

Website Design

UI/UX and Front-End | Industrial Training Syllabus — 45 Days | 90 Days | 6 Months

About the Programme

This programme covers the full design side of building a website — understanding what users need, planning the layout, designing the interface in Figma, turning that design into working responsive pages, and putting it live on the content management system the client uses. Students design and build real sites through the course rather than only studying theory.

Programme Options

Duration	Approx. Training Hours	Level & Outcome
45 Days	Around 90 hours	Beginner. Design fundamentals, Figma, HTML and CSS, and WordPress site building, ending with one complete responsive website.
90 Days	Around 180 hours	Beginner to intermediate. Adds UX research, design systems, JavaScript for interfaces, WooCommerce and Shopify, with a full case-study project.
6 Months	Around 380 hours	Beginner to job-ready. Complete UI/UX and front-end training with live client projects, a proper portfolio and placement preparation.

Who Can Join

- Students of B.Tech, BCA, MCA, B.Sc (IT/CS), BBA, MBA, B.Com and similar streams
- Final-year students who need industrial training or an internship for their college requirement
- Graduates looking to start a career in this field
- Working professionals and business owners who want practical, hands-on skills
- No prior experience needed for the 45-day and 90-day programmes; basic computer use is enough

How the Training Runs

- Classroom and online batches, weekday and weekend options
- Roughly 2 hours of instruction per day, five days a week, plus daily practice time
- Every topic is taught on real tools and real accounts, not slides alone

- Small batches so each student gets individual feedback on their work
- Recorded sessions and notes shared after every module

45-Day Programme — Web Design Foundation

A practical starter course. By the end students can take a business brief, design the pages in Figma, and build a live responsive website on WordPress.

Module Plan

Week	Topics Covered
Week 1 Design Foundations	What UI and UX actually mean and how they differ; layout and grid systems; visual hierarchy and how the eye moves across a page; colour theory and building a palette; typography, font pairing and readable text settings; spacing, alignment and consistency; studying well-designed and badly-designed websites and explaining why.
Week 2 Figma & Wireframing	Figma interface, frames, shapes and the pen tool; components and instances; auto layout; colour and text styles; low-fidelity wireframes; turning a wireframe into a high-fidelity screen; clickable prototypes; sharing files and collecting feedback; version history.
Week 3 HTML & CSS	HTML5 document structure and semantic tags; text, links, images, lists, tables and forms; CSS selectors, specificity and the box model; colours, fonts and backgrounds; Flexbox and CSS Grid; responsive layouts with relative units and media queries; building a static page directly from a Figma design.
Week 4 WordPress & Elementor	Installing WordPress on hosting; choosing and setting up themes; Elementor sections, containers, widgets and global styles; header and footer builder; contact forms and enquiry handling; essential plugins for speed, security and SEO; building a five-page business website.
Week 5 Other Platforms	Shopify store setup and theme customisation; Wix and Squarespace overview; introduction to Webflow; comparing platforms and recommending the right one for a client's budget and needs; adapting one design across different platforms.
Week 6 Polish, Testing & Handoff	Testing across screen sizes and browsers; accessibility basics — colour contrast, alt text, focus states, keyboard navigation; image compression and page speed; preparing files for developer handoff; naming and organising layers and assets; a launch checklist.
Final Days Project & Career Prep	Final project — research, design and build a responsive website for a chosen business; presentation to a review panel; setting up a Behance portfolio; resume writing and mock interview.

Practical Work in This Programme

- A set of wireframes and a high-fidelity design in Figma
- A hand-coded responsive page built from that design
- A live five-page WordPress website with forms and a working header and footer
- One Shopify store customised from a theme
- A short portfolio with two finished pieces

90-Day Programme — UI/UX and Front-End Design

This programme includes the foundation course and adds the research and systems side of design, more front-end coding, and deeper work across content management systems. Students finish with a case-study portfolio rather than just finished screens.

Module Plan

Weeks	Topics Covered
Weeks 1–2 Design Foundations & Tools	Design principles, grids, colour and typography; Photoshop for image editing and asset preparation; Illustrator for icons and vector work; logo and brand identity basics; moodboards and style tiles; building a visual direction for a brand before designing screens.
Weeks 3–5 UX Research & Structure	User research methods and how to run a short interview; building personas from real inputs; user journey mapping; information architecture and sitemaps; card sorting; user flows for key tasks; competitor teardowns; low-fidelity wireframing; running a usability test with five users and acting on what you find.
Weeks 6–8 UI Design in Figma	Advanced components, variants and variables; building and documenting a design system; responsive frames for desktop, tablet and mobile; interactive prototypes with transitions; micro-interactions and states; mobile app interface design; dashboard and admin panel layouts; dark mode; taking and giving design critique.
Weeks 9–10 Front-End Build	HTML5 and CSS3 in depth; SASS and reusable styles; Bootstrap and Tailwind CSS; CSS animations and transitions; JavaScript basics for sliders, tabs, accordions, modals and form validation; converting a full Figma design into a live responsive page; Git and GitHub for version control; deploying to a live URL.
Weeks 11–12 Content Management Systems	WordPress theme customisation and child themes; Advanced Custom Fields and custom page templates; WooCommerce store setup, products, checkout and payments; Shopify theme editing and an introduction to Liquid; a full Webflow build; landing page builders; building in a way that stays fast and search-friendly.

