
Product Design (UX/UI)



In partnership with:

 **FLATIRON SCHOOL**

Introduction

Africa's top Tech Bootcamp, Moringa School teams up with America's Top Tech Bootcamp - Flatiron School, to bring you a Product Design boot camp that puts you on the path to career freedom.

The UX / UI product design program at Moringa focuses on digital product design — designing digital products such as websites, mobile applications, and computer programs. Product Design is a holistic role, one that has ownership over the entire UX and UI process. Coding knowledge is not required, though it can be helpful, which is why we teach HTML and CSS basics.

Why Study at Moringa?

Moringa is one of the most successful tech boot camps in Africa. Join us and get top-tier learning & student experience.

1

Practical Hands-on Learning

Get job-ready with practical, hands-on learning. Our Product Design program will prepare you to become an end-to-end Product Designer by learning UX and UI design. You will learn to build the functionality and use cases of digital products such as mobile apps, websites, or software.

Join the Moringa school Product Design community that allows students to gain hands-on UX / UI design experience using modern tools like Figma and Webflow.

2

Technical Mentorship

Schedule 1:1s with your instructor to work on technical concepts, plan out your pacing or check in about your program milestones.

3

Learn in Community

You may be learning online, but you're not alone. You can schedule 1:1s with your instructor for added guidance.

4

Career Coaching and Graduate Support

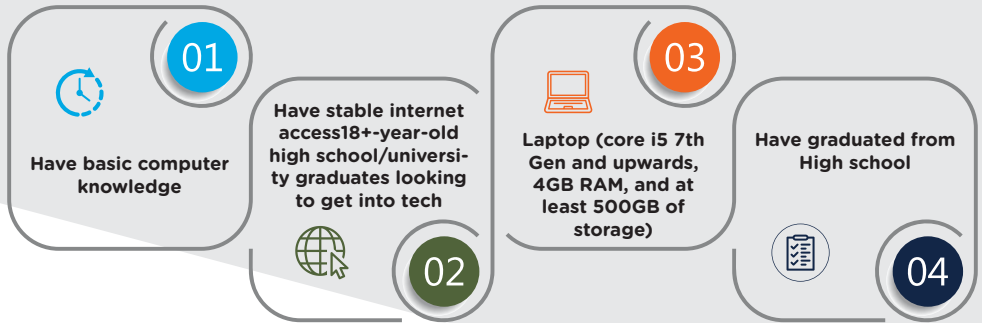
Receive career coaching and job-hunting support for up to 12 months post-graduation. You'll graduate with a professional portfolio, intended to catch hiring managers' eyes.

Who is this course for?

This course is designed for beginners, no previous UI/UX or design experience is required.

- **High School Graduates:** Ideal for recent high school graduates looking to explore a career in design and gain early experience in a promising field.
- **University Graduates:** Perfect for recent university graduates seeking to bridge the gap between academic knowledge and practical, job-ready skills.
- **Professionals** interested in changing their career and looking for a fast tech skill to learn or who want to expand their skill set and understanding of product design (Marketing, Graphic Design, Engineering, Product Managers)

What are the requirements to join?



Course Overview

Full-Time Online Classes

Duration: 23 Weeks

Delivery: Full-time | Live Online Classes

Weekdays 8 am to 5pm

Tuition Fees: Ksh 130,000

Part-Time Online Classes

Duration: 28 Weeks

Delivery: Part-time | Live Online Classes

Weekdays 6 pm to 9pm

Tuition Fees: Ksh 150,000

Fee Payment Options Available



Curriculum Outline

Phase 0: Orientation & Onboarding

- Course Overview
- System configurations and installations
- Onboarding
- Understanding Product Design

Phase 1: UX Process

- In Phase 1, students will learn the essential components of the UX (User Experience) Design process, including standard tools, best practices, and deliverables. Students will learn how to conduct research and interpret findings and create the assets necessary to communicate their ideas and insights to other project stakeholders.

Health & Wellness Break

Phase 2: UI Design

- In Phase 2, students will learn the essential components of the UI (User Interface) design process, including standard tools, best practices, and deliverables. Students will learn the fundamentals of interface design, including design principles, typography, and design patterns, to create beautiful mockups that are a joy to view and use.

Soft Skills

Phase 3: Studio 1

- In Phase 3, students will apply what they learned about the UX and UI process to create a complete set of deliverables. Students will begin with a project brief and deliver research-informed solutions using the product design process. Students will learn how to talk about their design choices and communicate users' needs to other stakeholders.

Curriculum Outline

Health & Wellness Break

Phase 4: Studio 2

- In Phase 4, students will direct a project from start to finish while exploring essential skills like presentation strategies, effective communication, and design ethics. This phase will challenge students to meet the complex needs of a real-world problem.

Health & Wellness Break

Phase 5: Project Period

- In Phase 5, students will create and launch an online portfolio of their best work. They will author a case study that explains the insights and decisions they made during the product design process. This program will challenge students to talk competently about their work and to communicate their strengths in UX and UI as they prepare to enter the job market.

Outcomes of this course:

You will be prepared for jobs such as:

- UX Designer
- Product Designer
- Full-Stack Designer
- Cloud Computing
- Cybersecurity
- AI, ML, Big Data, VR, AR
- Video Production
- User Experience

Contact Details



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