

User Experience in Power Apps with Figma

Learn to design user-centred experiences with FigJam and Figma, from research and ideation to prototypes integrated with Power Apps.

11

MODULES

36

TOPICS

COURSE OVERVIEW

This course introduces user experience design, covering the distinction between UX and UI and the roles involved, alongside the user-centred design process. It explores FigJam for collaboration, methods for analysing user data, ideation techniques, and scenario and storyboard creation. It then moves into Figma, covering wireframes, prototypes, and integration with Power Apps components, followed by prototyping tools and user testing, multidevice design planning, and practical visual design principles such as alignment, contrast, colour and typography. The course concludes with a case study building a training app.

WHO THIS COURSE IS FOR

UX Designers

Power Apps Developers

Product Designers

UI Designers

Design Researchers

LEARNING OBJECTIVES

- Explain the differences between UX and UI and related roles
- Describe the user-centred design process and its techniques
- Apply FigJam templates to collaborate on design projects
- Analyse user data to produce experience maps and insights
- Apply ideation techniques to generate design concepts
- Develop wireframes and prototypes using Figma
- Integrate Figma designs with Power Apps components
- Plan multidevice design strategies including mobile-first approaches

11 Modules, 36 Topics

01

Introduction to User Experience Design

TOPICS

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

02

UX Design Techniques Overview

TOPICS

What is User-Centered Design · UX Techniques

03

Getting Started with FigJam

TOPICS

Using FigJam Templates · Collaborating with team members

04

UX Design - Analyzing User Data

TOPICS

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

05

UX Design - Ideation Techniques

TOPICS

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

06

UX Design - Creating Scenarios and Storyboards

TOPICS

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

07

Working with Figma

TOPICS

Designing Wireframes · Creating Prototypes · Using Power Apps components in Figma · Integrating Figma design with Power Apps

08

Introduction to UX Prototyping

TOPICS

Prototyping Basics · Prototyping Processes · Prototyping Tools and Resources · User Testing a Prototype

09

Introduction of UX Multidevice Design

TOPICS

Planning your Multidevice Project · Content Strategies · Tips for 'Mobile First'

10

Practical Tips and Tricks of User Experience Design

TOPICS

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

11

Case Study - Training App

TOPICS

Finishing Project · Qubits Live

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

✉ info@koenig-solutions.com