

*CAREER**FOUNDRY***

UI Design Program

UI Design Program Program Information

Do you marvel at gorgeous websites, cringe at appalling typography choices, and obsess over color combinations?

A career as a UI designer might be right for you! Our UI Design Program will take you from beginner to professional and help you get a job you'll love. Whether you have experience with web development or not, our 9-month program will give you the skills necessary to succeed in a thriving industry.

There's no other UI design program on the market that combines a comprehensive, hands-on curriculum with individualized, expert mentorship quite like CareerFoundry's. Keep reading to find out how it all works.

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What you'll get

- **Unlimited messaging with your tutor**
Through the CareerFoundry platform
- **Regular portfolio reviews**
And regular video calls with your mentor
- **Job Guarantee**
If you meet our eligibility criteria, you'll land a job within 180 days of program graduation—or your money back
- **14-day trial period**
Get your money back if the program isn't right for you
- **Flexibly paced**
Our 15-hour/week pace can be organised around any schedule
- **Access to our Job Preparation Course**
Opt in to the Job Preparation Course for unlimited, lifetime access to a career specialist to guide your job search
- **Lifetime access to our curriculum**
Get access to more than 640 hours of curriculum written by expert UI designers working in the field
- **Free read-only access to other career change programs we offer**
Learn more about web development and UX design for free
- **Active online student community**
Find a study buddy through online and in-person meetups

1.

Who is the program for and what are the requirements?

No design background? No problem! We've molded even the most tenderfooted of UI hopefuls into confident designers, ready to take the job market by storm. Even if you're starting from scratch and have no previous background in tech, our program will have you actively creating and developing your own projects in a matter of months. And **you don't need a particular background or qualification** to succeed in the program either!

Like all UI designers, you'll need lots of sticky notes, blank paper for paper prototyping, and drawing tools (pencils, markers). But you'll work with plenty of digital tools as well.

Below are the tools you'll need in each course in the program (including price and alternatives). The main tool we suggest for each task is highlighted in bold and includes a tutorial in the program. So while you are welcome to use alternatives, please keep in mind that there may not be an in depth tutorial for the tool in the program—if you do choose to use an alternative tool, you can always find detailed tutorials online.

Type of tool	Tool	Course	Cost
Presentation tool	Any of: Powerpoint, Google Sheets, Keynote, Draw.io, Google Drawings, Lucidchart, OmniGraffle, Overflow or FlowMapp	Intro to UI Design and UI Immersion	Depends which tool you use (free tools can be used for program)
Word processor	Any of: Pages, Microsoft Word, or Google Docs	Intro to UI Design and UI Immersion	Depends which tool you use (free tools can be used for program)
Spreadsheet tool	Any of: Excel or Google Sheets	UI Immersion	Depends which tool you use (free tools can be used for program)
Flow charts	Any of: Draw.io, Google Drawings, Lucidchart, OmniGraffle, Overflow or FlowMapp	UI Immersion	Depends which tool you use (free tools can be used for program)
Wireframing	Sketch or Adobe XD Alternatives: Figma, Craft, Illustrator or Balsamiq	Intro to UI and UI Immersion	Sketch: \$50 USD with a CareerFoundry discount or Adobe XD: Complimentary for one year for students on the Immersion course*

Prototyping and design handoff	InVision Alternatives: Marvel, Axure, Prott, Pop, Zeplin, Adobe XD, JustInMind	Intro to UI and UI Immersion	InVision: Free for nine months with CareerFoundry
Usability Testing	UsabilityHub	UI Immersion	Free version can be used for program
Animation	Any of: Flinto, Framer, Principle, Proto.io, After Effects, Keynote	UI Immersion	Depends which tool you use (free tools can be used for program)
Design Preview	Any of: Skala Preview, Crystal, Icon Strike	Intro to UI and UI Immersion	Depends which tool you use (free tools can be used for program)
Mockups	Angle	UI Immersion	Free
Style Guide	Frontify	UI Immersion	Free version can be used for the program
Testing Alexa skills	Amazon Echo/Echo Dot Alternatives: Amazon developer console	Voice User Interface Design	Depends which tool you use (free tools can be used for program)
Flow-charting software	LucidChart or Draw.io	Voice User Interface Design	Draw.io: Free LucidChart: Free for limited number of diagrams
Text editor to code	Atom Alternatives: Sublime, TextMate or Notepad++	Frontend Development for Designers	Atom: Free
Testing and previewing	Google Chrome	Frontend Development for Designers	Google Chrome: Free
Hosting your code	GitHub	Frontend Development for Designers	GitHub: Free
Animation	Adobe After Effects	Animation for UI Designers	\$31.49/month *The total a student spends for the course will depend on the course duration.
Designing static user interfaces	Sketch or Adobe XD	Animation for UI Designers	Sketch: \$50 USD with a CareerFoundry discount or Adobe XD: Complimentary for one year for students on the Immersion course*

