



Citadel for building innovative champions

**Build Your Tomorrow Today**



## About us

Our training school, Torilo Academy is one of Nigeria's leading provider of training courses. We are located in No 1, Olaniyan Close, Mobolaji Bank Anthony Way, Ikeja, Lagos.

We have expertise in tech-related training courses and we offer a variety of courses that ranges from Product Design (UI/UX), Software Engineering (Python), Web Design & Development, Digital Marketing, Graphics Design etc.

We pride ourselves on impacting unquantifiable knowledge in our students and ensure that they each achieve their goals.

## Why Learn at Torilo Academy

Our parent company is a renowned Information Technology firm and a leading provider of technology services in the **United kingdom** and **Nigeria**.

We are an **Award winning** professional training school for individuals and organisations in delivering industry focused programmes.

Our Courses are **Intensive** training programmes that combine real work with learning and a certificate of completion in the chosen field.

Our courses at TA are talent development programmes that **creates futures that count**. We teach meaningful skills that help build **long-term careers**.

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## Creating futures that count

Developing futures is our end goal, that's why our experts are guided by our own unique training principles to make sure all our courses are focussed on creating successful careers.

All our courses are project based and practical with a work experience feel and opportunities to network with professionals in the field while gaining confidence to transition into your chosen career path. We design our courses not just to deliver skills, but develop long-term talent.

## Training sessions

Our training sessions are meticulously planned by our tutors and are designed in a manner geared toward the actualization of each students goals. Your time is valuable, so our goal is to best train you while taking up the least amount of your time possible.

Your training will be conducted by one tutor over **six weeks** of total sessions that will last from 10am- 2pm on weekdays or 10am-5pm on Weekends.

## Payment

The total cost to be paid to the Academy by the student for the training sessions shall be **Sixty thousand Naira(60,000)**. Payment in installments are allowed, provided that you make half payment first and complete payment halfway into the training.

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# Product Design (UI/UX)

## Syllabus

### Overview

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The course is broken down into User Interface (UI) and User Experience (UX) design. The UI section of the course will focus on elements used in web and mobile UI design and how these elements affect the users the interfaces are designed for.

The UX section of the course will focus on customer-centric approaches to designing websites and mobile applications to ensure that customers using services you have designed get the best value from them.

By the end of the course, you should be able to design User Interfaces and User Experiences that are centered around customer satisfaction.

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### Intro to ui/ux

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1. Introduction to User Interface and User Experience
  2. Distinction between UI and UX & Introduction to design tools

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## User research and storyboarding /userflow

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1. Developing a user-research plan Analyzing usability and creating personas using sticky notes.
  2. Creating scenarios and to illustrate how users interact with the product.
  3. Designing user flows using overflow app
  4. Creating storyboards.

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## Information architecture and designing for ios and android

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1. Foundation of IA (information architecture)
  2. Understanding responsive web design principles
  3. User experience on mobile versus web
  4. Designing for Web/ creating Designing systems
  5. Understanding UI patterns for mobile

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## Sketching and workflow

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1. Sketching and workflows
  2. Creating lo-fi wireframes with balsamiq

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## Visual design

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1. Setting up design workspace on adobe xd sketch and figma and using the auto animate option on adobe xd
  2. Typography and color theory
  3. Sourcing for images, png, svg, icons and illustrations
  4. Designing a “food ordering” app
  5. Creating a rapid prototype using marvel app
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## Prototyping

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1. Prototyping and micro interactions
2. Testing your clickable prototypes with users

## Developer handoff / version control

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1. Developer Handoff with zeplin app
2. Version control with abstract app

## Portfolio building and self branding

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1. Building your linkedin profile and portfolio
2. Introduction to behance and Dribbble
3. Contract vs Freelance vs Full time
4. Networking Revisions/Q&A

## Tools to be used

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1. User research - Google forms and Typerforms
2. Userflow - Overflow app and pen and paper
3. Visual Design - Adobe XD, Figma and Sketch
4. Wireframe - Balsamiq, Adobe xd, sketch, pen and paper
5. Rapid Prototype - Marvel app and Invision Classic
6. Micro-interaction Prototype -Invision Studio and Flinto
7. Developer Handoff - Zeplin
8. Files storage - Google drive and Dropbox
9. Plugins!!!!