

UX Design for Mobile & Web Apps: Beginner's Guide

Learn UI/UX design from scratch with practical exercises and 2026 trends, perfect for beginners with no prior experience.

[Web & Mobile Design](#) Instructor: Jordan Lee • 5 sections • 58 lessons • 19.00h total

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About this course

Many people struggle to create user-friendly apps and websites because they lack a clear design process. This course breaks down the confusion around UI and UX, showing you how to think like a designer from day one. You'll start with the basics and build up to real-world skills, avoiding common pitfalls that frustrate users.

Through video lessons, case studies, and hands-on projects, you'll learn user research, core design principles, prototyping with tools like Figma, and advanced strategies including AI and AR integration. Each module is designed to give you actionable steps so you can immediately apply what you learn to your own projects.

Course curriculum

Introduction to UI/UX Design

- **What UI and UX Actually Mean (12m)**
Clear definitions and differences between UI and UX, with examples from popular apps.
- **The Role of Design in App and Web Development (18m)**
How UI/UX impacts user satisfaction, retention, and business goals in today's digital products.
- **Key Design Terms Explained (15m)**
A glossary of essential terms like wireframes, prototypes, and user flows to build your foundation.
- **The Design Process from Start to Finish (20m)**
Step-by-step overview of how designers work, from research to testing and iteration.
- **Why User-Centered Design is Non-Negotiable in 2026 (10m)**
Current trends showing how putting users first leads to better outcomes and competitive edges.
- **Case Study: Breaking Down a Popular App's UI/UX (25m)**
Real analysis of how design choices affect user experience in a familiar mobile app.
- **Setting Up Your Design Toolkit (8m)**
Quick guide to free and paid tools you'll use, including Figma and Adobe XD basics.

Fundamentals of User Research

- **Introduction to User Research Methods (14m)**
Overview of interviews, surveys, and usability tests, and when to use each.
- **Planning a Research Study (18m)**
How to define goals, recruit participants, and structure your research timeline.
- **Conducting Effective User Interviews (22m)**
Step-by-step guide to asking the right questions and listening for insights.
- **Designing Surveys That Yield Useful Data (15m)**
Tips for creating clear, unbiased survey questions to gather quantitative feedback.
- **Running Usability Tests from Home (30m)**
Practical session on observing users interact with designs, with real case scenarios.
- **Analyzing Research Data for Patterns (20m)**
Methods to sift through data and identify key user pain points and needs.
- **Creating Detailed User Personas (25m)**
Hands-on exercise to build personas that represent your target audience accurately.
- **Mapping User Journeys Step-by-Step (28m)**
Visualize the user's path through your app or website to spot improvement areas.
- **Translating Research into Design Goals (12m)**
How to turn findings into clear, actionable objectives for your design work.
- **Case Study: Research for a Mobile Banking App (20m)**
Walkthrough of a real project where research shaped the entire design process.
- **Tools for Organizing and Sharing Research (10m)**
Introduction to software like Maze and Notion for managing research data efficiently.

- Iterating Designs Based on Early Feedback (16m)

Techniques to incorporate user insights into your initial designs without overhauling everything.

Core Design Principles for Mobile & Web

- Visual Hierarchy: Directing User Attention (18m)

How to use size, color, and placement to guide users through your interface.

- Maintaining Consistency Across Screens (15m)

Building familiarity with consistent patterns, buttons, and navigation elements.

- Accessibility Standards for Inclusive Design (22m)

Practical steps to meet WCAG guidelines and make designs usable for everyone.

- Responsive Design: Flexibility for All Devices (25m)

Creating layouts that adapt smoothly to different screen sizes, from phones to desktops.

- Adaptive Design Techniques for Specific Contexts (20m)

When and how to tailor experiences for particular devices or user scenarios.

- 2026 Trend: AI-Enhanced Interfaces (18m)

Exploring how AI is being used in design tools and user interactions today.

