

User Experience Designing Technique with Figma

Duration: 5 days / 40 hours

Prerequisites: Knowledge of UI and UX

1. Introduction to User Experience Design

- Aspects of Great User Experience
- UX Vs UI
- Roles in UX

2. Introduction to FigJam

- About FigJam
- Creating new FigJam file
- Tools in FigJam
- Collaborating with team members

3. UX Design Techniques Overview

- What is User-Centered Design
- UX Techniques
- Gather and Analyse User
- Create Personas
- Ideation techniques
- Scenarios and storyboarding
- Paper Prototype design and testing
- Plan your development cycle

4. UX Design - Ideation Techniques

- Adding Creativity to the User-Centered Design Process
- Ideation Techniques

5. UX Design - Creating Scenarios and Storyboards Techniques

- Scenarios and Storyboards in the User-Centered Design (UCD) Process
- Creating Scenarios
- Storyboards to Visualize Scenarios

6. Introduction to Figma

- Why Figma?
- Figma Color Space
- Creating new Figma file
- Tools in Figma
- Pages and Frames in Figma
- About Figma Sections
- Creating graphics in Figma

7. UX Design - Analyzing User Data Techniques

- Data Analyzing in the User-Centered Design (UCD) Process
- Gathering User Data
- Experience Map
- Actionable data

8. FigJam for brainstorming