

PROFESSIONAL TRAINING PROGRAM

UX/UI DESIGN WITH AI

Master UX thinking, UI design, AI-powered workflows, prototyping and portfolio development.

4 MONTHS

ONLINE / OFFLINE

AI-POWERED

UX RESEARCH • UI DESIGN • AI TOOLS • PROTOTYPING



RESEARCH

DESIGN

AI

LEARN • CREATE • BUILD • PRESENT

www.arrow-multimedia.com

Start with the outcome

A student should understand the value of the course before reading the syllabus.



THINK

Understand users, problems and design decisions.



STRUCTURE

Turn research into flows, architecture and wireframes.



DESIGN

Create visual systems, components and responsive interfaces.



PROVE

Test, present, build a portfolio and prepare for interviews.

FROM A STUDENT'S POINT OF VIEW

WHAT WILL I LEARN?

UX process + UI craft

WHAT WILL I MAKE?

Apps • Web • Dashboards

WHAT WILL I SHOW?

Case studies + portfolio

COURSE SNAPSHOT

DURATION

4 Months

MODE

Online / Offline

CORE

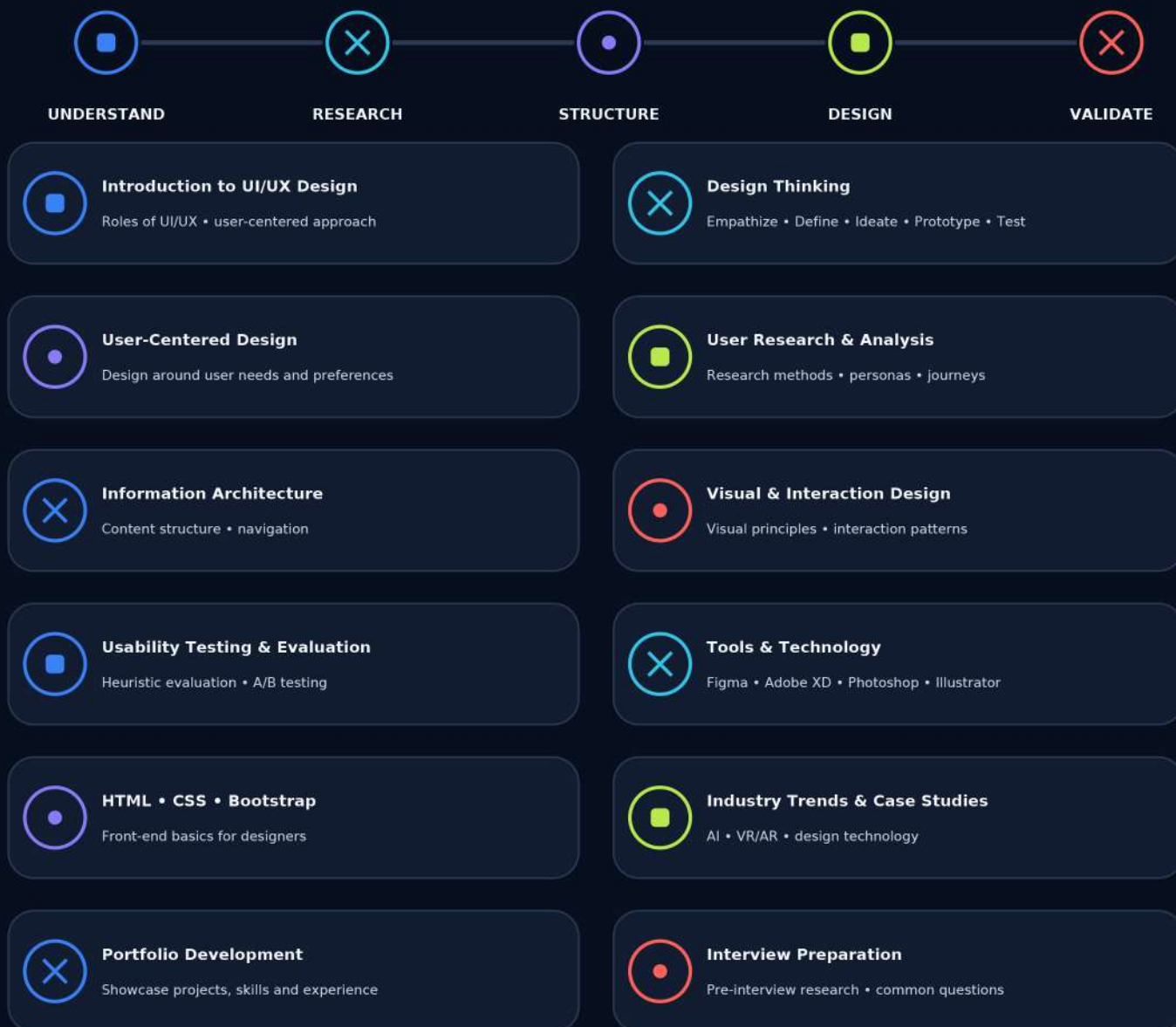
UX + UI + Prototyping

EXTRA

AI + Front-End Basics

Course roadmap

A 12-part curriculum arranged as a practical journey from foundations to career readiness.



UX foundation

Research, structure, prototyping, usability and psychology — the thinking layer behind every strong interface.



Introduction to UX & UI Design

- What is UX?
- What is UI?
- Why both matter
- Career opportunities



User Research & Personas

- Surveys
- Interviews
- Empathy Maps
- User Personas
- User Journey Mapping



Information Architecture

- Sitemaps
- Content Planning
- Navigation Design



Wireframing & Prototyping

- Sketching Wireframes
- Figma / FigJam
- Adobe XD
- Miro
- Low vs High Fidelity



Usability & Accessibility

- 6 Rules of Usability
- Exceptional experiences
