



UX Research & Design Thinking Foundations

CURRICULUM OVERVIEW · AGILE DESIGN SCHOOL

Duration: 3 months · **Level:** Beginner · **Format:** Live cohorts (weekday evening / weekend / blended) · **Fee:** Rs. 45,000 (EMI available; scholarship discounts up to 30% via the Scholarship Entrance Test)

The most-searched starting point for freshers — learn how top teams uncover user problems before a single screen is designed.

Who should join

- Freshers who want the most-searched starting point in design
- Psychology, sociology and humanities graduates entering tech
- Product managers and analysts who need research rigor
- QA engineers — you already think in edge cases

Curriculum, stage by stage

Weeks 1–2 · Design Thinking & Ethics

Human-centred problem solving, consent, bias, and how studies mislead.

Weeks 3–5 · Qualitative Methods

Interviews and contextual inquiry — planned, moderated and synthesised by you, with real participants.

Weeks 6–8 · Evaluative Methods

Usability testing lab weeks: tasks, moderation, severity ratings and reporting.

Weeks 9–10 · Synthesis & Framing

Affinity mapping, insight writing, problem statements and opportunity mapping.

Weeks 11–12 · Capstone Study

A full end-to-end study presented to a live panel — your first research portfolio piece.

Learning outcomes

- Plan and moderate interviews and usability tests without leading
- Synthesise messy data into defensible insights
- Frame problems teams actually want to solve
- Present findings that change product decisions

Assessment & certification

Assessment is based on real project work and a final live portfolio jury — never attendance.
Graduates receive a certificate with a unique, verifiable ID; assessment rubrics are public.

Book a free 45-minute demo class: <https://agiledesignschool.com/how-to-apply.html> · info@agiledesignschool.com ·
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