*We've partnered with Adobe XD to give our UI students complimentary access to the full version of our favorite design tool. Once you pass the Intro to UI Course, you'll receive a key for your 1-year subscription and can start learning Adobe UI—one of the industry's most in-demand tools for wireframing, animation, and prototyping.

The complimentary subscription provides 1-year of full access to Adobe XD; this does not include Adobe Creative Cloud.

System and hardware requirements

In terms of hardware, you'll need a computer or laptop (Mac or Windows). Here are the system and hardware requirements for the main tools you'll use in the program. Adobe XD can be used on both Mac and Windows, and Sketch can only be used on Mac.

macOS

Adobe XD	Minimum Requirements
Operating System	macOS X v10.14 or later
Display	13 inches or larger display, 1400 x 900 resolution, Retina recommended
RAM	4 GB of RAM

Sketch	Minimum Requirements
Operating System	Sketch 76.1 and above requires macOS Catalina (10.15.0) or newer
RAM	If you're working with more complex documents, involving multiple Pages and hundreds of Artboards, a Mac with a decent amount RAM, a powerful CPU and good GPU will give you the best results

Windows

Adobe XD	Minimum Requirements
Operating System	Windows 10 (64-bit) - Version 1809 (build 10.0.17763) or later
Display	13 inches or larger display, 1280 x 800 resolution
RAM	4 GB of RAM
Graphics	Minimum Direct 3D DDI Feature Set: 10. For Intel GPU, drivers released in 2014 or later are necessary. To find this information, launch “dxdiag” from the Runmenu and select the “Display” tab.

2.

What will you finish the program with?

The program takes you through the process of designing user interfaces from scratch. You will start by becoming familiar with Sketch and its available features by creating existing UI elements and interfaces using the tool. As you work through the program, you will also create your own UI elements before you dive into designing interfaces for entire apps. To complement the highly practical aspects of the program, you’ll explore and apply the theory behind creating visually appealing products that will impress employers and clients alike.

By the end of the program, you’ll have all the essential UI job skills under your belt, and you’ll have mastered **Sketch, Adobe XD and InVision**—both of which are industry standard tools. Among others, these include responsive design, visual design principles, designing for different platforms, wireframing, mockups, prototyping, testing, and a little bit of UX design thrown in there, too.

In addition to this full immersion in the world of UI design, **you’ll also take a specialization course that will give you focused knowledge and experience in a UI-adjacent field**—frontend development, or voice user interface design. This additional qualification will set you apart from your competition in the job market and prepare you to contribute in even more impactful ways to any team you join.

Based on our comprehensive curriculum, you will be qualified for “Junior UI Designer” or “UI Designer” roles. Most of our graduates find jobs as UI designers, but some find jobs in other areas—including visual design, web design, interaction design, digital design, product designer, marketing design, and visual communications. If you have transferable skills from your past career, you can potentially get a more senior role; your career specialist will help you to craft the right story.



The ZFU, or Staatliche Zentralstelle für Fernunterricht, is the state body for distance learning in Germany. In order to offer our UI Design Program publicly, it must undergo a rigorous quality assurance and certification process. On successful completion of this process, the program is assigned a unique approval number (7330218) which can be checked against a public register.

3.

What kind of support is available?

As part of the program, you'll receive support from your dedicated tutor and mentor, your student advisors, your career specialist and a community of fellow learners:

Your tutor

is a program expert who actively works in the field and provides individual feedback on your course assignments. CareerFoundry tutors are program experts who work in the field; responsible for carefully evaluating your submissions and ensuring you truly understand each exercise. They know the curriculum backward, forwards, and inside out—and they're ready to support you. As you progress throughout the program, your tutor will provide constructive feedback within 24 hours—highlighting where you can improve, and where you're on the right track.

