UX Designer

👥 Mentor individuel   🎓 OpenClassrooms Certification

Master human-centered design and create beautiful, clean user experiences!

📅 PÉRIODE DE FORMATION
12 mois à temps plein
24 mois en alternance**

⏱ DURÉE DE LA FORMATION
750 heures supervisées

OPENCLASSROOMS

La formation demande un investissement en temps estimé à 1500 heures : 750 heures de formation supervisée (projets encadrés par des mentors) et 750 heures de formation guidée (cours et des ressources pédagogiques). En alternance, la durée totale ne comprend pas le temps passé en entreprise.
La période de formation peut être rallongée en cas de formation à temps partiel. La durée est estimée et dépend du niveau d'entrée en formation, de la disponibilité, du temps alloué par semaine et des capacités et rythmes d'apprentissage de l'étudiant.

** Vérifiez l'éligibilité du parcours en fonction de votre contrat d'alternance (professionnalisation ou apprentissage).

At OpenClassrooms, we pinpoint the key skills needed for the most in-demand jobs and develop courses and diplomas to train our students in those areas. That's why we've developed a master's-level program in **UX design**, which you can complete entirely online with the help of a dedicated mentor.

UX designers are responsible for creating great user experiences that respond to the needs of actual users. In particular, UX designers need to:

- Carry out different research methodologies
- Inform design decisions through research
- Prototype concepts
- Solve complex problems
- Design experiences and solutions that meet customer needs
- Test iterations on real users
- Effectively communicate design decisions
- Collaborate across teams and projects

How much will I earn?

UX designers tend to earn more than graphic designers and web developers.

By following this path, you could end up in a job with the following salaries:

United States

- Entry level: $40-70,000
- Experienced: $60-190,000+

United Kingdom

- Entry level: £31-40,000
- Experienced: £40-95,000+

Salaries will vary depending on your location or the location of your employer.

What are my job prospects?

UX designers are in demand by every kind of company, from startups to big companies. UX design can be applied to any industry, and companies are increasingly growing their in-house UX teams, which may be made up of design researchers, usability testers, UX designers, and UI [user interface = visual look and feel] designers. It is also possible to work freelance as a UX expert.

Find UX design job offers on Indeed, LinkedIn, Glassdoor, Zip Recruiter, and Authentic Jobs.

Who is eligible to enroll?

To be eligible to earn this path's diploma, candidates must demonstrate proof of one of the following prerequisites:

- an associate's degree, or equivalent, in a digital field (ex. web project management, design, graphics, communication, webmarketing, development, etc.)
- or a high school/secondary school degree, vocational certificate, or equivalent, and at least 2 years of professional experience in a digital field (ex. web project management, design, graphics, communication, webmarketing, development, etc.)

All other candidates will need to go through a specific admissions process. These candidates must have:

- an associate's degree, or equivalent, in any subject and at least 1 year of professional experience in any field
- or a high school/secondary school degree, vocational certificate, or equivalent in any subject and 3 years of professional experience in any field
- and a completed placement test consisting of:
  - OpenClassrooms course completion certificates from Dive into UX Design, Conduct design and user research, and Learn Sketch, build a clickable prototype, and test it on your mobile,
  - a personal project in any design field, accompanied by a 10-minute recorded video that explains the project itself.

What will I learn?

- Apply UX principles to actual projects
- Conduct research studies including ethnography, usability testing and card sorting
- Assess a scenario and create a research path
- Lead and facilitate design thinking exercises and workshops
- Prototype ideas to save time and money
- Create wireframes
- Implement research findings and analytics in product development
- Manage creative projects
- Translate complex ideas into accessible objectives
- Design effective user experiences
- Apply graphic design skills across projects
- Communicate your process and design decisions
- Present your findings to stakeholders and clients

Which job titles can I have?

This path can prepare you for the following jobs:

- UX designer
- UX/UI designer
- Experience designer
- Design/User researcher

How will I learn at OpenClassrooms?

Our learning method is unique and revolves around two elements: professional projects and dedicated mentoring sessions.

Projects
At OpenClassrooms, learning is [project-driven](#) because that's the fastest way to become proficient. Projects offer hands-on experience so you can hit the ground running when you start your new job.

Want to see an example of a project? Read our blog post [here](#).

Mentorship
During your path, you will be assigned a mentor who will offer one-to-one support via weekly video conference sessions. This mentor will offer guidance on your projects, help define objectives and guide you until you reach them. Our mentors are dedicated professionals who are experts in their field and have experience in sharing their know-how with our students.

Any questions? Contact our student advisors at +44 20 3868 9900 or +1 (929) 376 0101, or [request more information here](#). Opening hours: Monday to Friday 8.30am- 6.00pm UK time, until 1 pm Eastern Time.

Projet 1 - 40 heures

Think Like a UX Designer

UX design refers to user experience design. That means putting the user (or customer) at the center of the design process. For the first project you're going to design for the person you know best in the world: yourself!

