

W3 Engineers

Standards/ Curriculum Format for User Experience Design for Web & Mobile

Course Duration: Three Months

Course Curriculum

- **WORKING ON HTML5**

- Why is HTML5 important?

Lesson

- Understanding HTML5 Document Structure

Lesson

- Understanding HTML5 tags

Lesson

- Using nav, article, and div elements

Lesson

- Writing basic tags

Lesson

- **WORKING ON CSS3**

- Introducing CSS3

Lesson

- Exploring browser compatibility

Lesson

- Understanding borders and backgrounds

Lesson

- Understanding Positioning

Lesson

- Positioning with CSS3

Lesson

- Integrating CSS3 with HTML5

Lesson

- Testing web pages in various browsers

Lesson

- Creating grid-based assets and layouts

Lesson

- **GRAPHICS DESIGN AESTHETICS**

○ Understanding the principles of design

Lesson

○ Designing for screens

Lesson

○ Coloring web graphics

Lesson

○ Creating image (logo, banner) sprites

Lesson

○ Optimizing images as JPEG, GIF, or PNG files

Lesson

○ Using image (logo, banner) in websites

Lesson

• **JAVASCRIPT & JQUERY**

○ What is JavaScript?

Lesson

○ What are functions?

Lesson

○ Understanding variable scope

Lesson

○ Getting the values from form fields

Lesson

○ Working with objects and arrays

Lesson

○ Using operators and control structures

Lesson

○ Working with jQuery effects, such as showing, hiding, and fading page elements

Lesson

○ Objects, references, and functions

Lesson

○ Adding the jQuery \$(document).ready() and mouse events

Lesson

- **BOOTSTRAP - A SLEEK, INTUITIVE, AND POWERFUL FRAMEWORK**

- Understanding The Bootstrap Framework

Lesson

- Understanding the Bootstrap file structure

Lesson

- Exploring the 12-column grid

Lesson

- Downloading and installing Bootstrap

Lesson

- Scaffolding the main columns

Lesson

- Styling buttons, images, and tables

Lesson

- Overriding core CSS

Lesson

- Adding JavaScript effects, like dropdown menus, tabs, accordions, and more

Lesson

- **SOFTWARE PROJECT MANAGEMENT & PROJECT WORK**

- Key principles of Iterative Development Process

Lesson

- Understand iteration and release of a project

Lesson

- Understand user story

Lesson

- Estimate a story

Lesson

- Define user stories of your project work

Lesson

- Work with project stories

Lesson