

Advanced UI/UX Design: Prototyping and Usability Optimization Course

30 November – 11 December 2026
Lisbon

AGILE LEADERS
Training Center

Advanced UI/UX Design: Prototyping and Usability Optimization Course

Ref: 1893_241114 **Date:** 30 November – 11 December 2026 **Location:** Lisbon **Fees:** 10000 Euro

Overview

Advanced UI/UX Design: Prototyping and Usability Optimization Course is a two-week technical course for interface architects, digital product designers, and frontend experience leads who need a Validated Usability Optimization Package. Modern digital initiatives often falter when prototypes fail accessibility checks, ignore complex layout dynamics, or lack empirical user validation under formal testing protocols. Participants build high-fidelity interactive systems, engineer bilingual right-to-left interaction models, and apply diagnostic evaluation frameworks across complex multi-step digital workflows. Agile Leaders Training Center delivers this advanced UI/UX design: prototyping and usability optimization course.

Who Should Attend

- Product designers responsible for structuring user task flows and design token architectures
- User experience researchers conducting formal usability testing and error rate analysis
- Frontend design engineers building accessible interface components and design systems
- Digital experience leads managing cross-platform responsive layout engines
- Interface specialists evaluating user interaction compliance against international standards

The course assumes participants possess working experience with vector interface tools and digital wireframing; production code deployment and backend database administration remain outside the course.

Departments and Industries

The course supports cross-functional interface engineering across corporate divisions and regulated industries.

- Digital banking and financial technology platforms
- Healthcare portal systems and clinical user interfaces
- Enterprise resource planning and operational software
- Telecommunications customer self-service applications
- Commercial electronic retail systems and checkout flows

Learning Objectives

By the end of this course, participants will be able to:

- Apply ISO 9241-210:2019 human-centered design principles across interactive product lifecycles
- Build responsive high-fidelity interactive prototypes utilizing advanced component states and variables
- Evaluate user task completion rates and interface errors through formal diagnostic usability testing
- Prioritize WCAG 2.1 Level AA accessibility criteria across right-to-left and bilingual layouts
- Analyze user consent flows and privacy-by-design patterns to eliminate coercive interface tactics
- Assemble a Validated Usability Optimization Package containing prototypes and usability audit findings

Course Agenda

Day 1: Human-Centered Design and System Lifecycles

- ISO 9241-210:2019 Human-Centered Design Principle Implementation Matrix
- Stakeholder Context Mapping and Behavioral User Persona Artifacts
- Complex User Journey Mapping and Friction Point Identification
- Information Architecture Hierarchy and Closed Card Sorting Protocols
- Mental Model Alignment and Core Task Flow Blueprints

Day 2: Advanced Design Tokens and Interface Systems

- Atomic Design Component Structuring and Token Management Models
- Variable Font Hierarchies and Typographic Contrast Ratio Rules
- Responsive Dynamic Grids and Multi-Break-Point Layout Engines
- Dark Mode Theming and Semantic Color Token Distribution
- Component Library Governance and Maintenance Runbooks

Day 3: Right-to-Left Interface Architecture and Localization

- Bidirectional Layout Mirroring and Visual Hierarchy Adjustments
- Right-to-Left Arabic Typographic Readability and Baseline Alignment
- Directional Iconography and Dual-Language Interaction Logic
- Localized Input Field Structuring and Data Masking Controls
- Bilingual Assistive Reading Hierarchy and Screen Reader Flow Audits

Day 4: High-Fidelity Interaction and Micro-Interactions

- Component State Machines and Nested Interactive Variants
- Conditional Logic and Dynamic Parameter Prototyping
- Micro-Interaction Keyframe Motion Design and Timing Specifications
- Accessible Keyboard Focus Routing and Focus Order Traps
- Complex Multi-Step Form Logic and Real-Time Field Validation

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Day 5: Privacy-by-Design and Ethical Interface Patterns