Compétences cibles

- Give a compelling presentation using storytelling principles
- Communicate using UX vocabulary
- Apply a human-centered approach to design
- Use mind mapping to express ideas

Cours associés

Dive into UX Design

📊 Facile   🕐 8 heures

Start to explore the world in new ways through the lens of a user experience designer. Learn the key UX principles and processes that will take you from research through design.

Learn How to Learn

📊 Facile   🕐 6 heures

Learning quickly and effectively is a key skill that can improve your learning capacity and help you take control of your personal and professional development.

Communicate Your Ideas Through Storytelling and Design

📊 Facile   🕐 12 heures

Storytelling and graphic design are powerful tools to communicate your ideas. Be sure to document your work along the way.

Projet 2 - 90 heures

Conduct Research Around Coffee

A multinational brand has reached out to you to conduct a study on how people drink coffee. Your job is to go into the field and observe and talk to people to uncover interesting insights.

Compétences cibles

- Identify the key discoveries and limits of a research study
- Analyze and synthesize actual user practices
- Map a customer journey
- Write research documentation and conduct interviews
- Create meaningful personas
- Conduct field research to understand user needs

Cours associés

Conduct Design and User Research

Facile   6 heures

Get out into the world and understand how people actually behave vs. what they say they do. Move past expectations and assumptions to uncover valuable insights through ethnography, interviews and participant observation.
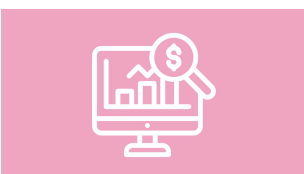
Do product research: analyze the competition and interview potential customers

Moyenne   12 heures

In order to know how good an idea is, you need to research the competition, identify a market segment, find and interview potential customers, and develop target personas.

Projet 3 - 70 heures

Usability Test Your Dream Vacation

Conduct usability testing to better understand user behavior and uncover insights and opportunities.

Compétences cibles

- Use card sorting to understand mental models
- Frame and conduct usability studies

Cours associés

Test products on users (usability testing)

📊 Facile   🕐 8 heures

Apply best practices for usability testing and learn methods for gaining insights into mental models of users, as well as sharing your findings.

Projet 4 - 80 heures

Prototype Your First App Using Wireframes

It's easy to get distracted and carried away by the actual design of a website or app, so your first job is to break it down into a simpler form: wireframes. Then we'll create easy digital prototypes that you can start testing on users.

Compétences cibles

- Create a clickable prototype
- Create a user flow diagram
- Design wireframes for web or mobile
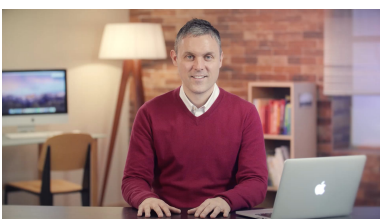- Conduct remote usability testing

Cours associés

Create Simple Prototypes With Wireframes

📊 Moyenne   🕐 15 heures

Use wireframes to communicate how a website or app will work. Diagram user flows to make sure the steps are all in place.

Learn Sketch, build a clickable prototype, and test it on your mobile

📊 Difficile   🕐 20 heures

Prototyping is an excellent way to communicate and get feedback - whether it is customers, stakeholders or even your own developers. Learn the process of identifying a minimum viable product!

Build a Product Roadmap

📊 Moyenne   🕐 20 heures

Roadmaps help define and share what direction your team will take to make the product vision a reality. Use tools like impact mapping and story mapping to help you create a theme-based roadmap that shows how you will achieve your goals.

📊 Moyenne   🕐 20 heures

Projet 5 - 70 heures

Manage Creative Projects

You've been tasked with creating a goal oriented roadmap for a small business looking to scale their business and keeping them on schedule. While you're at it, you'll learn to better organize and manage projects created on this path.

Compétences cibles

- Create a business model canvas
- Recommend tools and technology to manage a project
- Organize your own projects through a "Wiki"
- Write a project brief

Cours associés

Project Management 101

📊 Facile   🕐 6 heures

In this course, learn the basics of project management and its lifecycle. Get ready to become a project manager and initiate, plan, execute, and close your projects.
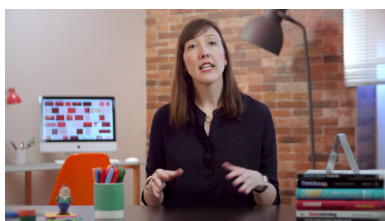
Projet 6 - 60 heures

Lead a Design Thinking Workshop

Facilitate your own design thinking workshop!

