

Why Should You Join AR-TUC



10+ Years
Experienced
Instructor



100% Job Assistance
& Career Placement



Internships
Included



International
Projects



Industry Oriented
Curriculum

Elevate Experiences, No Coding Required

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Visit artucedutech.com
to learn more about our courses.

Plot No 47, 3rd Floor, 440022,
Kotwal Nagar, Khamla, Nagpur,
Maharashtra 440022



UI / UX Design

CRAFTING INTUITIVE EXPERIENCES
YOUR JOURNEY TO MASTERY IN UI/UX
DESIGN



**REGISTER
NOW**

**Average Salary Package
6 L.P.A.**



AR-TUC

The Ultimate Coders
Where Preparation Meet Opportunities

Let's Connect



”

Design is not just what it looks like and feels like.

Design is how it works
- Steve Jobs

Our Mission & Values

We champion creativity, improvement, and collaboration, fostering a diverse, user-focused culture in our design journey

Our mission is to blend artistry with functionality, creating user interfaces that inspire, captivate, and seamlessly connect people with technology



Career Overview

Experience exponential growth in the UI/UX design realm. From mastering the fundamentals to staying at the forefront of emerging technologies, your journey includes continuous learning and a flourishing career. Join a field where your skills shape the digital future, and your expertise is in high demand

Apply Now

HURRY UP!



Limited spots available,
Only 25 Students Per Batch

Courses We Offer

UI / UX Design

Data Analytics

Web Design & Development



30 Days Money Back Guaranteed

for students of all backgrounds and abilities. Come visit us to learn more!

WEEK 01

Initiation into cult of design tribe

- Introduction
- Design thinking process
- Understanding CX, UX & UI
- Affordance, signifiers and metaphors
- How to identify gap in market,
- Need versus want
- Maslow's hierarchy
- Product service pyramid

WEEK 02

Beginning of the quest

- Teams & concepts
- VIMM model (how do humans consume design)
- Business models
- Stakeholder interview
- Design strategy
- Competitive analysis

WEEK 03

Getting started with the tools & team

- Concept presentation
- A complete guide to using FigJam
- Getting started with figma
- Introduction to qualitative and quantitative user research

WEEK 04

Figuring out why

- Qualitative research
- Interview script & building rapport
- Documenting user research
- Quantitative survey
- Persona
- Empathy map

WEEK 05

Laying out the plan

- Journey map
- User flow & Task flows
- Information architecture
- Card sorting

WEEK 06

Getting hands dirty

- How to guide for wireframing
- Understanding navigational systems
- Rapid wireframing with pencil sketches
- Documenting low fidelity wireframes

WEEK 07

Understanding the rules of the game

- Understanding HIG
- Understanding interface
- Various sections of iOS
- Using the UI kit
- Creating wireframes with iOS guidelines on figma

WEEK 08

What it takes to create mind boggling designs

- Understanding the usage of colors on UI
- Typography
- Resources for colors and typography
- Creating the mood board
- Visual design language with components and variants

WEEK 09

Creating magic!

- Time to execute
- Creating design system with component libraries
- Creating interface designs
- 1-0-1 reviews

WEEK 10

Into the world of Android

- Introduction to material design
- Understanding various sections of a screen
- Reviewing the entire progress

WEEK 11

Website & Review

- Static and dynamic
- Responsive and adaptive
- Designing a responsive website
- Grid system

WEEK 12

How to deliver design like a pro

- Prototyping
- Constraint
- Autolayout
- Dev handsoff (assets & style guide)

WEEK 13

Taking it a notch higher

- Usability & accessibility
- Usability testing

WEEK 14

Getting battle ready

- Discussion about interview tasks
- How to get started with portfolio
- Revision - doubt clearing session

WEEK 15 to 18

Time to say cheese

- Get started with portfolio presentation
- Preparation for interview
- Resume building
- How to start your freelancing journey
- Certification

**JOIN
NOW**

