User Interface Design Fundamentals: 1-Week Intensive Course

7 – 11 June 2027
Barcelona (Spain)



User Interface Design Fundamentals: 1-Week Intensive Course

Ref: 322416_198312 **Date:** 7 – 11 June 2027 **Location:** Barcelona (Spain) **Fees:** 5900 GBP

Why This Course

User interface design plays a central role in how people experience digital products. A well-designed interface is not only visually appealing; it is clear, consistent, accessible, and easy to use. As users expect smoother and more intuitive digital experiences, professionals need practical skills in layout, typography, color, responsive design, prototyping, and design systems.

This intensive 1-week UI Design Training program equips participants with the knowledge and hands-on skills needed to create modern, user-friendly digital interfaces. The course covers essential UI principles, industry-standard design tools, wireframing, prototyping, design systems, responsive layouts, accessibility, microinteractions, and user testing. Through practical exercises and real-world examples, participants will learn how to design interfaces that are visually strong, functional, and aligned with user needs.

What You'll Learn and Practice

By joining this program, you will:

- Understand core UI design principles and best practices.
- Apply color theory, typography, spacing, and visual hierarchy effectively.
- Use design thinking methodology in digital product design.
- Work with industry-standard tools such as Figma, Sketch, and Adobe XD.
- Create wireframes, low-fidelity prototypes, and interactive prototypes.
- Apply version control and collaboration practices in design projects.
- Create and maintain scalable design systems.
- Design reusable UI components, style guides, and pattern libraries.
- Apply responsive and adaptive design principles.
- Design interfaces for multiple devices and screen sizes.
- Use accessibility principles to improve usability for diverse users.
- Conduct user testing and improve interfaces through iteration.



The Program Flow

Day 1: Introduction to UI Design

- Understand UI design principles and best practices.
- Apply color theory and typography in digital interfaces.
- Use visual hierarchy and layout fundamentals to improve clarity.
- Explore the relationship between UI design and user experience.
- Get introduced to design thinking methodology for solving user-centered problems.

Day 2: Design Tools and Prototyping

- Explore popular UI design tools, including Figma, Sketch, and Adobe XD.
- Create wireframes to structure digital interfaces.
- Develop low-fidelity prototypes for early design validation.
- Build interactive prototypes that simulate user flows.
- Apply version control and design collaboration practices.

Day 3: Design Systems and Components

- Understand the purpose and value of design systems.
- Create reusable UI components for consistency and efficiency.
- Develop style guides and pattern libraries.
- Maintain consistency across products, pages, and platforms.
- Apply scalable design practices for growing digital products.

Day 4: Responsive and Adaptive Design

- Understand the principles of responsive web design.
- Design for different devices, screen sizes, and user contexts.
- Apply a mobile-first design approach.
- Create adaptive layouts using breakpoints.
- Improve usability across desktop, tablet, and mobile experiences.

Day 5: Advanced UI Techniques and Best Practices

- Apply microinteractions and animation to improve interface feedback.
- Understand accessibility considerations in interface design.
- Conduct user testing to evaluate interface effectiveness.
- Analyze feedback and apply iterative design improvements.
- Explore current trends and the future direction of UI design.



Individual Impact

- Build confidence in designing modern and intuitive user interfaces.
- Strengthen practical skills in UI tools, prototyping, and responsive design.
- Improve the ability to create consistent and scalable visual systems.
- Gain experience in testing and refining interface designs.
- Develop a professional UI design portfolio with practical project outcomes.

Work Impact

- Improve the usability and visual quality of digital products.
- Support stronger collaboration between design, product, and development teams.
- Increase consistency across interfaces through design systems and reusable components.
- Enhance user satisfaction through clearer, more accessible, and responsive designs.
- Reduce design rework through prototyping, testing, and iterative improvement.

Training Methodology

This program combines UI design concepts with practical application through:

- Hands-on interface design exercises.
- Tool-based practice using Figma, Sketch, or Adobe XD.
- Wireframing and interactive prototyping workshops.
- Design system and reusable component development activities.
- Responsive design exercises for multiple devices.
- User testing, feedback analysis, and design iteration practice.

Beyond the Course

Upon completion, participants will be able to:

- Create professional UI designs for digital products.
- Develop responsive website interfaces from scratch.
- Build reusable components and scalable design systems.
- Design interactive prototypes for testing and presentation.
- Conduct user testing and improve interfaces based on feedback.
- Present UI design work confidently as part of a professional portfolio.