Student Advisors

ensure you have the best possible experience throughout the program. You can message them from your dashboard (within the platform)—they're always happy to answer any questions you have about the administration of your program.

Your mentor

is a seasoned and influential professional that we've hand-picked to provide industry insights, conduct video reviews of your portfolio projects, and give advice to help you forge your new career. You can schedule video calls with your mentor over the duration of the program, making them your personal introduction to a career in tech. CareerFoundry mentors are also well-versed in how to educate. They've walked the path before you, grappled with imposter syndrome, and learned from their mistakes. Above all, they know first-hand how challenging a career change can be. As senior experts across a myriad of sectors, they provide you with invaluable insights into working in your chosen field and ensure that the projects you choose are aligned with your career goals. Together, you'll create a portfolio that will tell your story—and help you stand out in the job market.



Fellow students

As a CareerFoundry student, you'll be part of an extensive community of fellow students, both during the program and after graduation. You can reach out to this community on Slack to discuss your coursework, organize meetups, or find a study buddy. As a part of our graduate community, you'll have lifetime access to this community, so you can keep in touch with your fellow graduates. We encourage students to work with a study buddy throughout the program—and we'll even help you find one! Working with a peer will make your studies easier, more successful, and more enjoyable than working alone. Study buddies motivate and keep each other accountable, discuss projects, help each other understand specific concepts, share knowledge, and give each other feedback. Our students also regularly organize in-person meetups around the world, where they network and share experiences.



Career Specialists

If you opt into the Job Preparation Course, you'll also have a dedicated career specialist who will provide individualized feedback for your job search strategy and application package. Your career specialist will answer all your questions throughout the Job Prep Course, and be there to support and advise you on how to get the most out of your job search and how to be eligible for our Job Guarantee. The support they offer will help you develop professional and job search skills that will benefit your career in UI—beyond just your first role as a UI designer.

4.

How much time do you need to commit to the program?

The UI Design Program takes you through three journeys—**Intro to UI Design, Immersion, and your choice of a specialization**—for a total of up to nine months of coursework (one month in Intro to UI Design, six months in Immersion, and two months in your chosen specialization).

The program requires an average of 15-20 hours per week. Since you're not required to be online at specific times to work on the material, you have a great deal of flexibility in which hours you set aside for study. It's possible to finish the program in less than nine months—some students put aside time specifically to complete their program, dedicating an average of 30-40 hours each week, for a total program duration of 5 months.

5.

What is the structure and format of the program?

The program provides a **100% asynchronous, online learning experience that is flexibly-paced**—so while there is an overall completion deadline, you get to decide how to fit your study hours around other obligations.

Our curriculum is built with the beginner in mind, but it is comprehensive and rigorous—**created in-house by our team of curriculum designers**, and authored in collaboration with industry experts. The curriculum is hands-on and project-based, meaning that everything you do during the program will contribute to the development of your professional portfolio, which you'll use to showcase your best work to potential employers.

Our learning platform will guide you through the program reading materials, supplementary videos, and assignments, but you'll have plenty of support along the way. Your dedicated tutor and mentor will be there to answer questions, offer guidance, and provide rapid and extensive feedback (as well as final approval) on all of your projects. **There is no final exam:** the program is counted as complete once all the exercises have been reviewed and approved by your tutor and mentor. You will be able to download your certificate of completion directly from the dashboard.

If you're curious about how it will all look, take a tour of the [CareerFoundry learning dashboard](#) 



Program Outline

The UI Design Program is divided into three parts:

Intro to UI Design

You'll practice fundamental design skills before you begin work on your own projects later on in the program. Using your working knowledge of essential Sketch or Adobe XD features and functions, you'll recreate the user interface for a travel app.

- 1. What Is UI?**
Differentiate the responsibilities of a UI designer and a UX designer
- 2. Introduction to Your Design Tool**
Navigate the Sketch or Adobe XD interface and its basic functions
- 3. Working with Layers & Shapes**
Use shapes and layers in Sketch or Adobe XD to create screens of an app
- 4. Point Types & Boolean Operations**
Use shapes in Sketch or Adobe XD to create icons for an app
- 5. Visual Design Basics**
Apply visual design basics to an app in Sketch or Adobe XD
- 6. Working with Text**
Apply text styles to an app in Sketch or Adobe XD
- 7. Advanced Design Tool Features**
Create a layout from which to build an app icon
- 8. Pixel Precision**
Apply principles of pixel precision to UI elements
- 9. Previewing Your Work**
Use different design preview tools
- 10. Preparing Your Work for Handoff**
Prepare design work for handoff

Immersion

is the second part of the program, during which you'll be immersed in the mindset of a UI designer through hands-on application of the design processes and tools that UI professionals use every day. With knowledge of design theory, principles, patterns, and mediums, you'll build a mobile app from scratch.

