AXIA LEARNING / AIPD

Diploma in AI Product Design

Five months. Practical learning. A clear next step.



20 weeks	220 hours	Live classes

Developing Talent. Building Intelligent Solutions.

Your pathway



Focus and scope. User experience and interface design for AI-enabled products, with AI used as a checked design assistant. Graduates produce researched and tested prototypes; coding a production application is outside the core scope.

Entry requirements. Basic computer skills, clear written communication and willingness to interview users. No previous design or coding experience required.

Pre-course preparation. Optional 8–12-hour orientation in file management, browser collaboration, basic visual layout and Figma navigation before Week 1.

Primary tools. Core: Figma/FigJam, shared documents, spreadsheet and one AI assistant. Optional: one no-code prototype tool. Use manually controlled AI simulations where integrations are unavailable.

Career direction. Portfolio preparation for junior product/UX/UI design or design internship applications; no employment outcome is guaranteed.

What you'll be able to do

LO1. Conduct ethical user research and distinguish observed evidence from AI-generated suggestions.

LO2. Define user problems, task flows and measurable experience goals.

LO3. Create responsive interfaces, reusable components and accessible interaction states.

LO4. Design AI onboarding, uncertainty, feedback, correction, refusal and human handover.

LO5. Evaluate prototypes with users and explain how research changed the design.

LO6. Present a documented design case study and a developer-ready handoff.

Five-month overview

Month	Focus	Main assessment
1	Research and design foundations	Discovery pack: interviews, insight evidence, problem statement and task flow.
2	Interface design and prototyping	Responsive prototype and reusable component library.
3	Designing trustworthy AI interactions	AI interaction specification, edge cases and evaluation scenarios.
4	Testing, accessibility and handoff	A separate brief redesigned after usability testing, with accessibility review and handoff.
5	Capstone and portfolio	Final capstone and individual practical

MONTH 1 / 05

Research and design foundations



1. Product design and AI literacy

Skills & concepts

Distinguish UX, UI, product roles and AI capabilities; recognise invented research and unreliable outputs.

Practical evidence

Audit one AI product and document three user problems with evidence and a baseline task.

2. Research planning

Skills & concepts

Write neutral interview questions, recruit appropriately, obtain consent and protect research notes.

Practical evidence

Prepare a research plan and pilot an interview with one participant.

3. Research and synthesis

Skills & concepts

Conduct interviews, organise observations, identify patterns and separate assumptions from findings.

Practical evidence

Complete at least three interviews and build a traceable insight map.

4. Problem framing and flows

Skills & concepts

Define a problem statement, prioritise user needs and sketch an end-to-end task flow.

Practical evidence

Submit Month 1 discovery pack and defend the selected problem.

MONTH 2 / 05

Interface design and prototyping



5. Visual hierarchy and layout

Skills & concepts

Apply typography, spacing, contrast, grids and content hierarchy.

Practical evidence

Redesign a weak screen in Figma and explain five design decisions.

6. Components and design systems

Skills & concepts

Build reusable components, variants, tokens and consistent interaction states.

Practical evidence

Create a compact component library with form, button, navigation and feedback states.

7. Responsive flows and content

Skills & concepts

Design mobile/desktop layouts, helpful microcopy, empty states and error recovery.

Practical evidence

Produce a responsive core flow including loading, empty and failed states.

8. Interactive prototyping

Skills & concepts

Connect screens, prototype realistic interactions and critique against the research goals.

Practical evidence

Submit Month 2 clickable prototype and a critique-response log.

MONTH 3 / 05

Designing trustworthy AI interactions



9. AI interaction models

Skills & concepts

Choose between chat, inline assistance and structured interfaces; set capability expectations.

Practical evidence

Compare two interaction patterns for the same user task and justify one.

10. Control, uncertainty and feedback

Skills & concepts

Design confirmation, editing, undo, confidence cues and user feedback without overstating reliability.

Practical evidence

Prototype an AI-assisted task with correction and recovery paths.

11. Grounding and difficult cases

Skills & concepts

Design source display, unavailable information, refusals, sensitive inputs and human escalation.

Practical evidence

Build six edge-case screens including a wrong answer and a handover.

12. AI experience evaluation

Skills & concepts

Define task success, appropriate trust and observable failure criteria; use AI for ideation with verification.

Practical evidence

Submit Month 3 AI interaction specification and a 12-scenario evaluation matrix.

MONTH 4 / 05

Testing, accessibility and handoff



13. Usability testing

Skills & concepts

Prepare neutral tasks, moderate tests and record task success and failure observations.

Practical evidence

Run at least three usability sessions on the prototype and document results.

14. Accessibility and inclusive design

Skills & concepts

Review keyboard flow, focus, contrast, readable content and constrained-connectivity experiences.

Practical evidence

Produce an accessibility checklist and a revised low-bandwidth flow.

15. Iteration and collaboration

Skills & concepts

Prioritise usability issues, negotiate trade-offs and annotate components for engineers.

Practical evidence

Fix the highest-impact issues and prepare an implementation handoff.

16. Portfolio storytelling and design review

Skills & concepts

Explain the evidence chain from user problem to design decision and test result.

