

Mastering Figma

Learn to design, prototype and hand off user interfaces in Figma, from UX fundamentals to design systems and developer handoff.

23

MODULES

84

TOPICS

6

HANDS-ON LABS

COURSE OVERVIEW

This course opens with UX design fundamentals, core design principles, and ideation and research techniques using FigJam, before reviewing requirements and user flow mapping. It then moves into Figma itself, covering the interface, wireframing, core tools, and advanced features such as auto layout. Later modules build high-fidelity components, design systems and style guides, prototypes, and cover user testing, developer handoff through Dev Mode, and asset export, closing with Figma Community resources and additional tips.

WHO THIS COURSE IS FOR

UX Designers

UI Designers

Product Designers

Front-End Developers

Design Students

LEARNING OBJECTIVES

- Explain the difference between UX and UI design
- Apply core design principles such as alignment, contrast and typography
- Conduct user research and create personas using data gathering methods
- Collaborate and ideate using FigJam tools, templates and sections
- Build wireframes, components and design systems in Figma
- Configure auto layout, constraints and variants for dynamic UI elements
- Develop interactive prototypes and test them for usability feedback
- Prepare developer handoff using Figma Dev Mode and asset export

23 Modules, 84 Topics

01

Introduction to UX Design

TOPICS

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

02

Introduction to FigJam

TOPICS

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

03

Important Design Principles

TOPICS

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

04

UX Design Techniques

TOPICS

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

05

Reviewing the SRS & Identifying Requirements

TOPICS

- Understand system requirements related to UI/UX

06

Sharing and Collaboration in FigJam

TOPICS

Working with a team · Sharing and Ideating · Using Sections

07

Ideation Techniques

TOPICS

Working with User Scenarios · Creating Storyboards · Using POV (Point of View) · “How Might We?” technique

08

UX Analysis

TOPICS

Empathy Map · User Journey Maps · Affinity Map

09

Multi-Device Design

TOPICS

Evolution of multi-device design · Native vs Web vs Hybrid apps · Framework of 3 Cs · Tips for multi-device design

10

Creating User Flows

TOPICS

Mapping user interactions with the system

11

Introduction to Figma

TOPICS

Design tools in the market · Why Figma? · Browser vs Desktop App · Interface Overview · Understanding Color Space

12

Sketching Wireframes & Layouts in Figma

TOPICS

Using Grids · Pages, Groups, and Frames · Drafting wireframes

13

Figma Tools & Functionality

TOPICS

Move tool · Shape tool · Vector Editing toolset · Boolean groups · Masks · Fill, Stroke, and Effects · Text tool · Exporting assets

14

Advanced Figma Features

TOPICS

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

15

High-Fidelity UI Design & Components

TOPICS

- Designing a Button Component (Primary, Secondary)
- Adding Variants (Hover, Pressed, Disabled)
- Using Auto Layout for dynamic resizing

Lab

16

Building a Design System & Style Guide

TOPICS

- Define Color Styles (Primary, Secondary, Backgrounds)
- Create Text Styles (H1, H2, Body, Caption)
- Organize Spacing & Grid System

Lab

17

Lab

Using the Design System to Build UI

TOPICS

Adjust spacing, responsiveness, and alignment ·
Replace placeholder content with real assets

18

Prototyping Basics

TOPICS

Creating Information Architecture · Prototyping
Process · Sketching · Wireframes · Types of
Prototypes · Understanding Affordance & Signifiers

19

Prototyping in Figma

TOPICS

Understanding Flows · Creating Interactions · Running and testing Prototypes · Using Inspect for code ·
Sharing Prototypes

20

2 Labs

User Testing & Refinements

TOPICS

- Sharing the prototype link for testing
- Fix UI issues based on feedback
- Improve spacing, text hierarchy, and interactions

21

Lab

Developer Handoff

TOPICS

- Inspect elements with Figma Dev Mode
- Export assets (SVG, PNG, JPG)
- Document spacing, typography, and component usage

22

Finishing the Project

TOPICS

Exporting Assets · Exploring the Figma Community

23

Bonus Tips & Q&A

TOPICS

- Advanced Figma tricks, plugins, and best practices
- Feedback and Q&A session

HANDS-ON LABS

Practise What You Learn

#	MODULE	ACTIVITY
15	High-Fidelity UI Design & Components	Create a Card Component (Image, Title, Description, CTA)
16	Building a Design System & Style Guide	Apply the system to a basic UI kit (buttons, inputs, icons)
17	Using the Design System to Build UI	Add icons and images to improve the layout
20	User Testing & Refinements	■ Find 2 people to test the prototype and gather feedback ■ Implement a small usability improvement
21	Developer Handoff	Package everything into a polished, presentation-ready prototype

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?

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