Achievement 1 - Conceptualization of Design Principles



With knowledge of design theory, principles, patterns and mediums, you'll build a mobile app from scratch for your Student Project 1. You will develop wireframes of low, mid and high fidelity before finalizing the UI for your app in Sketch.

- | | |
|---|--|
| 1.1 Design Principles & Heuristics | 1.7 Symbols & Iconography |
| 1.2 Consistency in Design Patterns | 1.8 Evoking Emotion in UI |
| 1.3 Wireframes | 1.9 Text & Typography in UI |
| 1.4 Layout Design & Spacing | 1.10 Using Color in UI |
| 1.5 Introduction to Grids | 1.11 Platforms & Devices |
| 1.6 UI Elements & Hierarchy | |

Achievement 2 - User Experience



You'll incorporate basic principles of user experience (UX) design to determine and solve challenging UI problems. You'll also conduct user research and create user personas for the app you'll build in Achievement 4

- | | |
|-------------------------------------|--|
| 2.1 Design Processes | 2.6 Gathering Requirements |
| 2.2 User Psychology | 2.7 User Flows & User Flow Diagrams |
| 2.3 Conducting User Research | 2.8 Exploratory Sketching & Rapid Prototyping |
| 2.4 Creating User Personas | 2.9 User Testing |
| 2.5 What Is Lean UX? | |

Achievement 3 - Design Workflow



You'll create a solid workflow for your app, taking the design project all the way from the requirements phase to the design, critique and iterate loop. With the requirements in hand, you'll also be designing a mood board, mockups, and the main screens of your app.

- | | |
|--|--|
| 3.1 Finding Inspiration | 3.6 Responsive Grids & Frameworks |
| 3.2 Building a Mood Board | 3.7 Creating a Style Guide |
| 3.3 Primary & Secondary Actions | 3.8 Reviewing & Critiquing |
| 3.4 A/B & Preference Testing | 3.9 The Feedback Loop |
| 3.5 Responsive Design Patterns | 3.10 Mockups |

Achievement 4 - Mobile App Design for iPhone and Android



Based on existing specs and your knowledge of design patterns of specific platforms (e.g. iOS or Android), you will wireframe and design a complete mobile meeting management app and/or an app of your choice.

- | | |
|--|---|
| 4.1 Mobile Platforms: iOS | 4.6 Sounds & Physical Feedback |
| 4.2 Mobile Platforms: Android | 4.7 Mobile Gesture |
| 4.3 Mobile Design Patterns & Trends | 4.8 Building a Mobile App |
| 4.4 Learning From Others | 4.9 Prototyping a Mobile App |
| 4.5 Basic App Structure | |

Achievement 5 - A Complete Application



You'll create an app from top to bottom by gathering requirements, developing user stories, wireframing, and iterating through the design/critique loop until the project is complete and ready for production. You will also consolidate your work throughout the program into a complete portfolio and create cohesive branding for yourself as a UI designer.

- | | |
|--------------------------------------|---|
| 6.1 Reusing Common Components | 6.5 Starting From Nothing |
| 6.2 Prototyping Animation | 6.6 Final Project |
| 6.3 Building a Cohesive Brand | 6.7 What Makes a Good Portfolio? |
| 6.4 Less is More | 6.8 Building Your Portfolio |

UI Specializations

Frontend Development for UX Designers

Level up your skills with a dose of HTML, CSS, and JavaScript as you code your own portfolio website from scratch.

Voice User Interface Design

Stay ahead of the trends by mastering this revolution in UX design together with Amazon's Alexa.

Animation for UI Designers

Bring digital products to life with functional, interactive animation.

7.

What kind of projects will you be working on?

You'll have the opportunity to add a minimum of eight to your portfolio as part of our UI Design Program—one for each program segment. For each project that you work on, you'll build out a variety of design components and deliverables to feature in your portfolio alongside the finished designs.

