

## UI Frameworks

Session No#	Session mode	Session Details	Week-Day	Duration Hrs
1	EL-Async	<b>IU 1: Persona Creation and UX Research</b> <ul style="list-style-type: none"> <li>• Introduction to User-Centered Design</li> <li>• Understanding User Needs and Behaviours</li> <li>• Techniques for UX Research: Interviews, Surveys, Observation</li> <li>• Creating Empathy Maps and User Journey Maps</li> <li>• Defining User Personas</li> <li>• Mapping User Goals, Frustrations, and Use Cases</li> <li>• Using Research Insights to Drive Design Decisions</li> </ul> <b>IU 2: Information Architecture and Interaction Design</b> <ul style="list-style-type: none"> <li>• Principles of Information Architecture</li> <li>• Organizing Content for Web Portals</li> <li>• Designing Effective Navigation Structures</li> <li>• Interaction Design Patterns and Best Practices</li> <li>• Task Flows and User Flows</li> <li>• Wireframing Techniques and Tools (Figma, Adobe XD)</li> <li>• Accessibility Considerations in Navigation and IA</li> </ul> Complete MCQ	Before Sync session	2
2	FC -Sync	<b>IU 1: Persona Creation and UX Research</b> Explain the role of personas in UX design and how user research informs design decisions. <b>IU 2: Information Architecture and Interaction Design</b> Describe methods for structuring digital content using interaction design principles. Explain assignments 1 & 2	1-1	3
3	AS -Sync	Complete below assignments and submit Assignment 1: Create detailed user personas and gather insights through interviews/surveys. Assignment 2: Design a site map and user flows for a business web solution.	1-2	3
		<b>IU 3: Visual Design, Branding &amp; Accessibility</b> <ul style="list-style-type: none"> <li>• Visual Design Principles: Layout, Color, Typography, Contrast</li> <li>• Branding Guidelines and Style Guides</li> </ul>	Before Sync session	2

4	EL-Async	<ul style="list-style-type: none"> <li>• Creating Consistent UI Elements and Design Systems</li> <li>• Designing for Different Devices and Viewports</li> <li>• Accessibility Guidelines (WCAG 2.1) and Inclusive Design</li> <li>• Color Contrast Tools and Accessibility Testing</li> <li>• Integrating Design Tokens with Power Pages Themes</li> </ul> <p><b>UI 4: Prototyping and Low-code UI Development using Power Pages</b></p> <ul style="list-style-type: none"> <li>• Introduction to Prototyping Methods (Low-, Mid-, High-Fidelity)</li> <li>• Tools for Prototyping (e.g., Figma, InVision, Adobe XD)</li> <li>• Overview of Microsoft Power Pages</li> <li>• Creating Sites and Pages using Power Pages Studio</li> <li>• Configuring Layouts, Components, and Forms</li> <li>• Customizing Site Appearance with CSS and Themes</li> <li>• Adding Security Roles and Permissions in Power Pages</li> <li>• Connecting to Dataverse and External Data Sources</li> </ul> <p>Complete MCQ</p>		
5	FC- Sync	<p><b>UI 3: Visual Design, Branding &amp; Accessibility</b></p> <p>Demonstrate understanding of visual hierarchy, branding, and WCAG accessibility guidelines.</p> <p><b>UI 4: Prototyping and Low-code UI Development using Power Pages</b></p> <p>Identify capabilities of Microsoft Power Pages in building secure, responsive sites.</p> <p>Explain Assignments 3 &amp; 4</p>	2-3	3
6	AS- Sync	<p>Complete below assignments and submit</p> <p>Assignment 3: Apply brand elements to a UI mockup while meeting accessibility standards.</p> <p>Assignment 4: Use Power Pages to build and customize a responsive web page prototype.</p>	2-4	3
7	EL-Async	<p><b>UI 5: Usability Testing, Publishing &amp; Documentation</b></p> <ul style="list-style-type: none"> <li>• Fundamentals of Usability Testing</li> <li>• Planning and Conducting Usability Test Sessions</li> <li>• Tools for Recording and Analyzing Usability Tests</li> <li>• Iterating Designs Based on Feedback</li> <li>• Documentation Best Practices for UI/UX Projects</li> </ul>	Before Sync session	2

		<ul style="list-style-type: none"> <li>Publishing Power Pages Sites</li> <li>Maintaining and Updating a Live Portal</li> <li>Writing Design Rationales and Accessibility Reports</li> </ul> Complete MCQ		
8	FC-Sync	<b>IU 5: Usability Testing, Publishing &amp; Documentation</b> Explain the process and purpose of usability testing, feedback collection, and iterative improvements. Explain assignment 5	3-5	3
9	AS -Sync	Complete the below assignment and submit Assignment 5: Conduct usability testing on the site, then publish and document improvements.	3-6	3
10	PM-Sync	Project Mentoring – Explain the below tasks <ol style="list-style-type: none"> <li>1. Conduct a user research study and develop personas, wireframes, and a user journey map for a proposed application interface.</li> <li>2. Create a high-fidelity prototype using Power Pages or a comparable tool, aligned with UX design standards and brand guidelines.</li> </ol>	4-7	3
11	PI-Async	Complete project tasks 1	Before Sync session	4
12	PI-Async	Complete project task 2	Before Sync session	4
13	PM-Sync	Project Mentoring – Explain the below tasks <ol style="list-style-type: none"> <li>3. Perform usability testing on the prototype and produce a comprehensive improvement report based on user feedback and testing metrics.</li> </ol>	4-8	3
14	PI-Async	Complete project task 3 and submit project report	Before Assessment	2
15	SA-Sync	Summative Assessment (Each learner)	5-9	30 min

EL-E-Learning

FC-Flipped Class

AS-Assignment

PM-Project Mentoring

PI-Project Implementation

SA-Summative Assessment

Sync- Synchronous Session &

Async- Asynchronous Session