THE LEARNING STAGE
WHERE YOUR SKILLS REALLY MATTER

PROGRAM CURRICULUM · 2 MONTHS

UI/UX Product Design

Design products people love to use. Learn the full craft — user research, wireframing, a design system, high-fidelity screens and clickable prototypes in Figma — then test with real users and iterate. You leave with a portfolio-ready case study.

DURATION
2 months · Training + Internship

FORMAT
Mentor-led + full LMS access

PROJECTS
6+ live, deployed projects

CERTIFICATE
Verifiable on completion

Program overview

Design products people love to use. Learn the full craft — user research, wireframing, a design system, high-fidelity screens and clickable prototypes in Figma — then test with real users and iterate. You leave with a portfolio-ready case study.

How the two months work

MONTH 1 · TRAINING

Learn by building

Hands-on, mentor-led sessions. You work through the curriculum and build the core project.

MONTH 2 · INTERNSHIP

Apply it on real work

You apply it on real work, reviewed by the same mentors, and finish with something you can show.

Who it's for & prerequisites

WHO SHOULD JOIN

- Students & early-career builders — any branch (CSE / IT ideal)
- Research, wireframe, prototype and ship a real interface in Figma.
- Anyone who wants job-ready, portfolio-backed skills

PREREQUISITES

- **Beginner-friendly** — starts from fundamentals
- No prior experience required; basic laptop comfort helps
- A laptop, internet, and time to practise between sessions

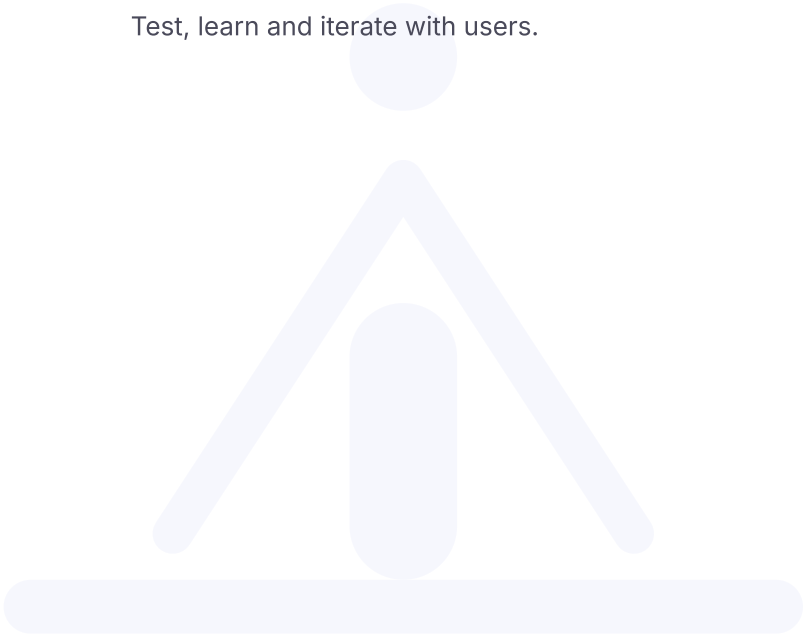
The skills you'll walk away with

UX Research · Wireframing · Design Systems · Prototyping · Usability Testing

Exact libraries and tools are kept current and beginner-friendly; the concepts transfer across the field.

What you'll master

UX Research	Understand real users and their needs.
Wireframing	Structure and flow before the polish.
Design Systems	Reusable components and consistency.
Prototyping	Clickable, testable Figma prototypes.
Usability Testing	Test, learn and iterate with users.



By the end, you will be able to

- **UX Research** — Understand real users and their needs.
- **Wireframing** — Structure and flow before the polish.
- **Design Systems** — Reusable components and consistency.
- **Prototyping** — Clickable, testable Figma prototypes.
- **Usability Testing** — Test, learn and iterate with users.
- Finish with **6+ portfolio projects** and a capstone you can show in interviews

Training curriculum — topics & what you'll do

Hands-on, mentor-led sessions. You work through the curriculum and build the core project. Lesson counts are shown per module; your mentor keeps the pace friendly for every level.