Each project consists of 5-10 professional-grade pieces that will help you showcase your skills and share the journey you took to reach your final, high-fidelity designs. On the Intro to UI Design Course, you'll recreate the user interface for a mobile travel app. During Immersion, you'll be working on six projects:

Achievement 1:

You'll be working on one project where you'll have the choice between designing a productivity app, a vintage clothing app or an 80s music player app.

Achievement 4:

Here you'll be working on an open project of your choice, which is a native app.

Achievements 2-3:

For these two achievements, you'll be working on two projects (one app), where you'll have the choice between designing a recipes app and location-based recommendations app.

Achievement 5:

For Achievement 5, you'll be working on one main project which is an online money saving app, as well as two mini-projects. For the two mini projects, you'll have the choice between a messenger app and a note-taking app.

Finally, each specialization course offers its own project options, allowing you to expand on what you've learned in Immersion and hone your skills in a specific aspect of UI Design:

Animation for UI Designers

You'll animate the UI for an app, choosing from the three unique project briefs we provide (a meditation app, smart home app, or FinTech app).

Voice User Interface Design

Develop three unique voice skills ready for submission to the Alexa Skills Store.

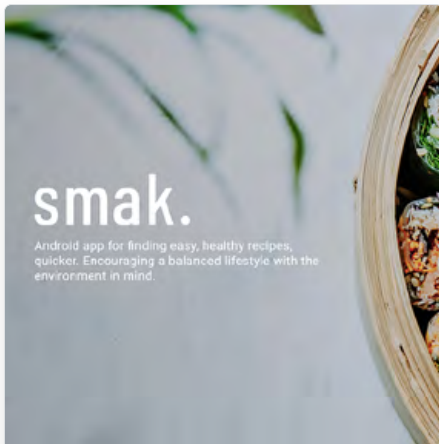
Frontend Development for Designers

Create your own, hand-coded portfolio page.

8.

What will your portfolio look like?

You can choose to publish your portfolio pages on sites like Dribbble and Behance, or your own personal website (if you have one). If you're interested in setting up your own portfolio page, we'll teach you how to do this in our Job Preparation Course. Alternatively, you can code your own website from scratch by choosing to take part in the Frontend Design specialization course. Here are some examples of projects created by some of our UX Design Program graduates during the UI Immersion Course:



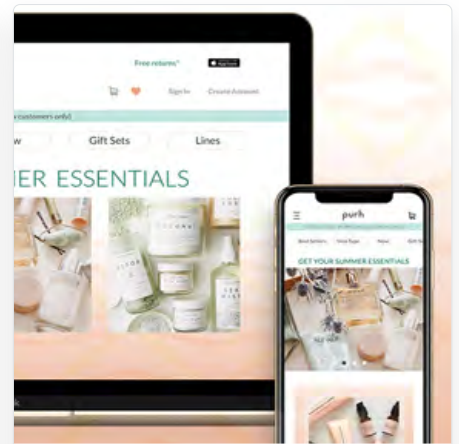
Lissy Bonness
UI Designer

[See project](#)



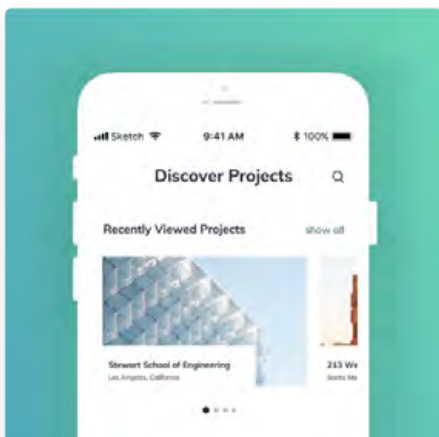
Kristen Stabile
UI/Product Designer

[See project](#)



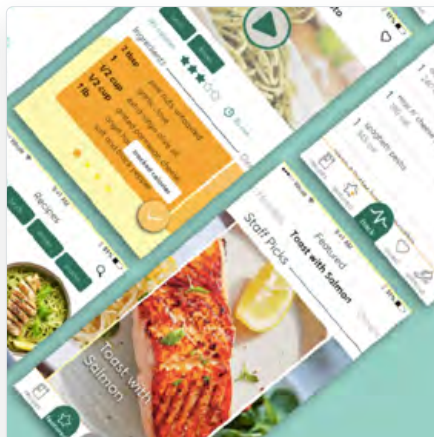
Megan Sauer
UI/UX Designer

[See project](#)



Alex Alman
Senior UX/UI Designer

[See project](#)




Megan Tran
UI Designer


[See project](#)


9.

