

## DESCRIPTION OF STUDY MODULE (FOR ERASMUS+ STUDENTS)

Volume of	6.0 ECTS
	0.0 EC 15
subject	
Lecturer in	assoc. prof. dr. Mindaugas Kurmis
charge	
Annotation	<ul> <li>This course focuses to UX (user experience) and UI (user interface) main principles, which are used in creation of the programming product user interface. Also, focusing to project the chosen programming product the qualified user interface, which is done according the design principles and UI/UX principles and industry standards.</li> <li>After the course students:</li> <li>✓ will be able understand technologies and business fields which are directly affecting UI/UX design creation.</li> <li>✓ will be able to use composition, animation, and programming skills to in creation process of UI/UX design.</li> <li>✓ will be able to understand the UI/UX architecture and design creation tendencies.</li> </ul>
Topics	<ul> <li>Definition of UI/UX design.</li> <li>UX persons.</li> <li>Color theory, including the Adobe Photoshop, Styles capes and grid creation.</li> <li>Composition and UI/UX design.</li> <li>Animation and adjusting design.</li> <li>Style creation and web design tendencies.</li> </ul>
Procedure for	✓ 25 percent – individual work;
assessment of	$\checkmark$ 15 percent – control work;
knowledge and	$\checkmark$ 60 percent – final exam.
competences	
competences	

## **UI/UX DESIGN**