

Here's the link to our teacher's website where we can access the lectures and exercises we'll be learning:

<https://edesign-bg.com/ux-ui-principles-design-systems-2025-2026.html>

Week 1. Introduction to UX/UI and Design Thinking

- User Interface – definitions. The difference between UX and UI.
 - The importance of a well-designed interface: analysis of “good” and “bad” examples.
 - A brief history of UX/UI development.
 - Visualization and principles of good UX/UI design.
 - Fundamentals of Design Thinking – phases (empathize, define, ideate, prototype, test).
 - Introduction to UX research: user needs, interviews, and surveys.
 - **Practice:** short team analysis of a familiar application.
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Week 2. UX Research and User Journeys

- Goals and methods of UX research (qualitative and quantitative).
 - Creating personas, scenarios, and user stories.
 - User Journey Mapping – when and how to apply it.
 - User behavior and motivation.
 - Using Miro/Mural for user journey mapping.
 - **Practice:** creating a user journey for a specific product.
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Week 3. Information Architecture and Analysis

- Summarizing UX research – data collection and analysis.
- Turning research results into actionable insights.

- Structuring content and navigation (site maps, user flows).
 - Case analysis: real example of an app or website and UX issues.
 - **Practice:** students create their first wireframes based on their persona and user journey.
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Week 4. Visual Design and UI Components

- Principles of visual hierarchy, balance, and contrast.
 - Color systems, accessibility (WCAG), readability.
 - Typography: font selection, sizes, line spacing.
 - Layout systems: grid, flex, breakpoints.
 - Creating UI components in Figma (buttons, inputs, cards).
 - **Practice:** building a basic UI kit in Figma.
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Week 5. Design Systems

- What is a design system – structure and principles.
 - Components, styling, tokens, and best practices.
 - Overview of major design systems: Material, Carbon, Ant, Fluent, Helios, etc.
 - Consistency and reusability of components.
 - **Practice:** building a mini design system (UI kit + rules).
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Week 6. AI in UX/UI

- What AI can do in UX/UI: wireframe generation, content creation, analysis.
- Tools: Galileo AI, Uizard, Magician (Figma), ChatGPT, WatsonX, Copilot, etc.

- Ethics and limitations of using AI.
 - Latest user research findings and trends.
 - **Practice:** experimenting with an AI tool to create a prototype.
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Week 7. Final Project and Trends

- Applying the full process in product design:
UX research → persona → wireframes → design system → prototype → testing.
- Presentation and defense of final course projects.
- Discussion of current and future UX/UI trends.
- Final reflection and feedback session.