

AI UI/UX Design with Figma Make

Module 1: Introduction to UX Design

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

Module 2: Introduction to FigJam

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

Module 3: Important Design Principles

- Alignment
- Proximity
- Consistency
- Contrast
- Color
- Typography
- Visibility

Module 4: UX Design Techniques

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

Module 5: Identifying Requirements

- Understand system requirements related to UI/UX

Module 6: Sharing and Collaboration in FigJam

- Working with a team
- Sharing and Ideating
- Using Sections

Module 7: Ideation Techniques

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

Module 8: UX Analysis

- Empathy Map
- User Journey Maps
- Affinity Map

Module 9: Multi-Device Design

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

Module 10: Introduction to Figma

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

Module 11: Layouts in Figma

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

Module 12: Figma Tools & Functionality

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

Module 13: Advanced Figma Features

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

Module 14: High-Fidelity UI Design & Components

- Designing a Button Component (Primary, Secondary)
- Adding Variants (Hover, Pressed, Disabled)
- Using Auto Layout for dynamic resizing
- **Lab:** Create a Card Component (Image, Title, Description, CTA)

Module 15: Building a Design System & Style Guide

- Define Color Styles (Primary, Secondary, Backgrounds)
- Create Text Styles (H1, H2, Body, Caption)
- Organize Spacing & Grid System
- **Lab:** Apply the system to a basic UI kit (buttons, inputs, icons)

Module 16: Prototyping Basics

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

Module 17: Prototyping in Figma

- Understanding Flows
- Creating Interactions
- Types of Actions
- Using Dev Mode for code
- Sharing Prototypes

Module 18: User Testing & Refinements

- Sharing the prototype link for testing
- **Lab:** Find 2 people to test the prototype and gather feedback
- Fix UI issues based on feedback
- Improve spacing, text hierarchy, and interactions
- **Lab:** Implement a small usability improvement

Module 19: Developer Handoff

- Inspect elements with Figma Dev Mode
- Export assets (SVG, PNG, JPG)
- Version History

Module 20: Ready to use Templates and UI kits

- Exploring the Figma Community

Module 21: Using Figma Make

- Explore Figma Make
- Create an app using Vibe Coding in Figma Make

Module 22: Bonus Tips & Q&A

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