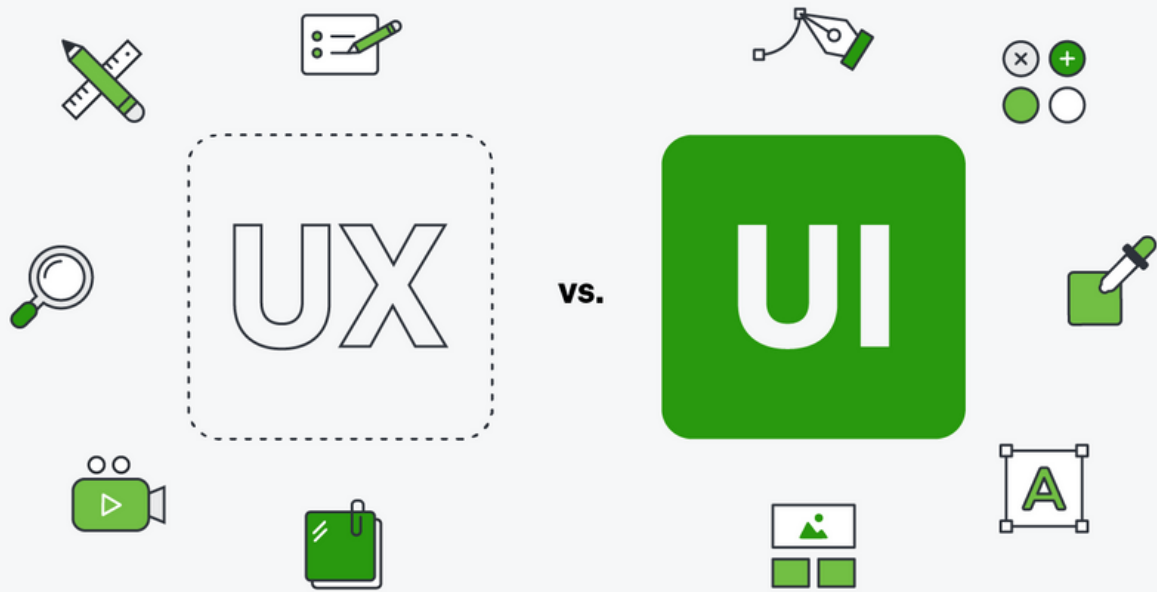




Design Bootcamp

Syllabus



We offer students **high quality** education, from not only great engineers and designers, but deeply committed instructors.

Fikrcamp ensures that each student that goes through our training, is not only technically equipped but also has all the soft skills needed to work in high demanding environments

Design bootcamp

The design bootcamp goes beyond just UI/UX and includes instruction in other design tools such as Illustrator and Webflow. This comprehensive approach is designed to provide students with a diverse skillset, allowing them to pursue various career paths such as UI/UX designer, graphic designer, or even web developer utilizing Webflow.

Tools that will be taught



Figma is a web-based design and prototyping tool used by designers and teams to create user interfaces and interactive designs for websites, mobile apps, and other digital products.



Adobe Illustrator is a powerful graphic design software that provides users with variety of tools and features to create compelling and professional-quality illustrations, graphics, and artwork.



Webflow is a powerful tool that allows users to design, build, and launch professional, responsive websites without the need for coding expertise.

Module breakdown

Module 1

Introduction to UI UX

This module will commence the course by familiarizing students with UI (User Interface) and UX (User Experience) design. We will examine the distinctions between the two and delve into essential concepts including typography, color theory, shapes, and more. Furthermore, students will gain an understanding of the significance of user experience and acquire the skills to develop user-centered designs. Students will become acquainted with the widely utilized Figma tool in the industry.



Module 2

Brand identity and brand building

The process of branding and logo design is integral to product development. In this section, students will gain a comprehensive understanding of branding and the logo design process. They will be introduced to Adobe Illustrator and tasked with replicating logos of well-known brands, while also creating a brand identity for a fintech product that will be developed throughout the course.



Module breakdown

Module 3

Wire-framing

In this section, we will delve into the practical aspect of developing our fintech brand and product. Building upon the foundation we established in the previous section, we will now create a prototype of our product using figma. This hands-on approach will allow us to design both web and mobile prototypes while effectively incorporating the principles of UI/UX that we learned in module 1.



Module 4

Webflow

At this point, we have successfully established a brand identity for our fintech app and developed a prototype. Now our focus will shift towards creating our product's landing page using the web design tool, Webflow. In this section, we will gain proficiency in utilizing Webflow to construct a visually appealing and functional website.