- Micro-Interactions: Adding Delight and Feedback (16m)

Designing small animations and responses that improve user engagement and clarity.

- Color Theory and Typography in Modern Design (20m)

Choosing palettes and fonts that enhance readability and emotional impact.

- Case Study: Applying Principles to a Website Redesign (28m)

Real example of how core principles transformed a site's user experience.

- Hands-On: Designing a Simple Responsive Layout (32m)

Exercise to create a mobile-first design using Figma, applying all key principles.

Practical Prototyping and Wireframing

- Introduction to Wireframing: From Sketches to Structure (14m)

Basic techniques for quick sketching and translating ideas into digital wireframes.

- Figma Essentials: Getting Started (20m)

Tour of the interface, tools, and shortcuts for efficient wireframing.

- Creating Low-Fidelity Wireframes Step-by-Step (25m)

Build a basic app wireframe focusing on layout and content placement.

- From Wireframes to High-Fidelity Prototypes (30m)

Adding visual details, colors, and typography to make designs more realistic.

- Adding Interactivity with Clickable Hotspots (18m)

How to link screens and create simple user flows in Figma.

- Testing Your Prototype with Real Users (22m)

Methods to conduct remote usability tests on your interactive mockups.

- Iterating Based on User Test Feedback (16m)

Practical session on refining designs after observing user struggles.

- Collaborating with Teams in Design Tools (12m)

Using comments, version history, and shared libraries in Figma.

- **Case Study: Prototyping a Checkout Flow (28m)**
Walkthrough of designing and testing a critical e-commerce feature.
- **Hands-On Project: Build a Complete Prototype (32m)**
End-to-end exercise to create a functional prototype for a mobile app screen.
- **Advanced Figma Features: Auto Layout and Components (20m)**
Using reusable components and responsive constraints for efficient design.
- **Exporting Assets for Development Handoff (15m)**
How to prepare and share design files with developers accurately.
- **Integrating Design Tokens for Consistency (14m)**
Setting up and using design tokens to maintain style across projects.
- **Real-Time Collaboration Exercise (22m)**
Simulating team design sessions where you iterate on a shared prototype.
- **Review and Refine Your Prototype for Final Presentation (18m)**
Polishing designs and preparing to showcase your work effectively.

Advanced UX Strategies and Future Trends

- **Introduction to Data-Driven Design (16m)**
Using analytics to inform design decisions and measure success.
- **Setting Up Basic Analytics for Your App or Website (20m)**
Step-by-step guide to tracking user behavior with tools like Google Analytics.
- **A/B Testing: Comparing Design Variations (25m)**
How to run A/B tests to optimize conversion rates and user engagement.
- **Integrating AR Elements into UX Design (28m)**
Exploring augmented reality interfaces with practical examples for mobile apps.
- **Voice UI Design: Principles and Practices (22m)**
Designing for voice interactions, including conversation flows and error handling.
- **AI-Enhanced Personalization in Interfaces (18m)**
How AI can tailor user experiences based on behavior and preferences.
- **Ethical Considerations in Advanced UX (14m)**
Addressing privacy, bias, and user trust in emerging technologies.
- **Case Study: AR Try-On Feature in a Retail App (30m)**
Deep dive into how augmented reality was implemented and tested for usability.
- **Future Trends: What to Expect Beyond 2026 (20m)**
Predictions and preparation for evolving user behaviors and technologies.
- **Building a Portfolio with Advanced Projects (22m)**
Tips for showcasing your work to attract employers or clients.
- **Staying Updated: Resources and Communities (12m)**
Recommended blogs, podcasts, and online groups to keep learning.
- **Career Paths in UI/UX Design (18m)**
Overview of roles, from junior designer to UX researcher, and growth opportunities.
- **Capstone Project: Designing for Voice and AR (32m)**
Apply all skills to create a prototype that incorporates multiple advanced features.

- **Course Review and Planning Your Next Steps (10m)**

Summary of key takeaways and actionable advice for continuing your design journey.

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