Weeks	Topics Covered
Week 13 Capstone & Career	One project taken from brief through research, wireframes, UI design, build and launch; documenting it as a case study; assembling three portfolio pieces; freelancing, client handling and pricing design work; resume, portfolio site and mock interviews.

Projects Completed

- A UX case study with research, personas, flows and usability test findings
- A documented design system with reusable components
- A hand-coded responsive website built from a Figma file
- A WooCommerce or Shopify store, fully styled and functional
- A personal portfolio site presenting all of the above

6-Month Programme — Professional UI/UX and Web Design

The complete programme. Students cover research, interface design, design systems, front-end development and every major content management system, then spend the final phase on live client work with placement support.

Phase Plan

Phase	Topics Covered
Phase 1 Weeks 1–3 Design & Brand Foundations	Principles of visual design; grid and layout systems; colour theory and accessible palettes; typography and type scales; Photoshop, Illustrator and Canva for asset work; logo, colour and brand identity basics; moodboards, style tiles and presenting a direction to a client.
Phase 2 Weeks 4–7 UX Research & Strategy	Research planning and interview technique; surveys and analytics as research inputs; personas and empathy maps; journey mapping; information architecture; card sorting and tree testing; user flows; wireframing at low and mid fidelity; usability testing and iteration; writing clear interface copy; accessibility standards and why they matter commercially.
Phase 3 Weeks 8–11 UI Design & Design Systems	Figma at a professional level — auto layout, components, variants, variables and libraries; building a design system and documenting it; responsive and adaptive design; prototyping with realistic interactions; micro-interactions and motion principles; mobile app interfaces for Android and iOS conventions; dashboard, SaaS and e-commerce interface patterns; design QA and handoff.

Phase	Topics Covered
Phase 4 Weeks 12–16 Front-End Development	HTML5 and semantic markup; CSS3, Flexbox and Grid; Tailwind CSS and Bootstrap; JavaScript essentials — DOM, events, form handling and simple interactivity; animation with GSAP and scroll libraries; responsive and cross-browser testing; Git and GitHub workflow; hosting, domains and deployment; an introduction to component-based thinking with React so designers can work alongside developers.
Phase 5 Weeks 17–20 Content Management Systems & E-commerce	WordPress in depth — Elementor, child themes, Advanced Custom Fields, custom templates, multilingual setup, security and backups; WooCommerce stores end to end; Shopify with Liquid template editing and app selection; Webflow; Wix and other builders; plugin selection and site maintenance; page speed optimisation; building pages that are structured correctly for search.
Phase 6 Weeks 21–24 Live Work & Career	Live client projects run to a brief and a deadline; working with developers and handing off cleanly; quality checks and a launch checklist; post-launch fixes and client feedback rounds; portfolio on Behance, Dribbble and a personal site; freelancing, proposals and pricing; resume, LinkedIn, mock interviews and placement drive.

Live Work and Portfolio Output

- At least two live client websites designed and built during the final phase
- A full UX case study with research evidence and measurable improvements
- A design system used across more than one project
- An e-commerce store built and styled from scratch
- A personal portfolio site plus polished Behance and Dribbble profiles

Assessment and Certification

How Students Are Evaluated

Component	Weight	Details
Daily and weekly assignments	25%	Practical tasks submitted after each topic and reviewed by the trainer
Module tests	20%	Short written and practical tests at the end of every module
Projects	35%	Graded on approach, execution, quality of work and documentation

Component	Weight	Details
Final viva and presentation	15%	Student presents the capstone project to a review panel
Attendance and participation	5%	Minimum 75% attendance required to sit the final review

What Every Student Receives

- Industrial training certificate from SEO Quartz with the duration mentioned
- Separate project completion certificate and a signed project report for college submission
- Complete study material, checklists, templates and recorded sessions
- A portfolio of finished work that can be shown to employers or clients
- Resume and LinkedIn profile review, mock interviews and placement assistance
- Continued access to the trainer group for doubts after the course ends

Tools and Platforms Covered

Figma, Adobe Photoshop, Adobe Illustrator, Adobe XD, Canva, Miro, VS Code, Chrome DevTools, Git and GitHub, WordPress, Elementor, Advanced Custom Fields, WooCommerce, Shopify, Webflow, Wix, Bootstrap, Tailwind CSS, SASS, GSAP, Google PageSpeed Insights and Behance.

Roles Students Can Apply For

- UI Designer and UI/UX Designer
- Web Designer
- Front-End Developer (HTML, CSS, JavaScript)
- WordPress Developer / Elementor Specialist
- Shopify or Webflow Designer
- Product Designer (with the 6-month programme and portfolio depth)
- Visual Designer / Graphic Designer
- Freelance web designer working with agencies and direct clients