LOLLYPOP
Academy

Master fundamentals & reinvent your design journey

Class of '26

LEARN BY UNLEARNING. LEARN
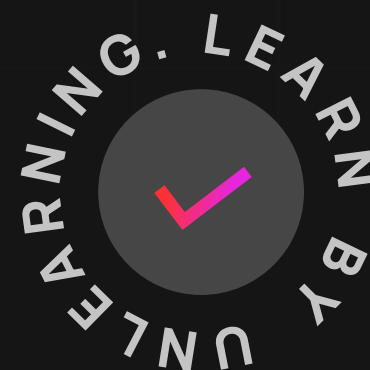
Learn to Unlearn

The world around us is changing at an unprecedented pace and designers are constantly put in a position to not just learn new things everyday, but most importantly, unlearn our old ways.

On closely observing 200+ designers at lollypop design studio, we noticed that designers who had an in-depth understanding of design fundamentals were able to creatively solution for complex projects.

We have created our curriculum with a strong focus on unlearning rigid perceptions and mastering the basics, so our students can confidently embark on a lifetime journey of learning...

Meet your Mentors

Shivi Ravisankar
Lead UX Designer @ Lollypop

Shivi designs with clarity and empathy, guiding teams to turn complex problems into simple, effective experiences. She partners with stakeholders, drives decisions with intent, and delivers impactful products across enterprise and consumer domains.

Red Taxi   ROYAL ENFIELD   WWF   peak xv

Surya Prakashan
Senior UI @Lollypop

An engineer by education and a designer by passion, Surya is a self-taught UI designer with 8+ years of hands-on experience. He focuses on creating intuitive, user-centric experiences and mentors aspiring designers through real-world execution.

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Hands on immersive learning with consistent feedback

– No long lectures

More time to apply their knowledge immediately, ask questions, and seek clarification.

– No online classes

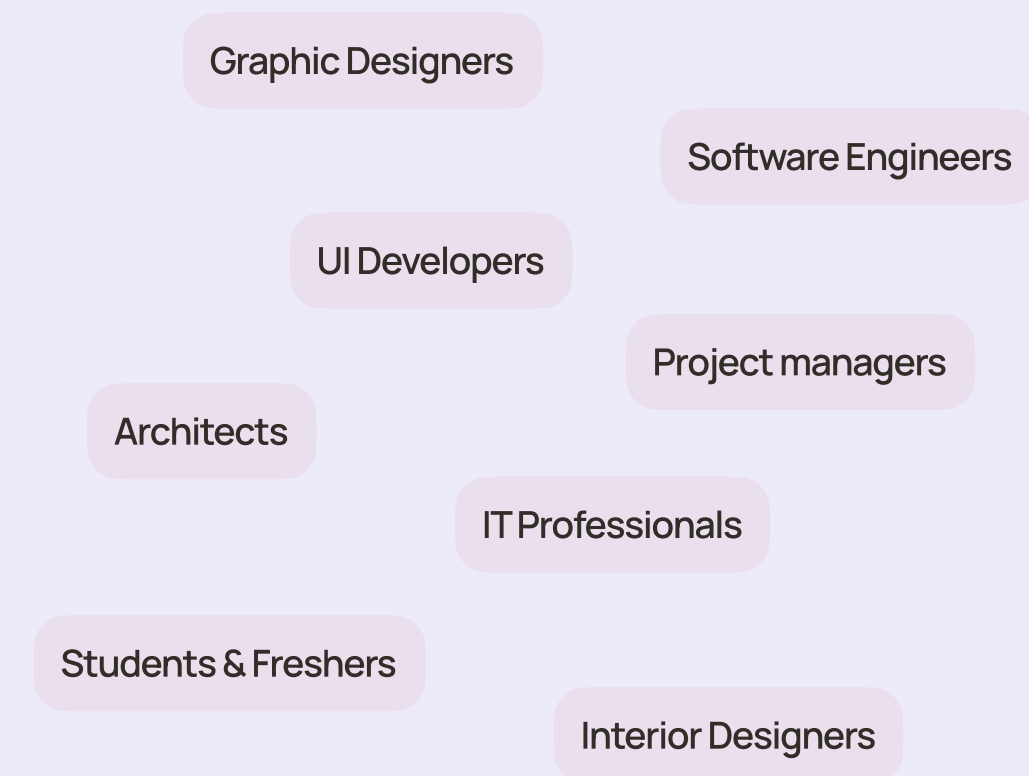Fostering a sense of community and teamwork preps students to work with people in a workplace

– No pre recorded videos

Ask all the questions you have and our faculty would be happy to answer them.

Who can participate in UX UI design

As a product designer, all you need is an insatiable **Curiosity** and **Drive** to never stop learning and unlearning.

Graphic Designers

Software Engineers

UI Developers

Project managers

Architects

IT Professionals

Students & Freshers

Interior Designers

Six months of learning

Get the basics right. Enter the industry with confidence.

Month 1

Design Foundation

Unlearn and re-learn with focused attention on getting fundamentals right.

Month 2,3 & 4

UX/UI Design

Understand business, build user empathy & learn interface design through extensive workshop.

Month 5 & 6

Internship @Lollypop

Implement everything you learnt on a live project with the guidance of experienced designers.

AI is embedded into the process, not taught as a separate tool!

Think Better

Problem & Research

- Clarify problem statements
- Synthesize research & insights
- Identify patterns, gaps, and edge cases

Design Faster

UX & UI Execution

- Explore multiple UX flows
- Audit hierarchy, accessibility, & consistency
- Support design system thinking

Communicate Clearly

UX Writing & Case Studies

- Improve microcopy & empty states
- Structure case studies & narratives
- Refine presentation and storytelling

Unlearn and Re-learn

Syllabus structured with our experience.