- Transparent User Consent Architecture and Notice Placement Models
- Unambiguous Consent Toggle Design and Preference Management Portals
- Identification and Remediation Checklist for Interface Dark Patterns
- Simplified Opt-Out User Experience and Data Access Request Interfaces
- Data Management Privacy Baseline Review for Interaction Designers

Day 6: Accessibility Engineering and Compliance Testing

- WCAG 2.1 Level AA Success Criteria Matrix for Interactive Digital Systems
- Color Contrast Diagnostics and Non-Text Contrast Compliance Checks
- Assistive Technology Screen Reader Navigation Protocols
- Touch Target Sizing and Dynamic Font Scale Testing Matrices
- Automated Accessibility Scanning and Manual Audit Remediation Plans

Day 7: Usability Testing Protocols and Research Metrics

- Formative and Summative Usability Test Protocol Construction
- Moderated and Unmoderated Remote Usability Session Scripts
- System Usability Scale and Single Ease Question Measurement Models
- Task Completion Success Rate and Error Frequency Metric Sheets
- Time-on-Task Benchmarking and Cognitive Workload Evaluation

Day 8: Behavioral Analytics and Diagnostic Optimization

- Heatmap Diagnostics and Visual Attention Tracking Analysis
- Session Recording Triage and Interaction Bottleneck Identification
- Funnel Drop-Off Root Cause Analysis and Interface Heuristic Reviews
- A/B Testing Hypothesis Formulation and Prototype Variant Creation
- Interaction Friction Logging and Usability Bug Severity Matrices

Day 9: Cross-Functional Handoff and Design Governance

- Developer Design Token Inspection and Handoff Documentation
- Interactive Prototype Specification and State Documentation Sheets
- Digital Experience Maturity Assessment Frameworks
- Content Efficiency and Microcopy Optimization Guidelines
- Continuous Experience Auditing and Design Debt Remediation Backlogs

Day 10: Usability Optimization Practice and Defense

- Exercise: Interactive Prototype Accessibility and Contrast Remediation
- Exercise: Moderated Usability Testing Simulation and Metric Recording
- Exercise: Bidirectional Layout Audit and Form Friction Triage
- Exercise: Ethical Consent Interaction Review and Correction
- Capstone Exercise: Validated Usability Optimization Package

Practical Exercises

Suggested activities structure interface testing methods into verifiable project deliverables.

- Suggested activity: construct an interactive component prototype featuring advanced variables and right-to-left layout rules
- Suggested activity: conduct a diagnostic usability evaluation measuring task completion rates and critical navigation errors
- Suggested activity: audit interactive user consent flows against privacy and accessibility compliance benchmarks
- Suggested activity: assemble a complete Validated Usability Optimization Package

FAQs

Who should attend and what does the course assume?

This course suits product designers, user experience researchers, and frontend interface leads managing complex systems. It assumes practical familiarity with wireframing and vector design tools while omitting production code deployment.

How does this course differ from introductory interface prototyping courses?

This course focuses on advanced interactive logic, ISO 9241-210:2019 principles, WCAG 2.1 Level AA validation, bidirectional layout engineering, and empirical usability optimization rather than basic static wireframing.

What usability standards does this advanced UI/UX design course cover?

The course applies ISO 9241-210:2019 standards for human-centered lifecycle design and WCAG 2.1 Level AA technical specifications to evaluate usability and accessibility across digital interfaces.

What deliverables do participants produce during the course?

Participants create high-fidelity interactive prototypes, diagnostic test evaluation reports, bidirectional accessibility audits, and a complete optimization portfolio verifying interface performance.

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Conclusion

Participants return with a fully documented Validated Usability Optimization Package that resolves interface friction and ensures accessibility compliance. The structured methodology embeds international human-centered design standards into the product design lifecycle to validate user interactions before software development. This empirical approach enables teams to deliver high-performance digital experiences that reduce usability errors and support operational product goals.