UI/UX Design & Human - Centered Computing Internship

(15 Days | Practical-Oriented | Industry Ready)

INTERNSHIP SYLLABUS

Internship Objectives

By the end of this internship, students will:

- Understand **Human-Centered Design (HCD) principles**
- Design **user-friendly, accessible interfaces**
- Create **wireframes, prototypes & design systems**
- Conduct **user research & usability testing**
- Build **portfolio-ready UI/UX projects**

DAY 1 – Introduction to UI/UX & HCD

- What is UI vs UX?
- Importance of Human-Centered Computing
- UI/UX career paths
- Real-world design failures & successes

Practical

Analyze 3 popular apps (Swiggy, Amazon, Instagram)

Identify good & bad UX

Outcome:

UX awareness

DAY 2 – Design Thinking Process

- Empathize, Define, Ideate, Prototype, Test
- HCD lifecycle

Practical

Choose a real problem (college app / hospital app)

Define user problem statement

Outcome:

Problem framing

DAY 3 – User Research & Personas

- User interviews
- Surveys & observations
- User personas

Practical

Create Google Form survey

Build 2 user personas

Outcome:

Research-based design thinking

DAY 4 – User Journey Mapping

- User flows
- Pain points & touchpoints

Practical

Create user journey map using Whimsical/Figma

Outcome:

Clear user flow understanding

DAY 5 – Information Architecture

- Sitemap
- Navigation design
- Card sorting

Practical

Create sitemap for chosen project

Outcome:

Structured app layout

DAY 6 – Wireframing (Low-Fidelity)

- What is wireframe?
- Low vs High fidelity

Practical

Create low-fi wireframes in Figma

Mobile & Web screens

Outcome:

Basic UI layout creation

DAY 7 – UI Design Principles

- Color theory
- Typography
- Spacing & alignment
- Visual hierarchy

Practical

Redesign a poor UI screen

Outcome:

Visual design skills

DAY 8 – Design Systems & Components

- Buttons, forms, icons
- Consistency in design
- Atomic design basics

Practical

Create reusable components in Figma

Outcome:

Professional design approach

DAY 9 – High-Fidelity UI Design

- Pixel-perfect UI
- Responsive design basics

Practical

Design 5–6 app screens (Home, Login, Profile, etc.)

Outcome:

Complete UI screen set

DAY 10 – Prototyping & Interactions

- Clickable prototypes
- Micro-interactions

Practical

Create interactive prototype in Figma

Link all screens

Outcome:

Working demo prototype

DAY 11 – Usability Testing

- Heuristic evaluation
- Usability testing methods

Practical

Test prototype with 3 users

Collect feedback

Outcome:

User-validated design

DAY 12 – Accessibility & Inclusive Design

- WCAG basics
- Color contrast
- Accessibility tools

Practical

Improve accessibility of existing design

Outcome:

Inclusive UI/UX awareness

DAY 13 – UI/UX for Web & Mobile

- Mobile-first design
- Web vs App UX differences

Practical

Convert mobile design to web layout

Outcome:

Multi-platform design skill

DAY 14 – Portfolio & Case Study Creation

- UI/UX case study format
- Storytelling in design

Practical

Create full UX case study (Problem → Solution)

Outcome:

Job-ready portfolio content

DAY 15 – Final Project Review & Certification

Activities

- Project presentation
- Design critique
- Career guidance (UI/UX roles)