

User Experience Design with Figma and Framer

1. Introduction to User Experience Design
 - UX vs UI
 - Aspects of great UX
2. UX Design Techniques
 - What is User Centered Design?
 - Research
 - Data Gathering
 - Creating Personas
3. Analysis
 - Empathy Map
 - User Journey Maps
 - Affinity Map
4. Creating Layouts in Figma
 - Using Grids
 - Pages
 - Groups and Frames
5. Figma Tools
 - Move tool
 - Shape tool
 - Vector Editing toolset
 - Boolean groups
 - Mask
 - Fill, Stroke and Effects
 - Text
 - Exports
6. Prototyping
 - Creating Information Architecture
 - Prototyping Process
 - Types of Prototype
7. Multidevice Design
 - Evolution
 - Native vs Web vs Hybrid Apps
 - Framework of 3 Cs
 - Tips for multidevice design

8. Building Design System in Figma

- Creating Vector components
- Working with Styles
- Working with Version History

9. Figma Advanced

- Tidying up and Smart Selection
- Constraints for responsive layouts
- Auto Layout
- Create a Scrollable Feed
- Working with Image Carousels

10. Prototyping in Figma

- Creating Interactions
- Run and test Prototype
- Sharing Prototype

11. Finishing Project

- Exporting Assets
- Exploring Figma Community

12. Import in Framer from Figma

- Framer to Figma Plugin
- Points to keep in mind
- Publish in Framer