

# User Experience Design with Figma and Framer

Learn to research, design and prototype user experiences with Figma and publish interactive designs with Framer.

**12**

MODULES

**43**

TOPICS

## COURSE OVERVIEW

This course covers the foundations of user experience design, distinguishing UX from UI and examining user-centered design techniques such as research, data gathering and persona creation. It moves into analysis methods including empathy maps, user journey maps and affinity maps, before applying these insights to building layouts, using tools, and creating design systems in Figma. Learners then work through prototyping processes, multidevice design considerations, and advanced Figma features such as auto layout and scrollable feeds, before producing interactive prototypes and finishing a project. The course concludes with importing designs from Figma into Framer and publishing them.

## WHO THIS COURSE IS FOR

UX Designers

UI Designers

Product Designers

Interaction Designers

Figma Users

## LEARNING OBJECTIVES

- Explain the difference between UX and UI
- Apply user-centered design techniques such as research and personas
- Analyse users with empathy maps, journey maps and affinity maps
- Build layouts in Figma using grids, pages and frames
- Apply Figma tools including vector editing, masks and fills
- Develop a design system with components and styles in Figma
- Create interactive prototypes and test them in Figma
- Publish designs from Figma into Framer

# 12 Modules, 43 Topics

01

## Introduction to User Experience Design

### TOPICS

UX vs UI · Aspects of great UX

02

## UX Design Techniques

### TOPICS

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

03

## Analysis

### TOPICS

Empathy Map · User Journey Maps · Affinity Map

04

## Creating Layouts in Figma

### TOPICS

Using Grids · Pages · Groups and Frames

05

## Figma Tools

### TOPICS

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

06

## Prototyping

### TOPICS

Creating Information Architecture · Prototyping Process · Types of Prototype

07

## Multidevice Design

### TOPICS

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

08

## Building Design System in Figma

### TOPICS

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

09

## Figma Advanced

### TOPICS

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

10

## Prototyping in Figma

### TOPICS

Creating Interactions · Run and test Prototype · Sharing Prototype

11

## Finishing Project

### TOPICS

Exporting Assets · Exploring Figma Community

12

## Import in Framer from Figma

### TOPICS

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

### 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.

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