CCEK – NSQF ALIGNED PROGRAM

COURSE SYLLABUS

FOR

UX Design-Google

CCEK - NATIONAL SKILL DEVELOPMENT TRAINING PROGRAM

UX Design-Google

CCEK – NSDC course package covers the following Qualification Packs and leads to the following NSDC certifications. The students who successfully completed the course programs are entitled to get NSDC certification after undergoing the assessment process of NSDC as per the rules and regulations stipulated by NSDC from time to time.

SL. NO.	QUALIFICATIONS PACK	QUALIFICATIONS PACK CODE	NSQF LEVEL
1	**UX Design-Google** **Brief Job Description**: As a UX Designer at Google, you will be responsible for creating intuitive, engaging, and accessible user experiences across a wide range of products and platforms. You'll collaborate closely with product managers, engineers, researchers, and other designers to understand user needs, define product requirements, and develop design solutions that align with Google's design standards and user-first principles.	**SSC NASSCOM/N0009/ IT/2024**	**4.5**

COURSE DETAILS

UX Design-Google

EXAMINATION DETAILS

COURSE NAME	COURSE CODE	ELIGIBILITY	DURATION
UX Design-Google	G39	PLUS TWO	234

SL. NO.	EXAM	EXAM CODE	MAXIMUM MARK	INTERNAL	TOTAL MARK
THEORY PAPERS					
1	Foundations of User Experience (UX) Design	T001	100	50	150
PRACTICAL PAPERS					
1	Start the UX Design Process	L001	100	50	150
TOTAL MARKS					
1	Total Examination Marks (Theory Online + Practical Examination)				200
2	Total Internal Marks				100
3	**Total Marks (Total Internal Marks + Total Examination Marks)**				**300**

UX Design-Google

INTERNAL MARK CRITERIA FOR EACH

SL NO.	MODULE	MODULE CODE	MAXIMUM MARK	INTERNAL MARK	TOTAL MARK
1	Foundations of User Experience (UX) Design	T001	100	50	150
2	Start the UX Design Process	L001	100	50	150
	TOTAL		200	100	300

ATTENDANCE	GENERAL PERFORMANCE	INTERNAL EXAMINATIONS/ PROJECTS/ ASSIGNMENTS	TOTAL MARKS
5	5	40	50

COURSE SYLLABUS

FOR

UX Design-Google

COURSE	UX Design-Google	
TOTAL MARKS	Mark: 300	Internal Mark: 100
TOTAL HOURS	234 Hrs	

DEFENITION OF CREDIT

1 Credit	15Hrs Theory/ 30Hrs Practical
Skill Components	60 – 70 % of Total Credit

MODULES INCLUDED IN THIS SUBJECT

SL NO	MODULE NAME	CREDIT BREAKUP
1	Module 1: Foundations of User Experience (UX) Design	.5
2	Module 2: Start the UX Design Process: Empathize, Define, and Ideate	.5
3	Module 3: Build Wireframes and Low-Fidelity Prototypes	1
4	Module 4: Conduct UX Research and Test Early Concepts	1
5	Module 5: Create High-Fidelity Designs and Prototypes in Figma	1
6	Module 6: Build Dynamic User Interfaces (UI) for Websites	2
7	Module 7: Design a User Experience for Social Good & Prepare for Jobs	1
	Total	7.8

Training Outcomes

- Foundational Understanding of UX Design
- Wireframing & Prototyping
- UX Research & Usability Testing
- Build a Professional Portfolio

MODULES

Module 1: Foundations of User Experience (UX) Design

THEORY & PRACTICAL

- Identify common job responsibilities of entry-level UX designers and other teams you might work with.
- Understand foundational concepts in UX design, such as user-centered design, the design process, accessibility, and equity-focused design.
- Explain why design sprints are an important and useful part of a UX designer's work.

Module 2: Start the UX Design Process: Empathize, Define, and Ideate

THEORY & PRACTICAL

- Empathize with users to understand their needs and pain points.
- Develop problem statements to define user needs.
- Generate ideas for possible solutions to user problems.

Module 3: Build Wireframes and Low-Fidelity Prototypes

THEORY & PRACTICAL

- Create storyboards to come up with ideas about solutions to user needs.
- Create wireframes on paper and digitally in the design tool Figma.
- Build paper prototypes to create interactive designs.
- Design low-fidelity prototypes in Figma.

Module 4: Conduct UX Research and Test Early Concepts

THEORY & PRACTICAL

- Plan and conduct moderated and unmoderated usability studies.
- Synthesize observations from usability studies and come up with insights.
- Share research methodology and insights using persuasive presentation skills.
- Modify low-fidelity designs based on research insights.

Module 5: Create High-Fidelity Designs and Prototypes in Figma

THEORY & PRACTICAL

- Build mockups and high-fidelity prototypes in the design tool Figma.
- Define and apply common visual design elements and principles.
- Demonstrate how design systems can be used to organize, standardize, and enhance designs.
- Understand the role of design critique sessions and feedback while iterating on designs.

Module 6: Build Dynamic User Interfaces (UI) for Websites

THEORY & PRACTICAL

- Apply each step of the UX design thinking framework (empathize, define, ideate, prototype, test) to create a dynamic website.
- Plan information architecture and sitemaps for website designs.
- Apply common layouts for web pages.
- Complete a design project and include it in your professional UX portfolio.

Module 7: Design a User Experience for Social Good & Prepare for Jobs

THEORY & PRACTICAL

- Apply each step of the UX design thinking framework (empathize, define, ideate, prototype, test) to create a project focused on social good.
- Build wireframes, mockups, and low-fidelity and high-fidelity prototypes for a dedicated mobile app and a responsive website.
- Prepare to successfully interview for an entry-level UX design job.
- Determine if freelance design work is a good career fit.