Hands-On UX Workshop: Designing Web and App Experiences That Work - TT4214

Build smart, user-friendly designs that make websites and apps easier, clearer, and more enjoyable for everyone to use.

Duration: 3 Days
Skill Level: Introductory
Available Format: Instructor-Led Online; Instructor-Led, Onsite In Person ; Blended

Designing a digital experience that feels clear, easy, and even enjoyable is something anyone can learn with the right guidance. This course gives you the tools to think like a user and build like a designer, even if that is not your official job title. You will explore how people actually use websites and apps, and what you can do to make those experiences smoother, more helpful, and more intuitive. Through real examples and plenty of hands-on practice, you will learn how to organize content, write clearly, and use layouts, color, and visual structure to guide attention. You will also get practical experience shaping interactions that feel responsive and supportive, using things like feedback, animations, and thoughtful page flow. Along the way, you will explore how to build wireframes, create stronger navigation, and spot design patterns that improve usability. This is not just about making things look good, it is about making them work well. You do not need to be a designer to take this course, but you will leave thinking like one. The class is fun, fast-moving, and led by an expert who makes complex ideas feel simple. Whether you are improving an existing site or starting something new, this course will give you the clarity and confidence to build smarter user experiences.

What You'll Learn

Overview

User experience and interaction design help you create websites and digital tools that feel easy, clear, and enjoyable to use. This three-day, hands-on workshop gives you practical skills and ideas you can apply right away to improve how people interact with your work. You will learn with the support of an experienced and engaging instructor,

through a mix of short lessons, helpful examples, and hands-on practice. Whether you are new to UX or looking to refresh your approach, this course will help you build real confidence in your design choices.

You will explore how users think, move through content, and react to design elements. You will learn how to organize information so that it makes sense, use layouts that guide attention, and write content that is easy to understand. You will also gain insight into how color, spacing, and movement affect the way people experience a page. These are the kinds of small but important design decisions that can make a big difference in how successful a website or app feels to your users.

This course is designed for designers, developers, product teams, and business professionals with beginner to intermediate skill levels who want to improve how their digital experiences perform. The format is hands-on, friendly, and very practical, with about half the time spent working through real examples. You will finish the course with new ways to plan, design, and talk about your work, and you will be better prepared to create user experiences that are both thoughtful and effective.

Objectives

The goal of this course is to help you feel confident creating digital experiences that are easy to use, pleasant to interact with, and thoughtfully designed. Whether you are just getting started with UX or want to brush up on the basics, you will leave with practical skills you can use right away. Here are six useful things you will learn to do during the workshop:

- **Make navigation feel simple and natural** by learning how people move through websites and apps, and using techniques like menus, breadcrumbs, and page structure to help them get where they need to go.
- **Lay out content in a way that feels clear and easy to follow**, using tools like spacing, grouping, and visual hierarchy to guide people's attention to what matters most.
- **Write content that is easy to scan and understand**, by practicing plain, clear language and organizing your message in a way that works for real users.
- **Use color and design choices thoughtfully**, understanding how color impacts mood, meaning, and accessibility so your designs look good and work well for everyone.
- **Make your interfaces feel responsive and smooth** with little touches like animations, progress indicators, and feedback that help people understand what is happening.
- **Plan your ideas visually with wireframes**, whether on paper or screen, so you can test layouts, get feedback, and build your designs with more confidence.

If your team requires different topics, additional skills or a custom approach, our team will collaborate with you to adjust the course to focus on your specific learning objectives and goals.

Audience

This course is designed for beginners and those with some experience who want to feel more confident in user experience and interface design. It is a great fit for designers, developers, content creators, product managers, and anyone who helps shape websites or digital tools. You should be comfortable using a computer and have a general understanding of how websites or apps work from a user or team perspective.

You should also be able to:
- Communicate ideas clearly and visually, even if only using simple sketches or diagrams
- Understand the basic goals and needs of a user when interacting with digital products
- Collaborate and give feedback within a team environment such as design or development meetings

Pre-Requisites

This course is designed for beginners and those with some experience who want to feel more confident in user experience and interface design. It is a great fit for designers, developers, content creators, product managers, and anyone who helps shape websites or digital tools. You should be comfortable using a computer and have a general understanding of how websites or apps work from a user or team perspective.
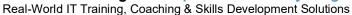
You should also be able to:
- Communicate ideas clearly and visually, even if only using simple sketches or diagrams
- Understand the basic goals and needs of a user when interacting with digital products
- Collaborate and give feedback within a team environment such as design or development meetings

TT4190	Getting Started with React Essentials
TT4195	Mastering React Boot Camp

Agenda

Please note that this list of topics is based on our standard course offering, evolved from current industry uses and trends. We will work with you to tune this course and

level of coverage to target the skills you need most. Course agenda, topics and labs are subject to adjust during live delivery in response to student skill level, interests and participation. The course tools, topics, use cases and hands-on labs can also be easily adjusted to suit your specific needs, goals or requirements.