- Optimum usability



User Psychology

- Psychological user needs
- Color theory
- Common laws of the human brain

UX LOOP



RESEARCH



DEFINE



DESIGN



TEST

UI interface craft

Translate UX decisions into visual systems, responsive interfaces and production-ready handoff.

INTRODUCTION TO UI

- What is UI Design?
- Role of a UI Designer
- Visual Design Principles

DESIGN ELEMENTS

- Color Theory
- Typography
- Icons
- Grids and Layouts
- UI Components • Buttons • Cards

DESIGN TOOLS

- Figma • Adobe XD • Miro
- Photoshop • Illustrator
- UI Kits • Plugins

RESPONSIVE DESIGN

- Mobile & Web
- Material Design
- iOS Guidelines

PROTOTYPING

- Interactive Prototypes
- Design Handoff Tools
- Final UI Project

UI SYSTEM



TYPE

Aa / 24 / 16 / 12

COLOR



HANDOFF

Interactive prototypes • handoff tools • final UI project

STUDENT TAKEAWAY

Move from visual rules to components, responsive screens, prototypes and handoff.

Graphic design

Visual-design skills that strengthen UI screens, brand assets and portfolio presentation.



DESIGN PRINCIPLES

- Composition
- Hierarchy
- Balance
- Spacing
- Visual consistency



COLOR + TYPOGRAPHY

- Color Theory
- Type pairing
- Scale & hierarchy
- Contrast
- Readable layouts



PHOTOSHOP

- Image editing
- Mockups
- Visual enhancements
- Social creatives



ILLUSTRATOR

- Vector graphics
- Icons
- UI assets
- Logo design



BRAND + CONTENT

- Brand Identity
- Logo concepts
- Social Media Creatives
- Print / Packaging concepts



AI-ASSISTED VISUALS

- Adobe Firefly
- ChatGPT
- Midjourney / image generation
- Creative exploration

VISUAL DESIGN PIPELINE



IDEA



COMPOSE



STYLE



REFINE



PRESENT

AI in UX/UI

AI is taught as a practical productivity layer inside the design workflow.



