





معسكرات الهمم الرقوية Digital Hemam Bootcamps

شهادة إتمام تدريب Certificate of Completion

Saudi Digital Academy Wishes to Congratulate

تبارك الأكاديمية السعودية الرقمية لــــــ

Lina Fahad Ahmed Alrehaili

On Successfully Completing UX/UI Bootcamp In A Journey That Lasted 16 weeks

From 22 May 2022 To 22 September 2022

Issue Date: 22 September 2022

Wishing You A Continuous Success

لينا فهدأحمد الرحيلى

إتمام معسكر همة لتطوير واجهة وتجربة المستخدم بنجاح بعد رحلة استمرت لمدة 16 أسبوعا

في الفترة من 21 شوال 1443 إلى 26 صفر 1444

> تم إصدارها بتاريخ: 26 صفر 1444

مع تمنياتنا بدوام التوفيق والنجاح

محمد السحيم الرئيس التنفيذي SDA CEO



رقم الشهادة: 202205154

Bootcamp Plan

WEEK 1 Front-End Fundamentals Web Overview (request/response cycle), HTML, VS Code, Git HTML Tags, CSS - style, positioning and layout CSS style, box model, display property CSS Flexbox, position JavaScript: variables, loops conditionals1	WEEK r Front-End Fundamentals JavaScript in the browser, events DOM Manipulation Exam Discussion Terminal commands, APIs, Bootstrap	WEEK P Intro to Design Thinking and Methodologies Introduction to User-centric Design Thinking Explain the history and current state of design. Explain the user-centric UX/UI process, the various stages and the different models. Review and test on typical design assets and review different design Case Studies. Explain different types of roles in design teams.	WEEK & Mobile Project Research Synthesis and Definition, Convergence Identification of Research models, data collection, synthesis of data into meaningful takeaways Creation of key assets, personas, and product requirements. Final output of problems statements, user stories and design principles. Validation of research findings through user interviews.
 WEEK 0 Mobile Project Concepting, Ideation, Prototyping, and Divergent Solutions Explaining the role of divergent ideation, and concept creation. Producing workable solution models in low fidelity concepts and iterative testing. Emerging software skills in Figma to produce mid fidelity prototypes. 	WEEK 1 Mobile Project Convergence and MVP Creation Convergence on team MVP and final wireframes. Testing and documentation for UX handoff. Preparing and reviewing UI processes. Interaction design, Design Patterns, UI kits, iOS and Android development	WEEK v Mobile Project UI Development Intro to Mobile UI Development Explaining and review of mobile interface guidelines. Creation of UI assets (Moodboards, Style Tiles and Hi fidelity screens) through the visual development process. Overview of Grids and Design Systems in Figma	 WEEK 8 Mobile Project UI Development Mobile UI Testing Explaining and creation of Mobile prototype for testing and iteration Creation of an interactive prototype, test plan, testing data and feedback for iterative development Overview Design Systems in Figma
WEEK 9 Project Retrospectives, Website Project, Kickoff Retrospective of previous Mobile Design Project. Explain the variances between Mobile and Website development. Creation and assignment of new design teams. Creation of tools to aid in team functionality. Review of Website Project Brief, project Kickoff Overview of tools and software	WEEK 10 Website Synthesis and Definition, Concepting and Ideation Execution of Research model, data collection, synthesis of data. Creation of UX assets—Personas, Problem Statement, Design Principles, Journey Maps. Convergence on Problem Statement. Present and communicate design process and decisions.	WEEK 11 Website Project Concepting +, Prototyping and testing Translation of concepts to low and mid fidelity prototypes. Web development and design patterns Testing and iteration of prototypes	WEEK 12 Website Project, MVP Creation, Handoff and Documentation & UI Development Convergence on website MVP to create final wireframes. Testing and documentation for UX handoff. UI processes for website creation Interaction design, website/responsive Design Patterns
 WEEK 13 Website Project, UI Development, High Fidelity screens Website UI Development Explaining and review of website design patterns, site maps Creation of UI assets (Moodboards, Style Tiles and Hi fidelity screens) through the visual development process. Overview of Grids and Design Systems in Figma. 	WEEK 14 Case Study: Asset development Module 2 Retrospective Case study review for Modules 2 Asset formatting and case study writing for portfolio inclusion	WEEK 15 Case Study: Asset development • Module 2 Retrospective • Case study review for Modules 2 • Asset formatting and case study writing for portfolio inclusion	WEEK 16 Web Development Translating your Wireframes to HTML/CSS Assets and formatting for Responsive Design Hosting, Personal URL Design Interview Prep, Mock Interviews

NX