
Product Design (UX/UI)

Full Time

In partnership with:

 **FLATIRON SCHOOL**

Introduction

Africa's top Tech Bootcamp, Moringa School teams up with America's Top Tech Bootcamp Flatiron School, to bring you a 22 week Product Design boot camp that puts you on the path to career freedom.

The UX / UI product design program at Moringa focuses on digital product design — designing digital products such as websites, mobile applications, and computer programs. Product Design is a holistic role, one that has ownership over the entire UX and UI process. Coding knowledge is not required, though it can be helpful, which is why we teach HTML and CSS basics.

What is Product Design?

Product Design is a holistic concept that has ownership over both UX (user experience) and UI (user interface) design. UX design focuses on the total user experience with a digital product. UI design focuses on the visual experience of a digital product, such as fonts, colors, and animations.

Why Study at Moringa?

1

Practical Hands-on Learning

Get job-ready with practical, hands-on learning. Our Product Design program will prepare you to become an end-to-end Product Designer by learning UX and UI design. You will learn to build the functionality and use cases of digital products such as mobile apps, websites, or software.

Join the Moringa school Product Design community that allows students to gain hands-on UX/UI design experience using modern tools like Figma and Webflow.

2

Technical Mentorship

Schedule 1:1s with your instructor to work on technical concepts, plan out your pacing or check in about your program milestones.

3

Learn in Community

You may be learning online, but you're not alone. You can schedule 1:1s with your instructor for added guidance.

4

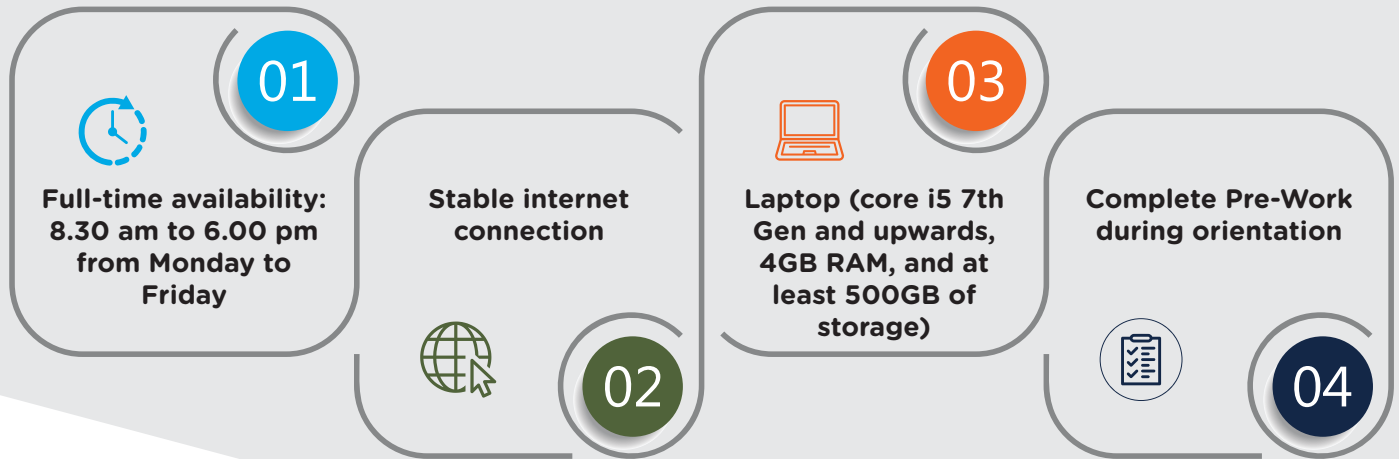
Career Coaching and Graduate Support

Receive career coaching and job-hunting support for up to 12 months post-graduation. You'll graduate with a professional portfolio, intended to catch hiring managers' eyes.

Who is this course for?

1. 18+ year old highschool/university graduates looking to get into tech
2. Entry-level professionals who are looking to transition into tech
3. Those interested in changing their career and are looking for a fast tech skill to learn
4. Those who have no interest in coding but would like to get into tech (Marketing and Graphic Design professionals)
5. Front End Web developers who are looking to improve their skills in design

What You Need To Start:



Course Overview

Duration: 22 Weeks

Delivery: Full-time | Live Online Classes | Weekdays 8 am to 5pm

Tuition Fees: Ksh 130,000

Fee Payment Options Available



Curriculum Outline

Phase 0: Intro to Product Design

All students are required to complete the introduction before the start of Phase 1 to have a working knowledge of UX and UI processes. During Phase 0, students prepare for success by familiarizing themselves with the tools and processes they will utilize during the Product Design course including Figma and Webflow.

Phase 1: UX Process

In Phase 1, students will learn the essential components of the UX (User Experience) Design process, including standard tools, best practices, and deliverables. Students will learn how to conduct research and interpret findings and create the assets necessary to communicate their ideas and insights to other project stakeholders.

Phase 2: UI Design

In Phase 2, students will learn the essential components of the UI (User Interface) design process, including standard tools, best practices, and deliverables. Students will learn the fundamentals of interface design, including design principles, typography, and design patterns, to create beautiful mockups that are a joy to view and use.

Wellness break

Soft Skills

Phase 3: Studio 1

In Phase 3, students will apply what they learned about the UX and UI process to create a complete set of deliverables. Students will begin with a project brief and deliver research-informed solutions using the product design process. Students will learn how to talk about their design choices and communicate users' needs to other stakeholders.

Curriculum Outline

Phase 4: Studio 2

In Phase 4, students will direct a project from start to finish while exploring essential skills like presentation strategies, effective communication, and design ethics. This phase will challenge students to meet the complex needs of a real-world problem.

Phase 5: Portfolio

In Phase 5, students will create and launch an online portfolio of their best work. They will author a case study that explains the insights and decisions they made during the product design process. This program will challenge students to talk competently about their work and to communicate their strengths in UX and UI as they prepare to enter the job market.

Outcomes of this course:

You will be prepared for jobs such as:

- UX Designer
- Product Designer
- Full-Stack Designer
- Cloud Computing
- Cybersecurity
- AI, ML, Big Data, VR, AR
- Video Production
- User Experience

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