Bahrain Polytechnic بوليتكنك البحرين

UX Design

This conversion program prepares for roles in UX and UI design, enabling students to gain insights into user experience and user interface design applications and apply problem-solving abilities. Designed to equip trainees with the technical expertise needed for a career in industry, for roles in UX Design by developing their technical expertise and professional skills. This program focuses on core areas such as web design enabling trainees to work with industry-standard design software and apply problem solving abilities. It also includes subjects in human computer interaction developing the technical and analytical skills of the trainees to real-world problems.

TARGET GROUP

The program is intended for jobseekers who require skills to increase their chances of employment in the field of UX Design

BENEFITS OF ATTENDING

Upon completion of this program, the participants will be able to work within the field of UX Design related but not limited to: user experience, user interfaces, web design, HCI, and other roles according to the industry sector.

COURSE CONTENTS

The program consists of the below courses:

- Web Design
- User Experience Design
- Human Computer Interaction
- Advanced Design for the Web

LEARNING AND TEACHING STRATEGIES

The programme is delivered using a PBL philosophy through a mixture of classroom teaching, tutorials, online (web-based), laboratory work, workshops, supervised projects, and workplace experience. Assessment of courses is both formative and summative, and typically includes a mix of, assignments, laboratory reports, oral presentations and project reports. The teaching and learning methods appropriate to this programme include a wide range of different strategies to meet the needs of students and depend on the class numbers and tasks involved. These may include, but are not limited to:

- Instructive lectures
- Facilitated Discussions
- Group discussions
- Demonstrations in the classroom, laboratory or workshop
- Tutor-directed assignments
- Tasks performed in the classroom, laboratory, or workshop
- Online exercises, tutorials, and discussion
- Projects
- Case Studies
- Videos
- Tutorials
- Visiting speakers

The teaching methods include the provision of learning experiences and opportunities that enhance the transfer of information to aid understanding, and then enable practice to take place through related tasks and the provision of opportunities to apply skills and knowledge.

CERTIFICATION

- Grading system: Achievement-based
- Completion requirements: more than 60% in every course of the program.
- Attendance: 20% of the total contact hours absenteeism is allowed.

TRAINING DURATION

The program is of 240 hours that extends over 4 months/ 15 weeks (full time) and 8 months/30 weeks (part time).

ENTRY REQUIREMENTS

Graduates with creative and/or technical background such as art, design, ICT etc. Very good command of English language is required.

FURTHER INFORMATION

For further information or to register in the program, please visit our webpage:

☎ 17897127

✉ learn@polytechnic.bh