

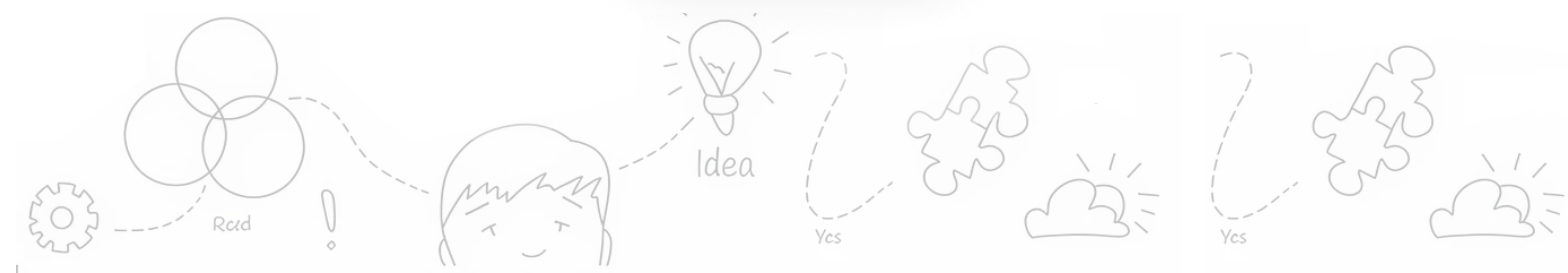
UI·UX

Design

Bootcamp

Brochure 2025

Program Duration: 8–12 Weeks



# Table of Contents

About the Program	3
-----	
Introduction to UX & Design Foundations	4
-----	
User Interface and Design Principles	5
-----	
Visual Design & UI Fundamentals	6
-----	
Portfolio Building – Capstone Project	7
-----	
Portfolio’s Potential on Dribbble	8
-----	
Tools & Platforms	9
-----	
Career Support	10
-----	
Program Outcome	11

## About the Program

The Aureate Labs Design & Technology Bootcamp is a structured, mentor-led program designed to build strong foundations in UI/UX design, product design, and modern digital workflows. Students learn by doing through hands-on assignments, peer reviews, capstone projects, and real-world simulations.

Figma is used as the core tool across wireframing, prototyping, UI layout, design systems, collaboration, and developer handoff.



# Week 1

## Introduction to UX & Design Foundations

### Key Learning Objectives

- What is UX & UI design
- Design thinking methodology
- User research fundamentals
- Understanding users & personas
- Introduction to Figma
- Figma workspace, tools, components, and collaboration



## Week 2

### User Interface and Design Principles

In this course, you'll learn key user interface design principles and practice an iterative, design-thinking approach to create effective user experiences.

#### Key Learning Objectives

- Cognitive Studies for Better User Experience
- Gestalt Principles
- Visual Design - Color Theory, Typography
- Using Graphics and Illustrations to Finalize Designs
- Use of Writing in UI Design
- User Interface Elements
- Accessibility in Design



## Week 3

### Visual Design & UI Fundamentals

This course teaches core UI design skills, including color, typography, layouts, and patterns. You'll learn how visual communication shapes great products, review successful design examples, explore modern UI trends, and create your own prototypes.

#### Key Learning Objectives

-  Prototyping
-  Wireframing
-  Fidelity of a Prototype
-  Grid and Layout Systems
-  Figma
-  Navigation
-  Iconography
-  Breadcrumb Navigation

## Week 4

### UX Research & Testing

This module teaches you how to plan and run usability tests, analyze the results, and use the insights to refine or redesign your prototype.