Week 1

Critical Thinking

- Develop a more systematic approach to uncovering patterns and insights. Learn to analyze and evaluate information objectively, question assumptions, identifying biases, and recognize patterns and connections

Week 2

Visual Literacy

- Interpret, understand, and appreciate visual design and their underlying messages, and develop the capacity to communicate effectively using visual elements.

- Developing good aesthetic taste by cultivating an understanding of various artistic principles such as color theory, composition, balance, proportion, and harmony. Build awareness of historical and cultural contexts, and their impact in shaping aesthetic preferences and trends.

Week 3

Cognitive Empathy

- Understand and address the needs, desires, and experiences of users or on a deep level and learn to see the world from varrying perspectives.

- Learn to integrate empathy into product innovation to create products that not only solve problems but also foster positive emotional connections and enhance the overall user experience.

Week 4

Basics of visual design

- Learn the art and practice of arranging visual elements to create appealing and effective compositions through **"Foundations"**.

- Mastering the art of achieving the right balance between form and function is essential for creating impactful and visually appealing designs.

Week 5

Benchmarking and UX Audit

- Learn to compare a product or experience against industry standards, best practices, or competitors.

- Understand heuristics and usability best practices.

Week 6

Visual Hierarchy

- Understand the content and interface structure and learn to present information in a clear and intuitive manner.

- Understand Layout, size, whitespace, typography, alignment, visual cues, depth and layering.

Week 7

UX research

- Introduction to design methodologies

- Learn to draw insights by analysis of qualitative and quantitative Data.

- Buisness requirement gathering

Week 8

Design Systems

- Introduction to UI elements and types of design systems

- create mood boards and learn to maintain consistency across design

Week 9

Behavior Design

- Understand user motivations, triggers, habits, and decision-making processes. Map user personas and user journey.

- Get introduced to persuasive design and how to influence users' actions, habits, and decision-making processes

Week 10

Introduction to UI tools

- Learn industry standard design tools

- Get introduced to persuasive design and how to influence user's actions, habits, and decision-making processes

Week 11

Wireframing

- Build information architecture and Identify user flows

- Create wireframes, iterate, gather feedback, and refine the design based on user needs and project goals.

- Annotation and documentation

Week 12

UI Guidelines

- Learn the best practices that ensure consistency and covers various aspects of design, including visual elements, layout, interaction patterns, and accessibility considerations.

- Facilitating collaboration and communication between designers and developers.

Week 13

UX Writing

- Understand tone, brand voice, localization and Internationalization

- Writing clear and concise microcopy. Writing for forms, dropdowns, input fields, CTA's, tool tips, nudges, onboarding etc

Week 14

Motion design

- Animation history, principles of motion design and introduction to micro interactions

- Create micro interactions

- Introduction to Lottie and Json.

Week 15

Presentation and story telling

- Learn to apply storytelling principles to design compelling user journeys, create impactful user personas, and communicate design concepts effectively through storytelling.

Week 16

Communication skills

- Understanding user needs, collaborating with stakeholders, and effectively conveying design decisions. It involves active listening, empathy, visual communication, and the ability to receive and provide constructive feedback.

Week 17 to 24

Internship @ Lollypop Design Studio

- Gain valuable hands-on experience and exposure to various aspects of the field from **real world projects**.

- This internship offers a range of valuable opportunities, including learning from experienced professionals, receiving constructive feedback and mentorship, engaging in real-world projects, and gaining valuable industry exposure.
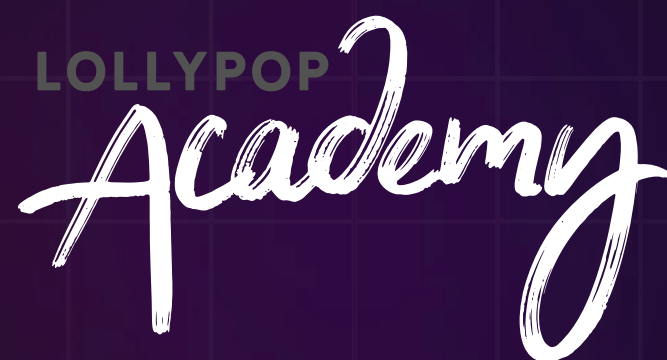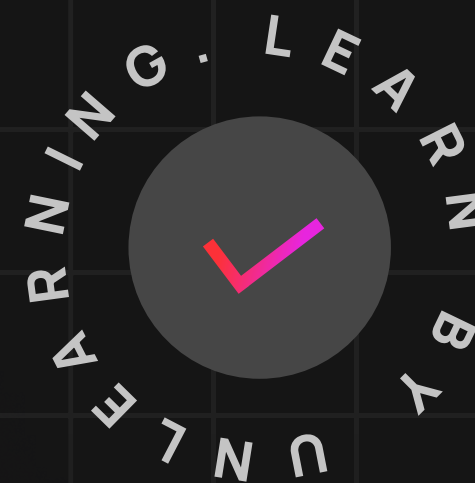
When & Where

Chennai

Classes starts in **February**

10, First Floor, Railway Colony 1st Street, Nelson
Manickam Rd, Aminjikarai, Chennai, Tamil Nadu 600030

Get Direction ↗

₹92,000 ~~₹1,20,000~~

*inclusive of GST | Early Bird Offer

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Still have more questions?

Write to us - **academy@lollypop.design**