

TRAINING FOR ORGANISATIONS

UX Design Expert

Your teams design user-centred interfaces, prototype them and refine them through real user tests.

150 h
of training, about 21 days

RNCP37805
block 4 of the Web Developer title

On request
per participant

Skill block 4 “User interface design (option 2)” of the “Web Developer” title, RNCP37805, level 5 (Bac+2), awarded by Webecom

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WHAT'S AT STAKE

Why train your staff

User experience makes or breaks a digital product: an intuitive interface attracts users, keeps them and engages them.

This course combines user-centred design with Design Thinking, Lean UX and gamification. Your staff learn to start from a customer need and reach a tested prototype, ready to hand over to a development team.

Starting level

No specific prerequisites: strong motivation and an interest in IT are enough. The course is open to all, without experience, without a higher diploma or the baccalaureate. A positioning test guides each participant to the right course.

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THE SKILLS

What your staff will be able to do

01 Analyse a customer brief and design interfaces suited to the brand and the target.

02 Research users to identify their needs and pain points.

03 Run Design Thinking: ideation, brainstorming and prototypes to test concepts.

04 Build wireframes for a simple, intuitive and accessible experience.

05 Design mock-ups and prototypes for smartphone, tablet and desktop.

06 Engage users through gamification and emotional design.

07 Test with users and refine designs from their feedback.

What your organisation gets back

The course is built around projects you can link to a real need of your organisation:

- a UX brief built from the customer's specification
- web and mobile mock-ups of a complete interface
- user test results and the improvements they lead to
- user research findings and wireframes
- an interactive prototype ready to show your developers

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THE CONTENT

Programme

Details on ilaria-academy.com/en/course/ux-design-expert

01 Analysing specifications
Customer needs, technical constraints, a solid basis for development.

02 UX Design
Information structure, ergonomic audits, user needs.

03 Lean UX
Agile design: build and iterate fast with user feedback.

04 Design Thinking and Design Sprint
A user-centred method to create, solve problems and innovate.

05 Gamification
Game elements in non-game contexts to raise engagement.

06 Emotional design
Interfaces that evoke positive emotions, beyond functional needs.

07 Design tools
Adobe XD, Illustrator and Figma for mock-ups and prototypes.

08 User tests
Test sessions to gather feedback and refine the interface.

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HOW IT RUNS

How it works

Every company project is built with you. Format, rhythm and schedule are not imposed: we can handle them all, and we adapt them to your organisation.

What we adapt to your organisation

The format

At your premises, remotely or a mix of both: we choose together, according to your staff and your sites.

The rhythm

Full days, half days, short sessions or a longer programme: the schedule follows your staff's workload, not the other way round.

The group

One employee joining an open session, or a group dedicated to your organisation.

The content

Examples, exercises and a running project built on your tools, your data and your challenges.

The steps of a project

1. **Scoping** — We define the objectives, format, rhythm and schedule with you.
2. **Positioning** — Each participant takes a positioning test, so the course matches their level.
3. **Training** — Short inputs, hands-on practice and a running project based on your organisation's case.
4. **Follow-up** — Progress reviews at every stage, shared with the sponsor.
5. **Validation** — Final assessment and the certification test.

What HR keeps track of

- Progress reviews at every stage
- Training agreement, attendance records and completion certificates
- Each participant's certification result

Certification: professional situations in the form of projects, under the RNCP37805 standards set by France Compétences. The certification test takes place in the last week of training.

Our open sessions

Our open sessions run in person, remotely or blended: practical workshops that combine theory and application.

Several sessions a year, with evening or weekend classes possible.

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THE OFFER

Formats and fees

Open enrolment

Your staff join an open session.

On request

per participant

In-company

A group dedicated to your organisation, on your dates.

On request

depending on group and format

Tailored

A programme adapted to your context and your priorities.

On request

depending on the programme

Next sessions · open sessions

Several sessions a year, next date on request.

Start two to three working days after your registration, funding and positioning test are validated.

Funding

As of 31 October 2026

Your training budget	The course can be paid from your organisation's skills development budget.
Funding schemes	Our programmes are eligible for professional training funding schemes: we tell you which ones apply to your organisation.

We put the funding file together with you and provide the quote, programme and training agreement.

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BEFORE YOU START

Questions to ask yourself

Which product or journey do you want to make easier for your users?

Which employees are close to your customers and curious about design?

How much time a week can they give to the course?

Who will bring them real users to test with?

Who pays: your training budget or a funding scheme?

Next steps

01

A 30-minute call

Your context, the participants' profile, the right format.

02

Quote, programme and agreement

Everything your funder needs.

03

Start

Positioning test for each participant, then the first session.

ilaria
Digital School

UX DESIGN EXPERT

Let’s talk about your project

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