Design: Art and Science

User-Centered Design

What is a Better User Experience?

Keys to Understanding the User

Keys to Understanding the Experience

Navigation

How do People Navigate?
- Two Types of Navigators
- Users Scan Pages
- After They Scan

Challenges of Web Navigation

Characteristics of Usable Navigation

Information Architecture

Primary Navigation Systems
- Hierarchical Models
- Sequential Navigation
- Fixed Navigation

Supplemental Navigation Systems
- Index or Sitemap
- Breadcrumbs
- Quicklinks

Navigation Case Study

Tips for Simplifying Navigation

Presentation

Visual Cognitive Processing

Loads

Eye Movement and Eye Tracking
- Prominence
- Grouping
- Nesting

Tabs

Gestalt Principles of Visual Design
- What is Gestalt Psychology?
- How is Gestalt Related to Visual Perception?
- Simplicity
- Figure-Ground
- Proximity
- Law of Pragnanz
- Similarity
- Common Fate
- Symmetry
- Parallelism
- Continuation
- Closure
- Common Region
- Element Connectedness

Layout
- Golden Ratio
- Choices

Color

The Color Test

The Impact of Color
- The Color Chart
- Colors in Culture
- Contrast
- Mixing Color and Shape

Tips for the First User Experience

Content

Scanning

Writer's Pyramid
- The Top
- The Body or Structure
- The Foundation

Writing Style
- Clear and Simple
- Organized Thoughts
- Tell, Tell and Then Tell
- Stick to the Point
- Make It Interesting
- Target Audience
- Intelligent, But Lack of Knowledge
- Slang and Jargon
- Active Voice
- Positive Terms
- Direct Instructions
- Short Sentences
- Necessity

Readability Tests

Interaction Design

What is Interaction Design?

Five Dimensions of Interaction Design

Key Concerns of Interaction Design

Words

Visual Representations
- Light and Shadow
- Icons
- Fonts
- Font Size
- Font Pairings
- Line Spacing
- Circles
- Rounded Edges

Physical Objects or Space
- The Shift from Flat Design
- Ghost Buttons
- User Interface Controls

Time
- Hover Animations
- 12 Animation Principles
- Pace
- Responsiveness
- Context
- Auto-Rotating Carousels
- Progress Indicators
- Animations

Behavior
- Schemata
- The Boiling Frog
- Rewards
- Feedback
- Gamification
- Tips for Gamification

Error Handling

Freedom to Customize

Wireframing

Lo-Fidelity Wireframes

Hi-Fidelity Wireframes

Wireframes

Is Paper Dead?

Accessibility

Follow On Courses

TT4002	Introduction to HTML5 / CSS3 and Responsive Design

Related Courses

TT4214	Hands-On UX Workshop: Designing Web and App Experiences That Work
TT4190	Getting Started with React Essentials
TT4195	Mastering React Boot Camp
TT4210	Introduction to User Experience (UX) Skills for Non-Developers: Build Better Websites and User Journeys
TT4215	Practical Web Accessibility Standards for Designers and Testers: WCAG 2.1 and 2.2
TT4154	Introduction to TypeScript: Clean Code and Strong Skills for Web Developers

Setup Made Simple! All of our course software, digital course files or course notes, labs, data sets and solutions, live coaching support channels and rich extended learning and post training resources are provided for you in our easy access, single source, no install required online Learning Experience Platform (LXP), remote lab and content environment. Or we can provide a local installation (trial edition) to setup and use on your machine. Access periods and versions vary by course. Please inquire about set up details and options for your specific course of interest. Regardless of setup option, we will collaborate with you to ensure your team is set up and ready to go well in advance of the class.

Ways to Learn: At Trivera, we believe that Experience is Everything. Our customizable, hands-on courses are delivered live online, onsite, or in a blended format for maximum flexibility. We provide real-time expert-led training and coaching for all skill levels, from small groups to enterprise-wide programs, ensuring every learner gains the latest, most relevant job-ready skills they can apply with confidence. This course is also available for individuals or small groups on our extensive Public Schedule (see current dates below). We look forward to helping you take the next steps in your modern web developer learning journey.

For More Information

Please contact us or call 844-475-4559 toll free for more information about our training services (instructor-led, self-paced or blended), coaching and mentoring services, public course enrollment or questions, partner programs, courseware licensing options and more.