Introduction to AI in Design

Understand how AI is transforming UX/UI.



AI-Powered Design Tools

Uizard, Galileo AI, Khroma and other productivity tools.



ChatGPT for User Research

Generate personas, survey questions and gather insights.



AI for Ideation & Brainstorming

Explore ideas and design directions with conversational AI.

AI should accelerate the designer — not replace design thinking.

Front-end + design tools

Designers who understand how their interfaces translate into the web.

FRONT-END FOR DESIGNERS

-  **HTML**
Structure of web pages
-  **CSS**
Styling elements
-  **LAYOUTS**
Flexbox + Grid
-  **BOOTSTRAP**
Framework basics
-  **RESPONSIVE**
Responsive designs
-  **COMPONENTS**
Navbar • Cards • Buttons
-  **DESIGN TO CODE**
Figma → HTML/CSS
-  **ACCESSIBLE CODE**
Clean best practices
-  **MINI PROJECT**
Build a web UI from scratch

DESIGN TOOLS + SOFTWARE

FIGMA

Wireframing • UI • Prototyping • Collaboration

ADOBE XD

UI design • Interactive prototypes

PHOTOSHOP

Image editing • Mockups • Visual enhancements

ILLUSTRATOR

Icons • Vector graphics • UI assets

FIGJAM / MIRO

Flows • Workshops • Collaboration

DESIGN → BUILD

FIGMA → HTML/CSS → BOOTSTRAP → RESPONSIVE WEB UI

The goal is to make design decisions more practical and implementation-aware.

Projects + portfolio

Leave with proof of practice — not only course notes.



01

MOBILE APP

User flows • UI • Prototype



02

WEB DESIGN

Layouts • Components • Responsive



03

DASHBOARDS

Information • Visual hierarchy



04

PROTOTYPES

Interactions • Testing • Handoff

OUR STUDENT PORTFOLIO LINKS



UX

Bē



UI

Bē



GRAPHIC

Bē

Uday Chandra

behance.net/udaychandra7#

NMB - Deepak

behance.net/nmb-35deepak#

Yalla Siva Ram

behance.net/yallasivaram7482

Syed Abrar Ali

behance.net/syedabrarali23

Syed Abrar Ali

dribbble.com/syedabrarali23

Darshana Maske

behance.net/darshanamaske

PORTFOLIO MINDSET

Create a showcase of projects that explains the thinking behind the work — not just screenshots.

Projects + portfolio

Leave with proof of practice — not only course notes.



01

MOBILE APP

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PROTOTYPES

Interactions • Testing • Handoff

STUDENT PORTFOLIO LINKS

Uday Chandra

behance.net/udaychandra7#

NMB - Deepak

behance.net/nmb-35deepak#

Yalla Siva Ram

behance.net/yallasivaram7482

Syed Abrar Ali

behance.net/syedabrarali23

Syed Abrar Ali

dribbble.com/syedabrarali23

Darshana Maske

behance.net/darshanamaske

PORTFOLIO MINDSET

Create a showcase of projects that explains the thinking behind the work — not just screenshots.

Career direction

A practical bridge from classroom learning to a professional design profile.



UI DESIGNER

Visual systems • components • responsive UI



UX DESIGNER

Research • flows • usability



PRODUCT DESIGNER

End-to-end problem solving



PROTOTYPE ARTIST

Interaction • testing • handoff



GRAPHIC DESIGNER

Visual assets • brand communication

WHAT YOU CAN LEAVE WITH



UX case-study thinking



UI screens + component thinking



Responsive web awareness



Portfolio-ready project work



Interview preparation



Certificate of course completion

ONLINE + OFFLINE • 4 MONTHS • PORTFOLIO • INTERVIEW PREP • CERTIFICATE

ARROW

MULTIMEDIA

11 / NEXT STEP

READY TO START?

Build skills. Build projects. Build a portfolio that gives you something real to show.

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UX/UI DESIGNING

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ENQUIRE ABOUT THE NEXT UX/UI BATCH →