

COUNTRYEDU PRIVATE LIMITED

GSTIN : 06AAJCC6151A1Z3 | CIN : U72900HR2021PTC096283

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

UI/UX Designing Immersion Internship

Designed by: CountryEdu Private Limited

By CountryEdu Private Limited

(IT Managed Services & EdTech Solutions)

Program Objective :

To transform students into job-ready UI/UX Designers capable of:

- Designing modern, user-friendly, and visually appealing digital interfaces
- Understanding user behavior, design thinking, and user experience workflows
- Creating responsive website and mobile app designs using industry-standard tools
- Gaining hands-on experience in wireframing, prototyping, and usability testing
- Learning industry-standard UI/UX design practices, design systems, and project workflows
- Preparing students for careers in UI/UX Designing, Product Design, and Digital Experience Design

Program Structure :

- Duration: 12 Weeks (3 Months)
- Mode: Hybrid / Live / Classroom
- Tools Used: Figma, Adobe XD, Canva, Photoshop, Illustrator, HTML/CSS Basics
- Learning Model: Project-Based Learning Model

Final Outcome: Ability to design professional UI/UX solutions for websites and mobile applications + Internship Certificate

MONTH 1 – UI/UX DESIGN FUNDAMENTALS

Week 1: Introduction to UI/UX Designing

- Introduction to UI & UX Design
- Difference Between UI and UX
- Understanding User-Centered Design
- Design Thinking Process
- Basics of Visual Design
- Introduction to Design Tools

~ Outcome: Strong foundation in UI/UX concepts and digital product design principles

Week 2: Design Principles & Visual Hierarchy

- Color Theory & Typography
- Layout & Spacing Principles
- Visual Hierarchy Basics
- Design Consistency
- Responsive Design Concepts
- Accessibility Basics

~ Outcome: Ability to create visually balanced and user-friendly interface designs

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Week 3: Wireframing & User Flow

- Introduction to Wireframing
- User Journey Mapping
- Information Architecture
- Creating Low-Fidelity Wireframes
- User Flow Design
- Navigation Structure Planning

~ Outcome: Ability to structure and plan user experiences effectively

Week 4: Figma & Adobe XD Fundamentals

- Introduction to Figma
- Frames & Components
- Grids & Layout Systems
- Design Assets & Libraries
- Creating UI Screens
- Interactive Prototype Basics

~ Outcome: Ability to design and prototype interfaces using modern UI/UX tools

MONTH 2 – ADVANCED UI/UX DESIGNING

Week 5: Mobile App & Web UI Design

- Mobile UI Design Principles
- Web Interface Design
- Responsive UI Layouts
- Dashboard Design Basics
- Design for Android & iOS
- Modern UI Trends

~ Outcome: Ability to design responsive interfaces for websites and mobile applications

Week 6: Interactive Prototyping & Animations

- Interactive Prototyping
- Microinteractions Basics
- UI Animations & Transitions
- Clickable Prototype Creation
- User Interaction Design
- Design Presentation Techniques

~ Outcome: Ability to create engaging and interactive UI prototypes

Week 7: UX Research & Usability Testing

- User Research Methods
- Persona Creation
- Conducting Usability Testing
- User Feedback Analysis
- UX Problem Solving
- Improving User Experience

~ Outcome: Ability to design user-focused and experience-driven digital products

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Week 8: Design Systems & Collaboration

- Introduction to Design Systems
- Reusable UI Components
- Team Collaboration Workflow
- Developer Handoff Basics
- UI Documentation
- Design Best Practices

~ Outcome: Ability to manage professional UI/UX workflows and design systems

MONTH 3 – LIVE PROJECT & CAREER READINESS

Week 9–10: UI/UX Project Development

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

- E-Commerce App UI Design
- Food Delivery App Interface
- Banking Dashboard Design
- Portfolio Website UI
- Travel Booking App Design
- Educational Platform UI

Project Includes:

- Requirement Analysis
- User Research & Wireframing
- UI Design & Prototyping
- Usability Testing
- Final Project Presentation

~ Outcome: Ability to create complete professional UI/UX solutions for real-world applications

Week 11: Portfolio & Professional Workflow

- UI/UX Portfolio Development
- Case Study Preparation
- Design Presentation Skills
- Client Communication Basics
- Project Documentation
- Design Review & Feedback

~ Outcome: Ability to professionally present and manage UI/UX projects

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Week 12: Interview & Career Preparation

- UI/UX Interview Preparation
- Resume & Portfolio Optimization
- Mock Interviews
- Freelancing & Internship Guidance
- Product Design Career Guidance
- Career Pathways (UI Designer, UX Designer, Product Designer, Interaction Designer)

~ Outcome: Placement-ready UI/UX Designer with practical project experience

Key Skills Developed

- UI/UX Design Principles
- Wireframing & Prototyping
- Figma & Adobe XD
- Responsive UI Design
- User Research & Testing
- Design Systems
- Visual Design & Typography
- Portfolio Development

Target Roles After Completion

- UI Designer
- UX Designer
- Product Designer
- Interaction Designer
- Web & Mobile UI Designer
- Freelance UI/UX Designer

Why This Program is Industry-Ready

- ✓ 100% Project-Based Learning
- ✓ Real-world UI/UX Design Projects
- ✓ Industry-standard Design Tools Exposure
- ✓ User Research & Prototyping Experience
- ✓ Portfolio & Career Preparation Included

From Beginner to Professional — Become a UI/UX Designing Expert in 3 Months.