Generative AI for UI/UX Teams: Designing Smarter Interfaces with LLMs – 16 Hours

Course description

This training empowers UI/UX teams to integrate Generative AI (GenAI) into design and user experience workflows, leveraging Large Language Models (LLMs) like Claude, GPT, Gemini, and other provider-agnostic AI tools. Participants will learn how to streamline design processes, prototyping, and user research by automating repetitive tasks and enabling more creative and intelligent interface designs. From idea generation to dynamic user testing, the course covers best practices, ethical considerations, and AI-powered tools for improving design efficiency and user satisfaction. The training focuses on hands-on practice and practical demos to ensure participants leave with actionable skills that can be implemented across cloud platforms such as AWS, Azure, or GCP.

Note: Please note that the tools and technologies covered in this course are subject to change, as the field of Generative AI is evolving at an exceptionally rapid pace.

Target Audience:

- Visual Designers, Product Designers, UX/UI Designers, UX Researchers, and Design Managers looking to augment their workflows with Generative AI technologies.
- Teams tasked with rapid prototyping, user interaction analysis, A/B testing, and creating dynamic, user-centered interfaces.
- Organizations seeking to adopt LLM-powered tools and best practices for UX design and interaction systems.

Course Contents:

Module 1: Introduction to Generative AI in UI/UX

- Overview of Generative AI applications in UI/UX workflows: Ideation, research, prototyping, and user interactions.
- Practical use cases of LLM-powered tools for interface design, user flow optimization, and rapid prototyping.
- Introduction to AI's role in accessible and inclusive UX design.

Module 2: AI-Assisted Idea Generation and Prototyping

- Leveraging AI in Figma or other prototyping tools to generate mockups, layouts, and color schemes dynamically.
- Creating user flows and journey maps using AI to simulate real-world interactions.
- Generative implementations for predicting design improvements (e.g., optimized dynamic layouts).

Module 3: Automating User Research and Persona Creation

- Automating insights generation from qualitative user feedback and survey responses with LLM APIs.
- Summarizing user data into meaningful personas customized to fit specific business goals and design objectives.
- Leveraging LLM APIs to predict future user behavior based on existing patterns or mock datasets.

Module 4: AI-Powered Usability Testing and Analytics

- Leveraging heatmaps and AI-based interaction tracking tools (e.g., Crazy Egg, Hotjar) to identify common user flows and friction points.
- Generating AI-based usability reports and actionable recommendations based on user engagement data.

- Experimenting with A/B test content or interface layout suggestions using LLM-driven workflows.

Module 5: Dynamic Interfaces and Intelligent Interactions Using LLM APIs

- Embedding dynamic chatbot interactions into products and websites using LLM APIs.
- Personalizing user-facing content and adapting interfaces based on real-time user queries and preferences (e.g., FAQ generation).
- Enhancing product interfaces by integrating AI-generated content such as form fillers, autocompletion suggestions, and dynamic FAQs.

Module 6: Ethical Considerations for AI in UI/UX Design

- Avoiding bias in AI-generated designs and maintaining inclusivity across all user-facing elements.
- Privacy and compliance considerations when using AI tools for personalizing user experiences.
- Responsible prompt engineering for reducing unethical AI outputs in customer-facing applications.