What do you need to do to be eligible for the Job Guarantee?

Here's the checklist of the requirements you'll need to meet in order to be eligible for our Job Guarantee— as well as what you'd need to do or provide if, for some reason, you weren't able to find a job after the job search period (180 days after graduation).

For more information on the guarantee and job search process, check out our [Career Services Brochure](#) .

- You're at least 18 years of age, and have completed a high school diploma
- You're located within the [list of metropolitan areas in selected countries](#)  or you're willing to relocate for work
- You're willing to accept both remote and non-remote positions
- You've completed 100% of your program, with all Achievements approved by your mentor
- You've completed the Job Preparation Course within one month of graduating from your main program
- You have no outstanding CareerFoundry program fees
- You've updated or created your online professional profiles (such as LinkedIn and Stack Overflow) and they have been approved by your career specialist
- You've update your resume (CV) with your new skills and it has been approved by your career specialist
- You've completed at least one call with your career specialist within three months of graduation
- You've demonstrated that you're actively using your new skills through showcasing a minimum of three completed portfolio projects
- You've taken the initiative to check in every other week with your career specialist and update them on your progress
- Proof of at least five job applications per week during the job search period
- You have a valid work permit for the country you want to work in, and you're able to speak the local language
- You are unable to find a job in the field within six months
- You don't have paid work in your new field exceeding 15 hours per week/60 hours per month

For a full list of the requirements that must be met in order to be eligible for a refund, take a look at [our Terms and Conditions \(under §15\)](#) .

10.

Should you choose UX Design or UI Design?

If you would like to focus your career on UX design but also like the idea of mastering some UI design skills, we recommend taking the UX Design Program with the UI design specialization. You'll become an expert in UX while learning some key UI principles which will prepare you well for a combined role.

After you graduate from the UX Design Program, you'll be able to apply for UX design roles that require some knowledge of UI. Remember: These roles will often be titled "UX/UI designer."

If you'd like to work primarily as a UI designer, take the UI Design Program. You'll be able to focus on the skills and tools you'll need as a UI designer, but the program also covers the fundamentals of UX design. After the UI Design Program, you'll be able to apply for UI design roles that require some knowledge of UX (these roles are also often titled "UI/UX designer").

Still feeling torn between UX and UI?

If you've tried both free short courses and still can't choose, we recommend starting with our introductory courses: [Intro to UX Design](#) and [Intro to UI Design](#)



If you'd like to start with just one introductory course, we'd recommend starting with UX. The product design process starts with UX, after all, so the fundamentals of UX is a good place to start your career as a designer. After this one-month course, you'll have a much better idea of whether you want to continue on the UX path or if you'd rather go on to master the art of UI.

Read our "Which Tech Career Path is Right For You?" blog post under ["Why are UX and UI roles often advertised as one?"](#)


11.

Tuition and scholarships

We offer several kinds of payment options such as an upfront payment with a 5% tuition reduction and an interest free payment plan—this option requires an upfront deposit to secure your place on the program, followed by ten monthly installments.

For more payment options for your specific region, check out the [payment options on our website](#)  For further information on tuition or if you'd like to learn about what kind of scholarships we offer or if you require a more flexible payment plan, [contact your program advisor](#)  for more information. We currently accept payments by credit card, Paypal, and bank transfer.


We offer you the chance to try out the program for a period of 14 days. This begins on the program start date. If, within that time frame, you decide that the program is not for you, we'll refund 100% of any tuition you've paid.

If the 14-day trial period has passed and you'd like to withdraw from the program before 60% of the program time has elapsed, you get a prorated refund based on remaining program time and your payment plan details. See the [full terms and condition](#)  on our website.

12.

Application and enrollment

We don't require you to go through any long-winded application process in order to participate in a CareerFoundry course or program. We know that our students can change careers successfully, regardless of their background.

If you'd like to make sure you're familiar with all of the details before signing up, [get in touch with us](#) .

If you're ready to enroll, [complete your enrollment now](#). We can't wait to see you in the program!

