

Google UX Design Professional Certificate

Approximately 6 months to complete
Suggested pace of 10 hours/week

- ✓ Follow the design process: empathize with users, define pain points, ideate solutions, create wireframes and prototypes, test and iterate on designs
- ✓ Apply foundational UX concepts, like user-centered design, accessibility, and equity-focused design
- ✓ Understand the basics of UX research, like planning research studies, conducting interviews and usability studies, and synthesizing research results
- ✓ Create a professional UX portfolio that includes 3 end-to-end projects: a mobile app, a responsive website, and a cross-platform experiences

Over 7 courses, gain in-demand skills that will prepare you for an entry-level job. At under 10 hours per week, you can complete the certificate in less than 6 months.

You will create designs on paper and in digital design tools like Figma and Adobe XD. By the end of the certificate program, you will have a professional UX portfolio that includes three end-to-end projects, so that you're ready to apply for jobs.

This program includes over 200 hours of instruction and hundreds of practice-based activities and assessments that simulate real-world UX design scenarios and are critical for success in the workplace.

The content is highly interactive and developed by Google employees with decades of experience in UX design. You'll learn how to complete the design process from beginning to end, including:

- Empathizing with users, by developing empathy maps, personas, user stories, and user journey maps
- Defining user pain points
- Coming up with ideas for design solutions
- Creating wireframes, mockups, and prototypes
- Testing designs through usability studies
- Iterating on designs based on feedback

Through a mix of videos, readings, assessments, and hands-on activities, you'll learn in-demand design tools, Figma and Adobe XD. You'll even create a portfolio that includes three projects to share with potential employers to showcase the skills you learned in this program.

Jobs Considered:

User Interface / User Experience (UI / UX) Designer, Web Designer, E-commerce Web Designer, Assistant Web Designer, User Experience (UX) Researcher, Product Designer, User Experience (UX) Designer, User Interface (UI) Designer, Industrial Designer, User Experience / User Interface (UX / UI) Manager, UI / UX Designer / Developer, Web Design Manager, Graphic Designer

Google Project Management Professional Certificate

Syllabus

	Course Title	Hours	Learning Weeks
1	Foundations of User Experience (UX) Design	24	<ol style="list-style-type: none"> 1. Introducing user experience design 2. Getting to know common terms, tools, and frameworks in UX design 3. Joining design sprints 4. Building a professional presence
2	Start the UX Design Process: Empathize, Define, and Ideate	24	<ol style="list-style-type: none"> 1. Integrating research into the design process 2. Empathizing with users and defining pain points 3. Creating user stories and user journey maps 4. Defining user problems 5. Ideating design solutions
3	Build Wireframes and Low-Fidelity Prototypes	20	<ol style="list-style-type: none"> 1. Storyboarding and wireframing 2. Creating paper and digital wireframes 3. Building low-fidelity prototypes
4	Conduct UX Research and Test Early Concepts	21	<ol style="list-style-type: none"> 1. Planning UX research studies 2. Conducting research with usability studies 3. Analyzing and synthesizing research results 4. Sharing research insights for better designs
5	Create High-Fidelity Designs and Prototypes in Figma	33	<ol style="list-style-type: none"> 1. Starting to create mockups 2. Applying visual design principles to mockups 3. Exploring design systems 4. Participating in design critique sessions 5. Creating high-fidelity prototypes 6. Testing and iterating on designs
6	Responsive Web Design in Adobe XD	41	<ol style="list-style-type: none"> 1. Starting the UX design process: Empathize and define 2. Continuing the UX design process: Ideate 3. Creating wireframes for a responsive website 4. Creating and testing low-fidelity prototypes 5. Creating and testing high-fidelity designs 6. Documenting design work and searching for jobs
7	Design a User Experience for Social Good & Prepare for Jobs	44	<ol style="list-style-type: none"> 1. Starting the UX design process: empathize, define, ideate 2. Creating wireframes and low-fidelity prototypes 3. Creating mockups and high-fidelity prototypes 4. Designing a complementary responsive website 5. Finding a UX job