1 Research & Foundations

6 lessons

- User research and interviews
- Personas and problem framing
- Information architecture
- Design principles that hold up

2 Design in Figma

7 lessons

- Wireframes to hi-fi screens
- Auto-layout and components
- Building a small design system
- Accessibility and contrast

3 Visual & Interaction Design

6 lessons

- Colour, type and spacing that work
- Visual hierarchy
- Micro-interactions and states
- Designing for accessibility

4 Design Systems

6 lessons

- Reusable components
- Tokens and consistency
- Documenting a system
- Scaling a design language

5 Prototype & Test

6 lessons

- Interactive prototypes
- Running a usability test
- Iterating on feedback
- **Capstone.** a full case study

Month 2 — the internship

Real work, same mentors, something to show

With the training behind you, month 2 puts your skills to work on real, scoped tasks. The same mentors who taught you now review your work — and you finish with a shippable project and a verifiable certificate tied to it.

YOU DO	MENTORS DO	YOU FINISH WITH
Apply your skills on real, guided work.	Review your work regularly and unblock you.	A project you can show and a certificate you can verify.

Projects you'll build

Hands-on builds across the program — each one portfolio-ready. Your capstone ties it all together.

Mobile App Redesign

Take a real app screen and rethink it from the user up.

Figma Figma

Design System

Build a small library of reusable buttons, cards and colours.

Figma Auto-layout

Usability Study

Put your prototype in front of real people and watch where they struggle.

Research Maze

Portfolio Case Study

Package one project into a clear story a recruiter will actually read.

Figma Slides

Landing Page Design

Design a landing page that looks great and nudges people to act.

Figma Figma

Design Handoff

Prepare your design so a developer can build it without guessing.

Figma Dev Mode

Your tools & tech

Figma | Auto-layout | Research | Maze | Slides | Dev Mode

These are the core tools you'll use across the projects. Your mentor confirms the exact versions on day one.

What you'll need

BRING

- A laptop (4 GB RAM or more) and its charger
- A stable internet connection
- A few hours to practise between sessions

PROVIDED

- Full LMS access & starter files
- Mentor support throughout
- A verifiable certificate on completion

Getting set up

Everything you need is free or provided. Your mentor shares the exact tools to install and any starter files in your welcome email — so you're ready from day one, with nothing to buy.

Reserve your place

Confirm your seat today with the registration fee. It holds your place and counts towards your program fee.

Registration fee

reserves your seat

Pay the one-time **registration fee** to lock in your place. It counts towards your program fee — not an extra charge — and the balance is confirmed when you enrol. Payments are secure, and your seat is booked the moment it clears.

Choose your plan

Core

The full two months, training and internship.

- Month 1 — full training curriculum
- Month 2 — internship on real work
- Verifiable certificate

Pro POPULAR

The same two months, with more mentor time.

- Everything in Core
- Extended mentor sessions
- Project review before demo

Your certificate

A verifiable certificate of completion

Finish the program and you receive a certificate tied to the projects you built and their live links — independently checkable at **thelearningstage.in/verify**, so it holds up when a recruiter looks it up.

Enrol in five steps

1. Visit **thelearningstage.in** and open the **UI/UX Product Design** program.
2. Choose your plan — **Core** or **Pro**.
3. Confirm your seat with the **registration fee** — it counts towards your program fee.
4. Get your welcome email with **LMS access** and your start date.
5. Join Month 1 training, then move into your Month 2 internship.

Eligibility

OPEN TO

- Students & early-career builders — any branch (CSE / IT ideal)
- No prior experience required

YOU'LL NEED

- A laptop and reliable internet
- A few hours to practise between sessions

Companies hiring for these skills

ZOHO · freshworks · SWIGGY · CRED · Razorpay · POSTMAN · PhonePe · Groww

These employers actively hire for skills like the ones this program builds — a signal of demand, not partners of The Learning Stage and not a placement guarantee. The program gives you the shippable skills and portfolio that make you a stronger candidate.

Frequently asked questions

Do I need to draw well?

No. UX is about problem-solving and clarity, not illustration. We teach the craft from research to prototype.

Which tool will I learn?

Figma — the industry standard for product design — plus a testing tool for usability studies.

Will I have a portfolio piece?

Yes — your capstone is a full case study designed to be portfolio- and interview-ready.

Which companies hire for this?

Product design roles are in demand across startups and product companies. The logos shown are examples of employers hiring for these skills.

Ready to start? 🚀

Two months from now, you could have real, shippable skills, a portfolio of projects, and a certificate to prove it. Come learn the way real teams work.

Enrol at thelearningstage.in · support@thelearningstage.in · +91 96527 16677

Curriculum is indicative and may be refined to suit the cohort. Fees and plans current at time of print. © 2026 The Learning Stage.