



Become Certified in **UI & UX** with specialization in **Figma**

Start Working on projects from day 0

Learn:

Figma | UI | UX | Web Design | Mobile App Design |
Wireframing | Prototyping



Career Paths as a UI / UX Expert

UI Designer:

Focus on UI design, creating visually appealing and user-friendly interfaces for web and mobile applications, emphasizing aesthetics and usability.

Salary Range:

Fresher: 6 LPA – 11 LPA | 2-5 Years Experience: 14 LPA – 30 LPA

UX Designer:

Specialize in UX design, conducting user research, creating wireframes, and prototyping user flows to optimize the user experience and drive user engagement.

Salary Range:

Fresher: 6 LPA – 12 LPA | 2-5 Years Experience: 15 LPA – 32 LPA

Interaction Designer:

Advance into an interaction designer role, designing interactive elements and micro interactions to enhance user engagement and usability, focusing on user-centered design principles.

Salary Range:

Fresher: 7 LPA – 13 LPA | 2-5 Years Experience: 16 LPA – 35 LPA

UI/UX Architect:

Become a UI/UX architect, leading the design strategy and direction for digital products, collaborating with cross-functional teams to ensure a seamless and cohesive user experience.

Salary Range:

Fresher: 9 LPA – 15 LPA | 2-5 Years Experience: 18 LPA – 40 LPA

Project Manager (UI/UX):

Transition into a project manager role specializing in UI/UX projects, overseeing the design process, managing timelines and resources, and ensuring the successful delivery of user-centric products.

Salary Range:

Fresher: 8 LPA – 14 LPA | 2-5 Years Experience: 17 LPA – 35 LPA

Companies hiring



Why Choose Us?

01

Introducing Qbits
which is a software and edtech company that provides project-based training and opportunity for paid Internship.



02

Qbits Learning:
Transition from project-based learning to earning a software scholarship and intern at Qbits Control.



03

Qbits Control:
A SaaS product company that simplifies tasks, boosts productivity, and modernizes operations using tech.



Product Roadmap

01

Phase 1 Qlearn

- Project Training from Day 0
- Project Completion Certificate
- Internship Completion Certificate



02

Phase 2 Qscholar

- Get Qbits Goodies
- Work with agile team
- Earn rupees 1000/- as stipend.



03

Phase 3 QApprenticeship

- Receive offer letter from Qbits Control
- Work as a Intern in Qbits Control
- Earn stipend ranging from 5k-15k

Learning Path Details

Phase 0: Prerequisites

Key Features

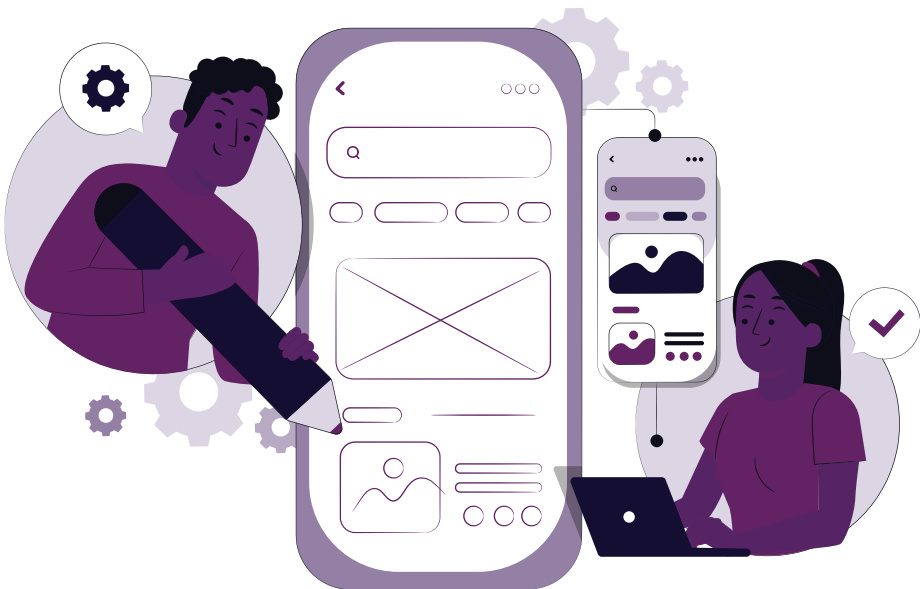
- 15 hours of Recorded classes.
- Start working on projects from day 0.
- Access to best-in-class LMS platform.
- 1-on-1 doubt clearing.

Module 1: Foundations of Visual Design

Module 2: Understanding Perception

Module 3: Typography and Iconography

Module 4: Accessibility in Design



Phase 1: QLearn (3 Months)

Key Features

- 45 hours of live Project Training
- Work on 3 projects
- 12 Assessments
- 6 Assignments
- 1year LMS Access
- Work with top industrial Expert (Microsoft, Deloitte, IBM, etc)
- 24*7 mentor Assistance
- Host your Projects on our Website
- Projects Completion Certificate
- Internship Completion Certificate



Month 1: Fundamentals of UI/UX & Introduction to Figma

Project Title:

"UX Insight: Design Evaluation Case Study"

Project Objectives and Outcomes:

- Analyze and assess the usability and effectiveness of an existing design.
- Gain practical experience in conducting design evaluations and usability testing.
- Develop critical thinking skills in identifying design flaws and opportunities for enhancement.
- Generate actionable recommendations for improvement based on evaluation findings.

Module 1:

Fundamentals of Design Thinking

Module 2:

Evaluation Techniques and Principles

Module 3:

Structural Foundations of Design

Module 4:

Layout and Organization Strategies

Module 5:

Tool Proficiency with Figma

Month 2: UI/UX Design of a Mobile App using Figma and FigJam

Project Title:

"Mobile App Design: A Case Study in User-Centricity"

Project Objectives and Outcomes:

- Develop wireframes and prototypes for iterative testing and refinement.
- Gain hands-on experience in user-centered design methodologies.
- Create a high-fidelity prototype ready for user testing and potential development.
- Understand user needs and preferences through research and analysis.

Module 1:

Foundations of User-Centric Design

Module 2:

Understanding User Behavior

Module 3:

Designing User Flowcharts

Module 4:

Mobile UI Design Principles

Module 5:

Figma for UI Design Mastery

Month 3: UI/UX Re-Design of a Website using Figma

Project Title:

"RevampRise: A Website Redesign Case Study"

Project Objectives and Outcomes:

- Identify pain points, usability issues.
- Develop comprehensive redesign strategy.
- Conduct usability testing, gather feedback.
- Wireframes, mockups, prototypes
- Iterative design based on feedback.
- Comprehensive redesign presentation.

Module 1:

Evaluation and Design Thinking Process

Module 2:

User-Centric Design Fundamentals

Module 3:

Wireframing and Prototyping Techniques

Module 4:

Responsive Design Implementation Strategies

Module 5:

Portfolio Showcase and Presentation

Phase 2:-Qscholar (1 Month)

Key Features

- Work in an Agile Team
- Get Qbits Welcome Kit
- Work on Live Projects
- Pitch your Projects Idea
- Collaborate in Agile Team
- Project Manager Guidance
- Earn 1K Stipend
- Get Internship opportunity From Qbits Control

Phase 3:-Q-Apprentice (2 Months)

Key Features

- Work as Intern in Qbits Control.
- Earn up to 15k Stipend
- Opportunity to get PPO From Qbits



Instructors Details:

Archana Beena

Head of Design

5+ Yrs of Industry Experience

Skills: User Experience Design (UED),

Visual Design, Wireframing,

User Interface Prototyping, Product Design



Contact Us:

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