

Figma

Learn to apply UX design techniques and build interactive prototypes and design systems using FigJam and Figma.

5 Days

40 HOURS

17

MODULES

75

TOPICS

COURSE 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.

WHO THIS COURSE IS FOR

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)

LEARNING OBJECTIVES

What You Will Learn

- Explain the differences between UX and UI design
- Apply UX design techniques such as personas and research
- Use FigJam tools to collaborate and ideate with teams
- Apply ideation techniques such as storyboards and How Might We
- Analyse user experience with empathy maps and journey maps
- Build layouts and components using Figma tools and frames
- Develop interactive prototypes and test them in Figma
- Apply design principles such as alignment, contrast and typography

COURSE SYLLABUS

17 Modules, 75 Topics

01

Introduction to User Experience Design

TOPICS

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

02

Introduction to FigJam

TOPICS

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

03

UX Design Techniques

TOPICS

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

04

Sharing and Collaboration

TOPICS

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

05

Ideation Techniques

TOPICS

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

06

Analysis

TOPICS

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

07

Introduction to Figma

TOPICS

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

08

Creating Layouts in Figma

TOPICS

Using Grids · Pages · Groups and Frames

09

Figma Tools

TOPICS

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

10

Prototyping

TOPICS

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

11

Creating Prototype and Testing

TOPICS

Working with Paper Prototypes · User Testing · Affordance · Signifiers

12

Important Design Principals

TOPICS

Alignment · Proximity · Consistency · Contrast · Color · Typography · Visibility

13

Multidevice Design

TOPICS

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

14

Building Design System in Figma

TOPICS

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

15

Figma Advanced

TOPICS

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

16

Prototyping in Figma

TOPICS

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

Finishing Project

TOPICS

Exporting Assets · Exploring Figma Community

WHAT IS INCLUDED

Everything You Need to Succeed

- Koenig course material for every module
- Delivery by certified instructors and subject matter experts
- Hands-on exercises throughout the course
- Course completion certificate from Koenig

ABOUT KOENIG

Who We Are

Established in 1993, Koenig Solutions is a globally recognised training provider with 35+ technology partnerships, 5,000+ training programmes and a network of certified instructors and subject matter experts, supporting individuals and enterprise teams worldwide.

FLEXIBLE DELIVERY

Learn the Way That Suits You

Classroom Training

Live Online Classes (ILO)

Fly-Me-A-Trainer (FMAT)

Flexi (Self-Paced)

1-on-1 Training

Ready to Get Started?

Talk to a learning advisor about schedules, group training and customised delivery.

Visit koenig-solutions.com

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