

User Interface Design Professional Certification

Master practical UI design skills and earn a professional certification from MTF Institute, designed for designers and product teams.

Web & Mobile Design Instructor: Cameron Brooks • 5 sections • 57 lessons • 18.75h total

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About this course

User interface design is a critical skill in today's digital product landscape, yet many professionals lack formal training or recognized certification. This can lead to inconsistent designs, poor user experiences, and missed career opportunities. This course covers everything from foundational UI principles to advanced strategies for emerging platforms. You'll work through hands-on projects, analyze real-world case studies, and complete a capstone project to build a professional portfolio. By the end, you'll be prepared for the MTF Institute certification exam and ready to apply UI design skills in any team.

Course curriculum

Foundations of UI Design

- **What is UI Design? Defining the Discipline (15m)**
We'll break down the core of UI design, how it shapes user experiences, and why it's a separate field from UX.
- **UI vs. UX: Key Differences and Overlaps (20m)**
Clear examples and case studies to distinguish UI from UX, and where they collaborate.
- **Visual Design Principles: Hierarchy and Contrast (18m)**
Step-by-step guide to applying hierarchy and contrast in layouts for better usability.
- **Visual Design Principles: Alignment and Proximity (12m)**
Practical exercises on using alignment and proximity to organize information effectively.
- **Pixels, Resolution, and Screen Media Fundamentals (25m)**
Understand technical aspects like DPI, retina displays, and how they affect design decisions.
- **The Role of UI Designers in Product Teams (15m)**
Insight into collaboration with developers, PMs, and stakeholders in agile environments.
- **Introduction to Accessibility: WCAG Guidelines for 2026 (22m)**
Learn current accessibility standards and how to implement them in your designs.
- **Setting Up Your UI Design Workflow (10m)**
Quick setup guide for tools, file management, and efficient design processes.

Design Systems, Tools & Components

- **Introduction to Industry Tools: Figma and Beyond (18m)**
Overview of popular tools like Figma, Sketch, Adobe XD, and when to use each.
- **Getting Started with Figma: Essential Features (25m)**
Hands-on tutorial on Figma's interface, basic tools, and creating your first frame.
- **Advanced Figma Techniques for Efficiency (30m)**
Master auto-layout, components, and plugins to speed up your workflow.
- **Building a Design System: Color Palettes (20m)**
How to create and manage cohesive color palettes that support branding and accessibility.
- **Typography Scales and Font Selection (18m)**
Choosing and scaling fonts for readability and style across devices.
- **Spacing and Grid Systems (22m)**
Implement consistent spacing and grids for structured, responsive layouts.
- **Working with UI Components: Buttons and Forms (15m)**
Design interactive elements like buttons and forms with usability in mind.
- **Navigation Patterns and Best Practices (12m)**
Explore common navigation structures for web and mobile apps.
- **Cards, Modals, and Overlay Elements (18m)**
Design and use cards, modals, and overlays for effective content presentation.

- **Responsive Design for Web and Mobile (25m)**
Techniques to ensure your designs adapt smoothly to different screen sizes.
- **Iconography: Creating and Using Icons Effectively (15m)**
From icon sets to custom icons, learn best practices for clarity and consistency.
- **Imagery and Photography in UI Design (10m)**
Selecting and integrating images that enhance user engagement.

Interaction & Motion Design

- **Introduction to Interaction Design (15m)**
Fundamentals of how users interact with interfaces and why it matters.
- **Micro-interactions: Enhancing User Feedback (20m)**
Design subtle animations and feedback loops that delight users.
- **Animation Principles for Digital Interfaces (18m)**
Apply classic animation principles to create smooth, meaningful motion.
- **Prototyping: From Wireframes to Interactive Models (25m)**
Step-by-step on building prototypes that simulate real user flows.
- **Low-Fidelity Prototyping Techniques (12m)**
Quick methods for testing ideas with simple, paper-based or digital sketches.
- **High-Fidelity Prototyping in Figma and Other Tools (30m)**
Create detailed, interactive prototypes for user testing and handoff.
- **Designing for Touch Gestures and Mobile Interactions (22m)**
Optimize interfaces for gestures like swipe, tap, and pinch on mobile devices.
- **Voice and Multi-Modal Interface Design (18m)**
Explore design considerations for voice assistants and combined input methods.
- **Interaction Specifications and Developer Handoff (15m)**
Document interactions clearly so developers can implement them accurately.
- **Collaboration Workflows with Development Teams (12m)**
Best practices for communicating design intent and feedback during development.

Advanced UI Strategy & Emerging Trends

- **AI-Driven Interfaces: Current Trends in 2026 (20m)**
How AI is shaping UI design, from personalization to automated layouts.
- **Generative UI Patterns and Automation (18m)**
Using tools and methods to generate UI components dynamically.
- **Designing for AI Assistants and Chatbots (22m)**
Create conversational interfaces that are intuitive and helpful.
- **Cross-Platform Design: Mobile and Web Consistency (25m)**
Maintain a unified experience across different devices and platforms.
- **Wearable UI Design Considerations (15m)**
Adapt designs for smartwatches and other wearable tech with limited space.
- **Spatial Interfaces for AR and VR (28m)**
Design immersive interfaces for augmented and virtual reality environments.

- **Dark Mode Implementation and Best Practices (12m)**
How to implement dark mode effectively, considering contrast and aesthetics.
- **Variable Fonts and Dynamic Typography (18m)**
Use variable fonts for flexible, performance-optimized text display.
- **Theming Architecture for Scalable Designs (20m)**
Build design systems that support multiple themes like light and dark modes.
- **Data-Driven Design: A/B Testing Frameworks (25m)**
Set up and analyze A/B tests to optimize UI based on user data.
- **Using Analytics to Inform UI Decisions (18m)**
Interpret user behavior data to make informed design improvements.
- **Internationalization: Designing for Global Audiences (22m)**
Considerations for text expansion, cultural norms, and layout adaptability.
- **Localization Strategies and Cultural Adaptation (15m)**
Adapt designs for specific regions without compromising usability.
- **Emerging Platforms: Future UI Trends for 2026 and Beyond (20m)**
Look at upcoming technologies and how they will influence UI design.

Professional Certification & Portfolio

- **Capstone Project Introduction: Defining the Problem (18m)**
Start your capstone by identifying a real-world problem and project scope.
- **Research and User Personas for Your Project (20m)**
Conduct user research and create personas to guide your design.
- **Wireframing and Information Architecture (25m)**
Build the structure of your product with wireframes and IA diagrams.
- **Visual Design for the Capstone Product (30m)**
Apply your design system to create the visual look and feel.
- **Prototyping and Interaction Design for Capstone (28m)**
Develop interactive prototypes to test user flows.
- **Peer Review Session 1: Initial Feedback (15m)**
Share your work with peers and receive constructive critique.
- **Instructor Critique: Using Industry Frameworks (22m)**
Get expert feedback using established design critique methods.
- **Iterating on Your Design Based on Feedback (18m)**
Refine your designs based on reviews to improve quality.
- **Building Your Professional Portfolio (25m)**
Select and present your best work in a portfolio that tells a story.
- **Case Study Presentation: Structure and Storytelling (20m)**
Craft compelling case studies that highlight your process and results.
- **Interview Preparation: Common Questions and Practice (22m)**
Prepare for UI design interviews with practice questions and answers.
- **Client Communication and Stakeholder Management (18m)**
Learn to communicate design decisions to clients and stakeholders effectively.

- Final Certification Exam Preparation and Pathways (30m)

Review key concepts, take practice exams, and explore learning paths after certification.

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