA-0777 · 2 days

Software Development

Introduction

Understand the distinction between user interfaces and the wider user experience, then apply design principles to guided web, mobile and connected-device examples. Follow the design lifecycle from project definition and wireframes through responsive content and developer handoff.

Learning outcomes

- Distinguish UI and UX and apply introductory design principles.
- Prepare web page and mobile app interface designs for realistic project briefs.
- Consider navigation, content, authentication flows and responsive behaviour.
- Recognise connected-device interface limitations and prepare designs for coding and deployment.

Prerequisites

Basic file-handling skills, a suitable computer and internet access. Use the prepared design/prototyping tool; an existing Adobe XD environment can demonstrate concepts, but XD is in maintenance mode and is not assumed to be freely available to every new learner. Prior design experience is not required.

Training outline

1. Module 1 — Foundations and design lifecycle

- Theory

- Exploration
- Software
- Workspace
- Prerequisites
- Design lifecycle

Consider clear, predictable navigation and usable controls across different devices.

2. Module 2 — Web interfaces

- Project outline
- Inner pages
- Content adaptation
- Responsiveness
- Navigation

3. Module 3 — Mobile app interfaces

- Wireframing
- Native elements
- Navigation
- Authentication
- Content
- Flexibility

4. Module 4 — Connected-device interfaces

- Design limitations of IoT interfaces.
- Appropriate use of interface capabilities within device constraints.

5. Module 5 — Handoff and release lifecycle

- Work with developers and prepare the design for implementation.
- Review changes during development.
- Understand the design contribution to application deployment.