

training code: PDUX / ress / EN

Professional Diploma in UX Design

Who created the course?

The Professional Diploma in UX Design is created and validated by a panel of industry experts from top companies in tech. This panel, known as our Industry Advisory Council ensures that our content is what the industry — and hiring managers — are looking for.

What you'll learn?: The full UX process

Duration: 6 months

Commitment: 5 hours per week

Format: Online, self-paced with live support and mentoring



Training recipients

Whether you are just getting started, or you're already working in UX design, this course has something for you.



Benefits

What will I get from the course?

- You'll learn to think like a UX designer and adopt a UX mindset
- You'll gain the confidence that comes from a true, deep understanding of UX
- You'll have job-ready skills and a portfolio of real-life projects to show hiring managers
- You'll be a certified UX designer with a real, university credit-rated qualification

Bonus content

The course also includes additional modules to help ensure you are job ready, including:

- Video lessons offering guidance on how to create your UX portfolio
- Tutorials to help you master Figma, the industry-standard design tool

- Recordings of 'UX insiders' webinars with industry experts



Training program

Core modules

The course features an in-depth syllabus of 11 core modules covering all the essential aspects of UX design.

Modules include:

1. Introduction to UX design

This module will give you a strong, foundational understanding of the user experience (UX) design process. You'll learn that UX design is a problem-solving discipline focused on building products that solve problems for the user. You'll also get a clear sense of the role of research in design, which will be explored fully in Module 2

2. User research

This module will help you to see research as the key ingredient underpinning UX Design. You'll learn about a range of research techniques and methods, including usability testing, interviewing, card sorting, online surveys, A/B testing and heuristic evaluation

3. Analysis techniques

In this module, you'll understand the need to analyse the research data that you gather. This module will look at a number of frameworks and techniques that will help you make sense of raw, unstructured data.

4. Structure and navigation

In this module, you'll learn how to define a clear structure and information architecture for your software. This in turn will help you to design intuitive navigation and a smooth flow for your users

5. Interactions

Interaction design is where we get to define what happens when people 'touch' our software. How does it respond when users enter data? Press buttons? Click on navigation? This module will teach you the components of an interaction and how these components – controls, rules, and feedback — facilitate an interaction.

6. Design principles

This module will enable you to harness the power of design principles to create high-quality software. Design principles are proven guidelines and rules for effective design. They stem from different disciplines including advertising, architecture, and software development. You'll learn why using design principles as reference points will increase the probability that your designs and software will be successful.

7. Design patterns

In this module, you'll be introduced to the concept of design patterns: reusable solutions to common problems in software. By using these common solutions, you can ensure that your designs are more perceivable and predictable for your users.

8. Workflows

In this Module, you'll learn the importance of designing effective workflows which allow users to complete common tasks like registration, onboarding and sign-in. You'll also be introduced to complex forms and payment flows, along with techniques to improve user trust in your designs.

9. Mobile

This Module focuses on designing effective mobile applications. You'll understand the key differences between responsive websites, mobile websites, and native applications. You'll also learn about different mobile application types and gain an understanding of mobile design patterns.

10. AI and UX Design

Module 10 will explore how AI can help you design better and what you should consider when designing AI products. You'll learn how to integrate tools like ChatGPT into your workflow, and what's different about designing for AI-assisted experiences. You'll also hear from senior professionals on AI's role in UX.

11. Prototyping and handover

In this module, you'll gain the skills and knowledge to build interactive prototypes. You'll learn the differences between high, medium, and low-fidelity prototypes. Finally, you'll recognise the importance of clear handover documentation when transitioning from design to build.

Portfolio projects

As part of the course you will complete a series of 11 projects to help you to create a high-quality portfolio and showcase your job-ready skills.

Projects include:

- Competitive benchmarking
- Online survey
- Note-taking
- Usability test
- Affinity diagram
- Customer journey map
- Flow diagram
- Interaction design
- Interactive prototype
- Annotating your prototype
- Usability testing your prototype



Expected preparation of the participant

We do not require any prerequisites.



Training Includes

Course delivery

Online, self-paced learning

The Professional Diploma in UX Design is designed to be flexible. Most of our course content is delivered as bite-sized, on-demand video lessons. This means you have the flexibility to study in your own time, while project deadlines keep you on track.

Live support and mentoring

We're here to help you at every step of your learning experience with:

- Live support from your tutors to answer any questions you have about the course
- Project feedback from expert mentors during live workshops every week
- 1:1 support in finding a job from our career advisors
- Peer support from our vibrant community of current and aspiring UX professionals

6 month schedule, 12 month access

For those who are motivated by deadlines, we offer an optional 6-month schedule. This outlines when you need to watch each module and submit each project in order to complete the course within 6-months. If you stick to this schedule, you'll need to complete around 5 hours of study each week. Keep in mind that this schedule is simply a recommendation. You will have access to the course for a total of 12 months.



Language

- English

Duration

180 days / 120 hours

Examination method

Course assessment

Students are assessed in two categories: the quality of their project work and their score in the online exam.

Project work

Your projects will be graded by our Student Success team (your course tutors). You'll need to submit and pass each of the 8 mandatory projects in order to be eligible to sit your online exam.

- Projects account for 60% of the overall assessment

Online exam

After passing your 8 mandatory projects you can sit your online exam whenever you are ready. The exam is multiple choice and it can be taken at any time and place that suits you. Resits are available if you don't pass first time. Each module on the course includes a practice quiz to help you prepare for your exam.

- The exam accounts for 40% of the overall assessment