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SOUTHERN CAREERS INSTITUTE
UI/UX DESIGNER

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LEARN IT.

The UI/UX Designer program offers a design-focused, practical introduction to user interface and user experience. Students learn the full UI/UX process—from ideation and strategy to wireframes and sitemaps—using industry best practices. The course also introduces coding basics and web development foundations to support screen-based design for websites and apps.

Students completing this course will be skilled in the following areas:

- Outline and demo all UI/UX design stages
- Conduct user research and define strategy
- Create sitemaps, wireframes, and architecture
- Explore basic HTML, CSS, JavaScript, and backend
- Apply UX best practices to web and app designs

After completing the course graduates may find entry-level employment as a:

- UX Research Assistant
- Web Designer
- UI Designer
- Product Designer (Entry-Level)
- Interactive Designer

Length of Program*

33
WEEKS

ONLINE

* With successful full-time enrollment, Online courses are asynchronous and attendance is quantified by achieving the defined activity benchmark.

Earn the following **9 Skill Badges** conveying proficiency in your field:



Goal Setting



User Analysis



User Research



Information Architecture



HTML, CSS, & Javascript



Front-End Web Development



UI/UX Design and Prototyping



UI/UX Designer



Design Communication

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Discover more information about this program in the [Southern Careers Institute School Catalog](#) at [SCItexas.edu](#)



Design Thinking and Structures

Basics of design principles, user empathy, and testing product hypotheses. Basics of design principles, user empathy, and testing product hypotheses. A foundational class that covers the design thinking process, user-centric design, product design roles, and design thinking workshops.

UIUX100

Research Methods

Overview of user research methods including quantitative, qualitative, and competitive analysis. To teach students the foundation of research from an analytical basis or quantitative and qualitative analysis as well as comparing data as it reacts competitively with outcomes. A student must understand what research is presenting and make choices for the user based on results from a user experience.

UIUX101

Research Demonstration

Concepts of empathy maps, user personals, journey maps, and data analysis. Students have the opportunity to learn how to use empathy maps through the emotional state of the user through each experience. They will understand that identifying the user and target the persona according to the insight collected. How a student reviews and collects information Journey maps/User flows will create acumen for what the experience will be for the user.

UIUX102

Ideation and Strategy

Discovery and development of ideation techniques, user stories, sitemaps, card sorting, and brand strategy. To teach students how to use ideation techniques to create a clear message within the user experience and uncover user stories and map out sitemaps. Students will use card sorting to identify information architecture to use to build the design of the website and develop the brand strategy.

UIUX103

Coding Structures

Basics of HTML, CSS, JavaScript, and Git Source Control. Students have the opportunity to learn one of the four coding languages of their choosing: JavaScript, C#, interacting with the DOM, retrieving data from remote sources, and more advanced layout techniques.

UIUX104

Frontend Theories and Practice

Advanced concepts of HTML, CSS, and JavaScript. Students have the opportunity to learn one of the four coding languages of their choosing: JavaScript, C#, interacting with the DOM, retrieving data from remote sources, and more advanced layout techniques.

UIUX105

Interaction Design and Prototyping

Lab environment where students develop skills using design tools, sketching screens, wireframes, grid layouts, UI patterns, and libraries. Key concepts of rapid prototyping, creating a prototype with a tool like Sketch, Figma, or Adobe XD. Students will show how their designs are actualized, first as sketches and then through wireframing. Students also are introduced to several design tools, including Figma and Adobe XD, to learn how to conduct a guerilla usability test to validate sketches and learn how to apply interaction design principles. Students will also explore the world of user interface design in order to make their designs more accessible and engaging.

UIUX106

Capstone Design

Presentation of individual and client projects upon graduation. Students spend weeks identifying a client and a problem that shows off what the journey the student has gone through in previous courses. The student will solve the problem and create a user experience that is within the Client's brand guide and brand structure.

UIUX107

Presentations, Pitches, and Proposals

Building case studies, design presentations, processes, and client projects. Develop a portfolio platform, personal brand, resumes, and social media content for hiring and the digital marketplace. Building case studies, design presentations, processes, and client projects. Develop a portfolio platform, personal brand, resumes, and social media content for hiring and the digital marketplace.

UIUX108

SPEAK WITH AN ADMISSIONS ADVISOR TODAY! 1.833.SCI.TEXAS or visit SCItexas.edu

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Austin, TX 78704

Brownsville Branch Campus
935 North Expressway
Brownsville, TX 78520

Corpus Christi Branch Campus
2422 Airline Rd.
Corpus Christi, TX 78414

Harlingen Branch Campus
1122 Morgan Blvd.
Harlingen, TX 78550

Pharr Branch Campus
1500 North Jackson Rd.
Pharr, TX 78577

San Antonio-North Branch Campus
6963 NW Loop 410
San Antonio, TX 78238

San Antonio-South Branch Campus
238 Southwest Military Dr. Ste. 101
San Antonio, TX 78221

Waco Branch Campus
3700 S IH 35, Ste. A
Waco, TX 76706

*Past students' outcomes, starting salaries, and job prospects are not indicative of those for current and future students. SCI does not guarantee employment or a starting salary upon graduation, completion, or withdrawal from SCI *Not all campuses offer all programs