Figma

Duration: 40 Hours (5 Days)

Overview

The Figma course is a comprehensive program designed to equip learners with the skills to utilize Figma, a powerful interface design tool used for creating High-fidelity graphics, Interactive prototypes, and Complex user interfaces. This course is beneficial for both beginners and seasoned designers looking to switch to Figma for its collaborative and user-friendly features.Module 1: GETTING STARTED introduces the evolving landscape of design tools, the advantages of switching to Figma, and the differences between its Browser and desktop applications. It also familiarizes learners with the Figma interface and Color spaces.As students advance to Module 2: BASIC ELEMENTS, they will learn how to manipulate Move tools, create shapes, use Vector editing tools, and understand Boolean groups, Masks, and text. The module also covers the essentials of Fills, Strokes, Effects, and Exporting designs.Module 3: CREATING LAYOUTS focuses on organizing designs, using groups and frames, applying constraints for Responsive design, and leveraging Layout grids, Rulers, Guides, and Auto layout features to create sophisticated layouts. It also introduces pages and links for navigation within designs.In Module 4: BUILDING A DESIGN SYSTEM, students will delve into creating Reusable components with variants, Defining styles, Managing team libraries, and exploring the Version history for collaboration.Finally, Module 5: WORKING WITH DATA teaches how to sort and input data into Figma and effectively map data to designs.Upon completing this Figma certification, learners will have mastered the tools necessary to design, prototype, and collaborate within Figma, enhancing their efficiency and employability in the design industry.

Audience Profile

Koenig Solutions' Figma course offers comprehensive training for designers focused on UI/UX and product design, from basics to advanced design systems.

- UI/UX Designers
- Product Designers
- Graphic Designers
- Front-end Developers
- Design Students
- Creative Directors
- Web Designers
- Mobile App Designers
- Visual Designers
- Interaction Designers
- Aspiring Designers
- Design Team Leads
- Brand Designers
- Software Engineers (interested in design)

Course Syllabus

1. Introduction to User Experience Design

- What is UX?
- UX vs UI
- Aspects of great UX

2. Introduction to FigJam

- Create free account
- Create FigJam file
- Tools in FigJam
- Using Templates

3. UX Design Techniques

- What is User Centered Design?
- Research
- Data Gathering
- Creating Personas

4. Sharing and Collaboration

- Working with team in FigJam
- Share and Ideate
- Use Sections

5. Ideation Techniques

- Working with User Scenarios
- Create Storyboards
- Use POV
- How Might We?

6. Analysis

- Empathy Map
- Experience Map
- User Journey Maps
- Service Blueprint
- Affinity Map

7. Introduction to Figma

- Design Tools in market
- Why Figma?
- Browser vs Desktop App
- Interface
- Color Space

8. Creating Layouts in Figma

- Using Grids
- Pages
- Groups and Frames

9. Figma Tools

- Move tool
- Shape tool
- Vector Editing toolset
- Boolean groups
- Mask
- Fill, Stroke and Effects
- Text
- Exports

10. Prototyping

- Creating Information Architecture
- Prototyping Process
- Sketching
- Wireframes
- Types of Prototype

11. Creating Prototype and Testing

- Working with Paper Prototypes
- User Testing
- Affordance
- Signifiers

12. Important Design Principals

- Alignment
- Proximity
- Consistency
- Contrast
- Color
- Typography
- Visibility

13. Multidevice Design

- Evolution
- Native vs Web vs Hybrid Apps
- Framework of 3 Cs
- Tips for multidevice design

14. Building Design System in Figma

- Creating Vector components
- Working with Styles
- Using Team Library
- Working with Version History

15. Figma Advanced

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

16. Prototyping in Figma

- Understanding Flows
- Creating Interactions
- Run and test Prototype
- Use Inspect for code
- Sharing Prototype

17. Finishing Project

- Exporting Assets
- Exploring Figma Community