

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





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

deliverables_

prerequisites_

online or offline.

Effort : 5 Person/Day Duration : 1 Day

Class Size: Max. 16 participants

A certificate of participation.

This module can be conducted

1 UI Designer | 1 UX Lead

best suited for_

Team Structure: 1 UX Designer

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

references_ Akbank

Tooling

Miro

FigJam

Design Thinking

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.

This training studies the practical uses of design thinking with applicable situations from everyday examples.

▶ The Five Steps of Design Thinking

The module includes the following topics:

- ▶ The Customer Journey Map
- The Empathy Map
- Testing Methods

Effort : 5 Person/Day

Service Metrics

Duration : 1 Day Class Size: Max. 16 participants 1 UI Designer | 1 UX Lead

Team Structure: 1 UX Designer |

F FigJam

Tooling

Miro

A certificate of participation.

deliverables_

Membership to the adesso Lime

community on Discord that lets you connect with professionals.

online or offline.

prerequisites_

This module can be conducted

Business units working with UX & UI teams, product owners,

best suited for

analysts, and students. references_

Yeditepe University



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 Practical

Personas User research

Idea generation

Service Metrics

Duration : 1 Day

Effort

Wireframes and prototyping Alternative design examples

: 8 Person/Day

Class Size: Max. 16 Participants

• After the exercise, feedback is given to

each group.

Participants are asked to work in groups

on a given wireframing case study.

Team Structure: 2 UX Designer

Supporters

1 UX Lead | 1-2 Observers and

best suited for_

Tooling

Miro

🗾 FigJam

A certificate of participation. Membership to the adesso Lime

deliverables

community on Discord that lets you connect with professionals.

following modules: A Panoramic View to Design

prerequisites_

online or offline.

Design Thinking 101

This module can be conducted

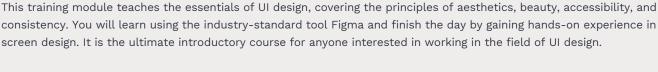
Having completed one of the

references_ Istanbul Technical University (İTÜ)

analysts, and students.

Business units working with UX

& UI teams, product owners,



Principles

Accessibility Consistency

The one-day module consists of three parts:

UI Design 101

Tools Basic Figma training

Aesthetics and beauty

During the exercise, moderators help with Figma usage or design

Practice

part of a case study.

Tooling

> Participants are asked to work individually on screen design as

issues, and supportive feedback is given to each participant.

deliverables_

Service Metrics

Effort

Class Size: Max. 16 Participants

Duration : 1 Day

A certificate of participation.

Membership to the adesso Lime

community on Discord that lets

you connect with professionals.

: 8 Person/Day

Supporters

prerequisites_ > This module can be conducted online or offline.

Team Structure: 2 UX Designers

| 1 UX Lead | 1-2 Observers and

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.

Figma

best suited for_

Miro or Figjam

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

references_ Istanbul Technical University (İTÜ)



contacts_

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