

UX & UI TRAININGS

Do you want to enhance your team's UX & UI skills?

With hundreds of successfully completed digital projects from a wide range of industries, adesso can help you create better-designed digital products through its expert UX & UI Trainings. We offer a range of training modules fit for different skill levels and needs, ensuring that your team has the know-how and the tools needed to create more user-friendly digital products.

From understanding the fundamentals of UX & UI design to mastering advanced topics, **adesso's UX & UI Trainings** will help you discover the world of better user experience and user interface design.

Modules:

1. A Panoramic View to Design
2. Design Thinking 101
3. UX Design 101
4. UI Design 101



1

A Panoramic View to Design

Created especially for business units, analysts, and developers, this training offers a general introduction to design, focusing on design awareness. It covers topics such as the definition of UX and UI, and their differences, the importance of the user for the brand and business units, working with design teams, and sustainability in design. Teams working on digital products and projects may vastly benefit from this module, which increases idea generation and awareness of design processes.

The training can take a whole or a half day, depending on the number of participants and the selected sub-modules selected. Half-day training focuses on theory and relevant topics, while full-day training includes workshop practice as well as theoretical foundations.

Service Metrics

Effort : 5 Person/Day
Duration : 1 Day
Class Size : Max. 16 participants

Team Structure: 1 UX Designer |
1 UI Designer | 1 UX Lead

Tooling

Miro
FigJam

deliverables_

A certificate of participation.

prerequisites_

This module can be conducted online or offline.

best suited for_

Business units working with UX & UI teams, product owners, analysts, mobile and frontend developers.

references_

Akbank

2

Design Thinking

This training studies the practical uses of design thinking with applicable situations from everyday examples. Enhanced with a workshop for connecting the theoretical with the practical, the one-day-long module aims to enrich the participants' understanding of design thinking approaches.

The module includes the following topics:

- The Five Steps of Design Thinking
- The Customer Journey Map
- The Empathy Map
- Testing Methods

Service Metrics

Effort : 5 Person/Day
Duration : 1 Day
Class Size : Max. 16 participants

Team Structure: 1 UX Designer |
1 UI Designer | 1 UX Lead

Tooling

Miro
FigJam

deliverables_

A certificate of participation.

Membership to the adesso Lime community on Discord that lets you connect with professionals.

prerequisites_

This module can be conducted online or offline.

best suited for_

Business units working with UX & UI teams, product owners, analysts, and students.

references_

Yeditepe University

3

UX Design 101

This training module is meant for anyone looking to develop their skills in the field of UX design. Beginning with UX fundamentals, it ends with an interactive workshop, focusing on iterative wireframe design and feedback from experts.

The one-day module consists of two parts:

Theoretical

- Personas
- User research
- Idea generation
- Wireframes and prototyping
- Alternative design examples

Practical

- Participants are asked to work in groups on a given wireframing case study.
- After the exercise, feedback is given to each group.

Service Metrics

Effort : 8 Person/Day
Duration : 1 Day
Class Size : Max. 16 Participants

Team Structure: 2 UX Designer |
1 UX Lead | 1-2 Observers and
Supporters

Tooling

Miro
FigJam

deliverables_

A certificate of participation.

Membership to the adesso Lime community on Discord that lets you connect with professionals.

prerequisites_

This module can be conducted online or offline.

Having completed one of the following modules:

- A Panoramic View to Design
- Design Thinking 101

best suited for_

Business units working with UX & UI teams, product owners, analysts, and students.

references_

Istanbul Technical University (İTÜ)

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UI Design 101

This training module teaches the essentials of UI design, covering the principles of aesthetics, beauty, accessibility, and consistency. You will learn using the industry-standard tool Figma and finish the day by gaining hands-on experience in screen design. It is the ultimate introductory course for anyone interested in working in the field of UI design.

The one-day module consists of three parts:

Principles

- Aesthetics and beauty
- Accessibility
- Consistency

Practice

- Participants are asked to work individually on screen design as part of a case study.
- During the exercise, moderators help with Figma usage or design issues, and supportive feedback is given to each participant.

Tools

- Basic Figma training

Service Metrics

Effort : 8 Person/Day
Duration : 1 Day
Class Size : Max. 16 Participants

Team Structure: 2 UX Designers
| 1 UX Lead | 1-2 Observers and
Supporters

Tooling

Miro or FigJam
Figma

deliverables_

A certificate of participation.

Membership to the adesso Lime community on Discord that lets you connect with professionals.

prerequisites_

- This module can be conducted online or offline.
- Bring your own device.
- A free Figma account.
- Having completed the
- UX Design 101 module.
- Having completed one of the following modules:
- A Panoramic View to Design
- Design Thinking 101.

best suited for_

Business units working with UX & UI teams, product owners, analysts, and students.

references_

Istanbul Technical University (İTÜ)

contacts_



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