#### Key Learning Objectives

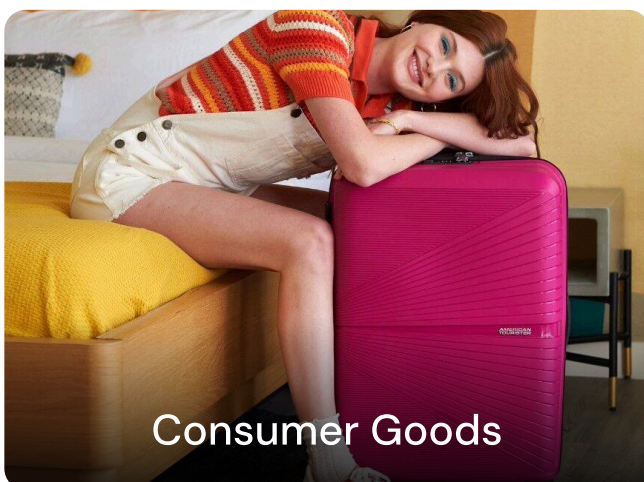
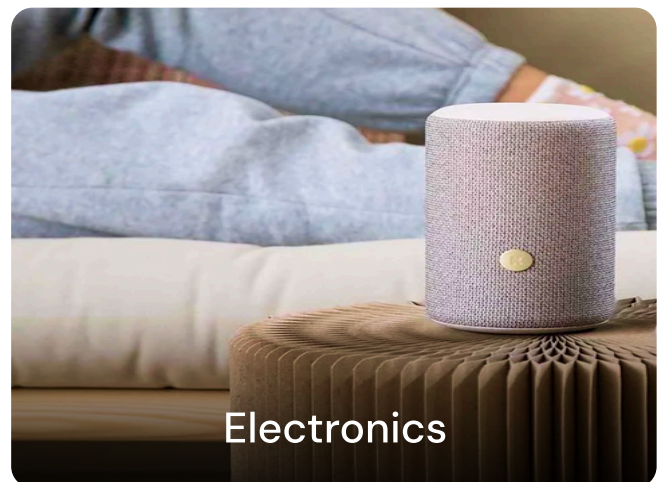
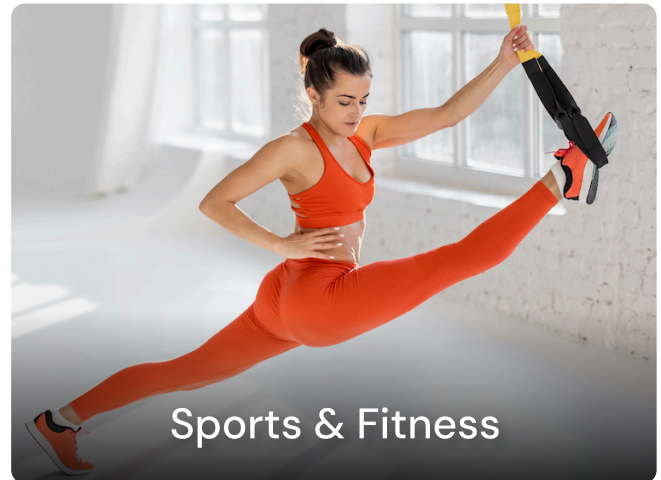
- Assessing Prototypes
- Visibility of System Status
- User Control and Freedom
- Engagement Levels
- Organization Schemes
- Survey Tools
- A/B Testing
- UX Laws
- Design Validation and Tradeoffs
- Aesthetic and Minimalist Design



## Week 5

### Portfolio building – capstone project

This module guides you in creating a UI/UX design portfolio. You'll complete projects—including a website and mobile apps—to showcase your skills and add to your Dribbble portfolio.