Compétences cibles

- Apply the principles of design thinking within a workshop setting
- Facilitate an engaging design workshop
- Prepare a design workshop
- Formalize an idea using low-fidelity prototyping techniques

Cours associés

Host a design thinking workshop

📊 Moyenne   🕐 15 heures

Gain firsthand experience in design thinking — empathy, define, ideate, prototype, test — through hosting a workshop! We'll also examine design sprints.
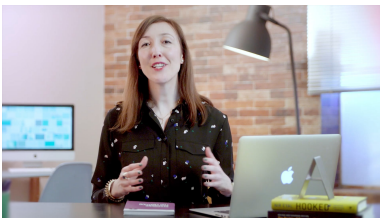
Projet 7 - 130 heures

Design an App to Combat FOMO

You've been tasked with creating an app that helps combat FOMO (Fear of Missing Out). From interviews to conception, you're getting into the minds of users to solve a problem.

Compétences cibles

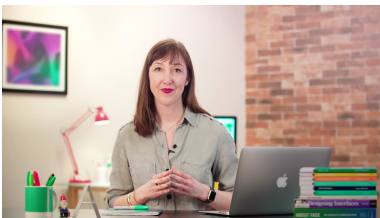• Design a logo and branding system
• Apply psychology to design

Cours associés

Apply psychology to design

📊 Moyenne   🕐 10 heures

Understand human behavior, habits, and emotion in order to make better design decisions.

Design the visual side of experiences (UI design)

📊 Moyenne   🕐 15 heures

Explore design systems and develop your own graphic design eye in user interface (UI) or product design.

Projet 8 - 60 heures

Use Analytics to Inform UX Design

An e-commerce site needs your help to help determine which products are performing best, which will then inform which design direction they take next.

Compétences cibles

- Create infographics and data visualization
- Use and interpret Google Analytics
- Apply metrics and quantitative data to product development

Cours associés
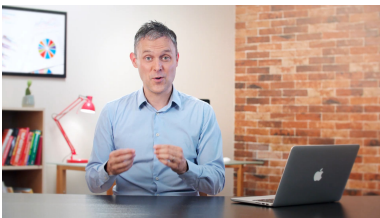
Analyze metrics to define a data-driven product strategy

📊 Moyenne   🕐 12 heures

Effective product managers are data-driven in their decision-making. Learn the necessary concepts, tools and frameworks to ensure that your product goals are being met.

Apply metrics to design decisions

📊 Moyenne   🕐 10 heures

Every product is different. Examine the metrics that will help inform design decisions. Use storytelling to communicate data visually through simple but effective charts and graphs.

Projet 9 - 50 heures

Improve an Existing Product

You're an in-house designer charged with making improvements to an existing website. You'll make recommendations to how it can be improved from an information architecture and content strategy perspective while integrating Lean and Agile.

Compétences cibles

- Define and create an MVP
- Integrate Lean UX into an Agile environment
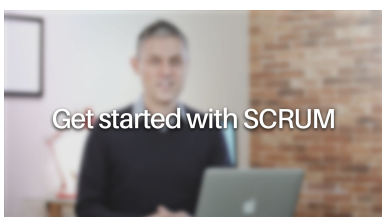- Create a product roadmap

Cours associés


Build a Product Roadmap

📊 Moyenne   🕐 20 heures

Roadmaps help define and share what direction your team will take to make the product vision a reality. Use tools like impact mapping and story mapping to help you create a theme-based roadmap that shows how you will achieve your goals.

Learn About Agile Project Management and Scrum

📊 Facile   🕐 6 heures

Learn the principles of agile software development. Discover how a Scrum Team plans a Sprint, builds feedback, creates retrospectives, and holds daily stand-ups.
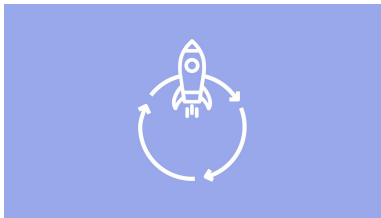
Learn about Lean Startup

▯ Moyenne   🕐 20 heures

Every product vision contains many assumptions. The Lean Startup methodology gives us a framework for applying a "build measure learn" approach to validating our assumptions through designing experiments and analysing the resulting data.

Think like an editor (content strategy and UX writing)

▯ Facile   🕐 10 heures

Develop your writing skills to give yourself a competitive advantage in the world of design. UX designers also need to be part content strategists and UX writers.

Projet 10 - 100 heures

Create a UX Portfolio and Case Studies

You've done all the work. Now it's time to put everything you've learned into a killer portfolio with case studies to help land your first job in UX.

Compétences cibles

- Showcase your work through a portfolio and case studies
- Design and manage your online presence

Cours associés

Prepare Your Portfolio and Case Studies

📊 Moyenne   🕐 6 heures

Make your work stand out from the competition by creating an eye-catching portfolio with beautifully designed case studies. Don't forget to consider your entire online presence!

Build quick and beautiful WordPress sites

📊 Facile   🕐 10 heures

WordPress is an indispensable tool for building any type of website. It'll serve you well to know how to launch a good-looking site quickly on the platform.