Practical evidence

Submit Month 4 second-brief redesign and handoff; approve a separate capstone plan.

MONTH 5 / 05

Capstone and portfolio



17. Capstone discovery

Skills & concepts

Scope an AI-enabled service, identify users and success criteria and recruit test participants.

Practical evidence

Submit a capstone brief, research evidence and agreed prototype boundaries.

18. Capstone design

Skills & concepts

Build the core flow, visual system and AI failure/recovery states.

Practical evidence

Demonstrate a complete prototype in a mentor critique.

19. Capstone validation

Skills & concepts

Test with users, perform accessibility review and revise from observed issues.

Practical evidence

Submit test evidence, issue severity and before/after revisions.

20. Portfolio and defence

Skills & concepts

Present design reasoning, acknowledge limitations and respond to a new design constraint.

Practical evidence

Deliver the final case study, prototype and individual practical defence.

Your assessment checkpoints

Checkpoint	Assessed project	Outcome coverage
Week 4	Discovery pack: interviews, insight evidence, problem statement and task flow.	LO1, LO2
Week 8	Responsive prototype and reusable component library.	LO3
Week 12	AI interaction specification, edge cases and evaluation scenarios.	LO4
Week 16	A separate brief redesigned after usability testing, with accessibility review and handoff.	LO3, LO5, LO6

The capstone and final individual practical together verify all six outcomes. Instructors use the weekly evidence to identify gaps early; the mapping above does not limit remediation to those weeks.

Your final capstone

Design an AI-enabled learning, customer-support or business-assistance product. Deliver a research-backed interactive prototype and a full case study, including a meaningful non-AI fallback.

Capstone acceptance criteria

At least three discovery interviews and five capstone usability participants; use different participants where feasible. Show one complete core task and at least six AI/error/empty states across mobile and desktop layouts. Report observed task completion with participant counts, not unsupported population claims. Submit a keyboard/focus and contrast review, issue log, design system and annotated handoff. Demonstrate one instance where user evidence changed the design; disclose simulated AI behaviour.

Evidence pack. Include a short brief, source/permissions record, versions, practical artefact, testing or user-research evidence, limitations, handover instructions and a record of material AI assistance. Include a 5–8-minute demonstration and an individual 15-minute defence inside the final week's facilitated schedule.

How the programme works

Programme model and delivery

Programme structure. Six separate pathways, each lasting 20 teaching weeks, organised into five four-week learning blocks. A student enrols in one diploma. The five-month calendar should be confirmed against holidays and local delivery dates. This is a proposed institutional curriculum blueprint, not an accreditation decision.

Audience and admission. Mixed cohort: beginners and career changers can enter the non-coding tracks after an orientation. Technical tracks use practical entry checks and pre-course bridging where required. AI Engineering requires Python/API/Git competence before Week 1. Assess applicants by demonstrated skills rather than degree title alone.

Weekly workload: 11 hours. 3 hours of interactive teaching; 2 hours of supervised practical work; 1 hour of critique, review or mentoring; 5 hours of independent reading, building and assessment preparation. Total: 220 learning hours per diploma, including 120 facilitated hours and 100 independent hours. Projects and assessment preparation are included, not added on top.

How each week runs. Begin with a concrete work problem and a short retrieval exercise; teach the relevant concepts; demonstrate a worked example; complete a supervised lab; finish an individual deliverable and receive feedback. Use a different dataset or brief for independent work so students cannot pass by copying the demonstration.

Shared foundation without losing track time. Week 1 in each course includes AI limitations, data privacy, responsible tool use and evidence checking through a track-specific exercise. Communication, version history, documentation and critical thinking recur throughout. Do not add a separate generic month that displaces the core discipline.

Progression gates. Week 4: demonstrate foundational work independently. Week 8: complete a usable core project. Week 12: show role-specific AI application and evaluation. Week 16: demonstrate integrated work and obtain approval for a separate capstone. Weeks 17–20: deliver, test and defend the capstone. Learners who miss a gate receive targeted remediation and a reassessment plan.

AI use in assessment. Allow AI in normal labs if students disclose material use and verify outputs. Keep a brief record of prompts, generated material and corrections. Do not accept fabricated interviews, invented datasets, unrun tests or unsupported impact claims. The final practical uses a fresh task, allows reference documentation and excludes AI-generated solutions; the oral defence verifies individual understanding.

Data and lab practice. Use public, licensed, synthetic or appropriately consented data. Do not place confidential organisational or personal data in external AI tools. Cybersecurity practice takes place only in written-scope isolated labs; automation uses sandbox accounts and approval before external side effects. Students keep a source and permissions register.

Capstone format. Prefer individual work for a five-month part-time diploma. If a team of up to three is approved, each learner keeps a contribution log and submits an individually assessed component and defence. A cross-track showcase is optional; a

learner's grade must not depend on another track delivering its component.

Portfolio and employability. Career preparation is embedded in project write-ups and mentor review. Each student finishes with four graded monthly project artefacts, one capstone case study, a concise CV/profile and a rehearsed demonstration. Describe evidence of competence honestly; the curriculum does not promise employment or advanced professional expertise.