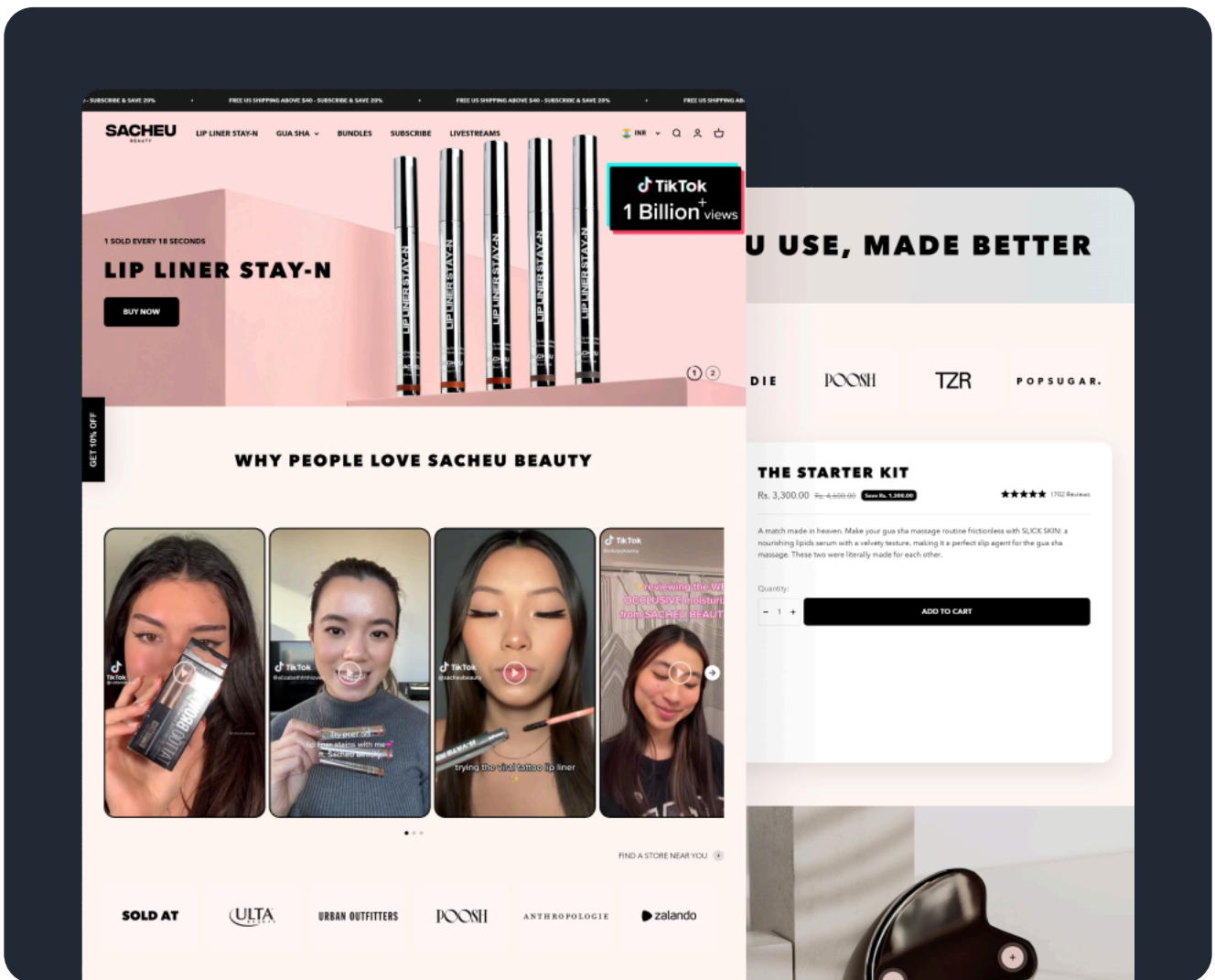
# Week 6

## Portfolio's Potential on Dribbble

### Sacheu Beauty – Skincare E-commerce Website



Aureate



Sacheu Beauty is a modern skincare e-commerce platform featuring high-performance beauty tools and science-backed skincare essentials. Designed with a sleek, user-friendly interface, the site offers a seamless shopping experience, detailed product education, and a focus on skin health and self-care.

## Week 7

### Tools & Platforms



Figma is a cloud-based design platform where teams create interfaces together.



Notion is your central hub for lessons, projects, resources, and tracking your progress.

#### FigJam

Collaborate with FigJam's whiteboard, perfect for brainstorming ideas and mapping user flows.



Join sessions easily with Zoom or Meet, featuring chat, screen-sharing, and mentor support.



Create and prototype UI/UX designs quickly and collaboratively with Adobe XD.



Use Miro to plan and manage your design projects with clarity and collaboration.



Boost design efficiency with Gen AI, helping you create faster, smarter, and more intuitive solutions.

## Week 8

### Career Support

- Resume & portfolio support
- Case study reviews
- Industry referrals (where applicable)
- Mock interviews
- Job application guidance

### Flexible Pricing for Every Learner



#### Standard Plan

**\$349**

Get Started

#### Features

- 8–12 week structured curriculum
- On-demand recorded lessons
- Weekly mentor-led live sessions
- Access to Figma & FigJam
- Community support



#### Pro Plan

**\$469**

Get Started

#### Features

- Everything in Starter Plan
- 1:1 mentor feedback sessions
- Portfolio-ready capstone project
- Career guidance & resume review
- Lifetime course access

## Program Outcomes

After completing the bootcamp, students will be able to:

- Apply best practices and principles in UX design, from ideation to information architecture, effectively enhancing user experiences.
- Utilize top UI UX design tools like Figma, Invision, Balsamiq, and Introductory Sketch, enabling efficient and effective design workflows.
- Demonstrate the ability to assess and improve UX designs through heuristic evaluations, employing recognized usability criteria.
- Master UI design principles like color theory, typography, graphics, and layout techniques to create visually appealing and functional interfaces.
- Gain practical experience through hands-on projects and assignments, simulating real-world scenarios to reinforce learning and skill application.
- Create a professional portfolio on Dribbble, effectively showcasing their acquired skills and projects.

## Career Path & Salaries in UI/UX Design

Most designers are either specialists (highly experienced in one or two channels) or generalists who are skillful and knowledgeable about most or all mediums. With time and endless projects, you will understand what interests you in UI/UX design.

### Average Salary For Channel-Specific Roles

Interaction  
Designer

**\$129,000** PA

Visual  
Designer

**\$80,000** PA

User  
Researcher

**\$113,000** PA

Product  
Designer

**\$110,000** PA

With businesses prioritizing seamless user experiences for their products and applications, the demand for UI UX designers has grown positively in the past decade, and their pay scale often reflects this. Here's what you can expect to earn roughly your design career.



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