Course Title: **COMPUTER GRAPHICS (UI-UX)**
Course Code: BFAGD-205

Credit Hours: 3 (1+2)

Course Outline:

Course Objectives:

- Integrate Graphic Design Principles: Apply fundamental graphic design principles to UI/UX design contexts.

- Master UI/UX Tools: Develop proficiency with key tools and software used in UI/UX design.

- Create Effective Interfaces: Design user interfaces that balance aesthetics and usability.

- Prototype and Test Designs: Build interactive prototypes and evaluate them through user testing.

- Adopt Best Practices: Implement industry best practices and standards in UI/UX design.

Course Outcomes:

By the end of this course, students will be able to:

- Demonstrate Design Knowledge: Explain and apply graphic design principles to user interface and user experience challenges.

- Utilize Design Tools: Show proficiency in design tools. For instance; Adobe XD, Figma, and Sketch for creating UI/UX elements.

- Design User Interfaces: Create user interfaces that are visually appealing, functional, and user-centered.

- Develop Prototypes: Build and refine interactive prototypes based on user feedback and usability testing.

- Apply Best Practices: Implement industry best practices in design systems, accessibility, and responsive design.

Course Contents:

- UI/UX Overview; Difference between UI and UX
- Design Tools and Software; Adobe XD, Figma, Sketch, and other design tools
- Creating wireframes and mockups
- Designing vector graphics and icons
- UI Design Principles
- User interface components: buttons, forms, and navigation
- Responsive design and adaptive layouts
- Design Systems and Guidelines: Creating and using design systems and style guides
- Material Design, Human Interface Guidelines
- User Experience and Interaction Design
- UX Design Principles
- User-centered design and human factors
- Interaction Design; Micro-interactions and animations
- Prototyping and Usability Testing; Interactive and high-fidelity prototypes
- Tools for prototyping and interaction design
- Conducting Usability Testing; usability testing, A/B testing
- Analyzing user feedback and iterating on designs
- Design Trends and Innovations
- Current trends in UI/UX design
- Emerging technologies and their impact on design

Field trips to publishing houses, art galleries, or museums can enrich the learning experience.

Recommended Books

1. "Don't Make Me Think: A Common Sense Approach to Web Usability" by Steve Krug
2. "The Design of Everyday Things" by Don Norman
3. "UI Design with Adobe XD" by Daniel Schwarz
4. "Responsive Web Design with HTML5 and CSS" by Ben Frain