Assessment and progression

Assessment	Weight	Evidence
Weekly practical work, Weeks 1–16	20%	Sixteen individual practical submissions; mark correctness, reasoning and verification. Each contributes 1.25%.
Four monthly projects, Weeks 4, 8, 12 and 16	30%	Each contributes 7.5%. Grade the integrated project against its outcome map; do not award the same points twice for a weekly lab.
Capstone, Weeks 17–20	35%	A separate brief with implementation/prototype, evaluation evidence, documentation and individual defence. Reusing earlier techniques is allowed; copied project submissions are not a new capstone.
Final individual practical, Week 20	15%	An unseen role-specific task, normally 90 minutes, followed by a short explanation of decisions. Scheduled inside the weekly facilitated hours.

Proposed capstone rubric (100 points within the capstone component):

Criterion	Points
Problem understanding and scope	10
Discipline-specific execution	35
Testing, evaluation and evidence	20
User/business relevance	10
Responsible practice and risk controls	10
Documentation and reproducibility/handoff	10
Presentation and defence	5

The discipline-specific acceptance criteria in each course are additional gates. A polished presentation cannot compensate for missing core functionality, unsupported findings or lack of individual understanding.

Delivery & learning support

Delivery preparation and quality assurance

Before enrolment. Publish entry requirements, assessment rules, actual tool/API charges and device requirements. Run the diagnostic and bridge. Check access to every compulsory tool on the learner's device. No learner should discover a mandatory paid subscription halfway through the course.

Teaching assets required. For every week prepare one instructor plan, a worked example, a supervised lab brief, an independent task, starter files or data, an answer/review guide and a marking checklist. For each project prepare a brief, rubric, sample acceptable evidence and an individual-defence prompt.

Instructor and mentor support. Use a named practitioner lead per track and approximately one practical mentor per 20–25 learners; reduce the ratio for engineering or complex lab sessions. Offer a recorded session or equivalent guided task for

learners with connectivity constraints.

Device and access baseline. Recommend a laptop with at least 8 GB RAM; provide browser labs or a higher-memory option for virtualisation-intensive work. Cybersecurity learners need isolated lab access; Power BI learners need compatible Windows access or a preselected cohort-wide alternative. AI Engineering does not require students to purchase a GPU.

Tool-cost control. Choose one main tool per capability. Provide sandbox datasets, shared lab infrastructure, bounded API quotas and a mock/offline fallback where feasible. Approve spending limits before live integrations. Verify current pricing and licences before each cohort rather than printing unverified prices in the syllabus.

Feedback and quality assurance. Return weekly feedback within seven days. Moderate a sample of marked work across instructors, verify final individual competence and gather feedback at Weeks 4, 8, 12, 16 and 20. Update tool-specific instructions before the next cohort while keeping learning outcomes stable.

Completion rules proposed for adoption. Require at least 60% overall, 60% in the capstone and 60% in the final practical, plus satisfactory evidence for every core learning outcome. Offer targeted resubmission for unmet outcomes. Require participation in 80% of facilitated activities or approved equivalent tasks; publish any local policy changes before enrolment.

Award and recognition. The provider must approve the final award title, hours and assessment policy. These documents do not establish equivalence to a regulated qualification or

endorsement by the reference organisations. Any accreditation or external-certification claims require a separate, verified approval process.

Reference guidance and curriculum maintenance

These are reference resources used to inform the proposed scope, not course endorsements or a claim of formal certification alignment. Reviewed 17 November 2026. Tool versions, access and pricing must be rechecked before delivery. Human–AI interaction design. Microsoft Research: Guidelines for Human-AI Interaction — https://www.microsoft.com/en-us/research/project/guidelines-for-human-ai-interaction/ AI product risk and evaluation. NIST AI Risk Management Framework and GenAI profile resources — https://www.nist.gov/itl/ai-risk-management-framework Analytics data preparation. Microsoft Learn: Prepare data for analysis with Power BI — https://learn.microsoft.com/en-us/training/paths/prepare-data-power-bi/ Cybersecurity work and skills. NIST NICE Framework Resource Center — https://www.nist.gov/itl/applied-cybersecurity/nice/nice-framework-resource-center AI automation components and evaluation. n8n: Integrate AI — https://docs.n8n.io/build/integrate-ai.md LLM foundations and technical prerequisites. Hugging Face LLM Course — https://huggingface.co/learn/llm-course/chapter1/1 Predictive-model evaluation. scikit-learn: Model selection and evaluation — https://scikit-learn.org/stable/model_selection.html AI application security. OWASP GenAI/LLM application security project — https://owasp.org/projects/top-10-for-large-language-model-applications Human–AI interaction guidance informs expectations, correction and recovery in Design. NIST AI risk guidance informs product evaluation and governance. NICE informs task-based cybersecurity planning. Microsoft data-preparation guidance supports analytics sequencing. n8n and Hugging Face documentation inform automation and engineering capability boundaries. scikit-learn and OWASP inform evaluation and security practice.

Questions? Contact info@axia.africa.