

COUNTRYEDU PRIVATE LIMITED

GSTIN : 06AAJCC6151A1Z3 | CIN : U72900HR2021PTC096283

Email : query@countryedu.com, grievances@countryedu.com

2-Months UI/UX Designing Immersion Internship

Designed by: CountryEdu Private Limited

By CountryEdu Private Limited

(IT Managed Services & EdTech Solutions)

Program Objective :

- Understanding user interface (UI) and user experience (UX) design principles for digital products
- Developing expertise in user research, wireframing, prototyping, and usability testing
- Learning visual design concepts, design systems, and interaction design methodologies
- Building responsive website and mobile application interfaces using industry-standard design tools
- Understanding user psychology, accessibility standards, and design thinking frameworks
- Preparing students for careers in UI Design, UX Design, Product Design, and Digital Experience Design

Program Structure :

- Duration: 8 Weeks (2 Months)
- Mode: Hybrid / Live / Classroom
- Tools Used: Figma, Adobe XD, Canva, Photoshop, Illustrator, Miro, FigJam
- Final Outcome: Complete UI/UX Case Study & Product Design Project + Internship Certificate

MONTH 1 – UI/UX DESIGN FOUNDATION

Week 1: Introduction to UI/UX Design & Design Thinking

- Fundamentals of UI & UX Design
- Difference Between UI and UX
- Design Thinking Methodology
- User-Centered Design Principles
- Digital Product Design Lifecycle

~ Outcome: Strong foundation in UI/UX concepts, user-centered design, and product development workflows.

Week 2: User Research & Information Architecture

- User Research Techniques
- User Personas & Customer Journey Mapping
- Information Architecture Fundamentals
- User Flow Design
- Problem Identification & Solution Frameworks

~ Outcome: Ability to understand user needs and structure intuitive digital experiences.

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Week 3: Wireframing & Low-Fidelity Prototyping

- Wireframing Fundamentals
- Layout Planning & Content Hierarchy
- Low-Fidelity Prototype Creation
- Navigation Design Principles
- User Flow Validation Techniques

~ Outcome: Ability to create structured wireframes and user-focused design solutions.

Week 4: Visual Design & Design Systems

- Color Theory & Design Psychology
- Typography & Visual Hierarchy
- Design Systems & Component Libraries
- Responsive Design Principles
- Accessibility & Inclusive Design Standards

~ Outcome: Ability to create visually appealing and accessible digital interfaces.

MONTH 2 – ADVANCED UI/UX & PRODUCT DESIGN

Week 5: High-Fidelity UI Design & Prototyping

- Advanced Figma Tools & Features
- High-Fidelity Interface Design
- Interactive Prototyping Techniques
- Mobile App UI Design
- Website UI Design Best Practices

~ Outcome: Ability to design professional, interactive, and production-ready user interfaces.

Week 6: Interaction Design & User Testing

- Interaction Design Fundamentals
- Micro-Interactions & Animations
- Usability Testing Methods
- User Feedback Collection & Analysis
- Design Iteration Strategies

~ Outcome: Ability to optimize user experiences through testing and interaction design improvements.

Week 7: Product Design & UX Strategy

- Product Design Fundamentals
- UX Strategy Development
- Design Metrics & Success Measurement
- Design Documentation & Handoff Process
- Collaboration with Developers & Stakeholders

~ Outcome: Ability to align design solutions with business objectives and user needs.

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Week 8: Portfolio Development & Industry Best Practices

- UI/UX Portfolio Building
- Case Study Creation Techniques
- Design Presentation Skills
- Industry Design Standards
- Freelancing & Client Project Management

~ Outcome: Ability to professionally present design work and build a career-ready portfolio.

LIVE PROJECT & CAREER READINESS

Major Project Development

Students work on real-world UI/UX Design projects such as:

- E-Commerce Mobile App Design
- Food Delivery Application UI/UX
- Banking & Finance Dashboard Design
- Healthcare Management Application
- Travel & Booking Platform Design
- Educational Learning Platform UI/UX

Project Includes:

- User Research & Problem Analysis
- Wireframing & Information Architecture
- High-Fidelity UI Design
- Interactive Prototype Development
- User Testing & Design Improvements
- Final Design Presentation & Case Study

~ Outcome: Fully functional industry-level UI/UX project demonstrating research, design thinking, prototyping, and user experience optimization skills.

From beginner to job-ready — Become a UI/UX Design Professional in 2 Months.