

COURSE INFO SHEET ONLINE PROGRAM

PROGRAM HIGHLIGHTS:

- **Design fundamentals**: The psychology of colors, lines, shapes, textures, fonts. Learn to leverage the power of space, rhythm, composition, structure.
- Human-computer interaction: The basics of the psychology of interface design and how humans feel about computers in different contexts.
 User Research: Learn to form hypotheses, then go out to real people to collect data and test your assumptions.
- **Rapid Prototyping**: Prototyping, sketching, and wireframing essential techniques for experimentation and brainstorming.
- **Visual Identity**: Build a visual identity from scratch, taking into account the story, personality, and core values.
- Mock Websites & Apps: Learn to design across screen sizes and interaction paradigms.

ONLINE SESSION DATES

July 4 - July 14, 2022

9:00 am - 12:00 pm PST 12:00 - 3:00 pm EST

TUITION

\$1495

ACADEMIC PROGRAM OVERVIEW:

This innovative college-level course in partnership with iXperience is perfectly designed to help high schoolers gain real world knowledge and experience before committing to a UX/UI Design path in college. You will get the opportunity to apply your newly gained skills to a hands-on project for a positive cause. While specific briefs vary from course to course, all of the projects are selected to perfectly complement the skills covered in class and enable students to make a real-world impact.

- Week 1: Focus on picking up new industry-relevant skills at a rapid pace.
- Week 2: Collaborate on a social impact project that you can add to your resume and discuss in job interviews.



I have learned so much in a relatively short time, but I have never felt overwhelmed from the information. I think that says a lot about the program and how they want to see us succeed and help us learn along the way.

Gabriela Silguero, Rutgers University Class of 2021