Unlocking Creativity: Introduction to UI/UX Design

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Summary

This workshop introduces participants to the fundamentals of User Interface (UI) and User Experience (UX) design. Its purpose is to help students and beginners understand key design concepts and develop user-centered thinking as a foundation for building digital products.

Through hands-on activities with tools like Figma, participants will explore essential skills like wireframing and prototyping to practice transforming ideas into interactive designs. By fostering creativity, collaboration, and critical reflection, the workshop aims to empower learners to create digital solutions that are both effective and meaningful to users.

Objectives

- *Introduce participants to core UI/UX design principles, design thinking methods, and basic Figma functionalities.*
- *Ensure participants can successfully navigate and apply at least three Figma features during hands-on activities.*
- *Use beginner-friendly tools and guided exercises to support successful task completion within the workshop timeframe.*
- *Strengthen participants' practical understanding of UI/UX design, aligned with current digital design learning outcomes.*
- *All objectives to be achieved within the scheduled session duration.*

Target audience

- *Target member sector: General Members*
- *Number of expected participants: 20-30*
- *Skill level: Beginner*

Workshop/Project Content

Topics / Modules

- *Design Thinking & UI/UX Basics*
- *Figma Walkthrough*
- *Visual Design Fundamentals*
- *Prototyping with Figma*

Tools & Technologies Used

- *Figma (main tool)*
- *Canva (optional support tool)*

Format & Methodology

- *Mode: Online via Teams*
- *Approach:*
  - *Interactive discussions with visuals*
  - *Concept introduction followed by demos*
  - *Hands-on activity using Figma*
  - *Peer collaboration (through breakout rooms)*

Duration

- *Total time: 6 hours / 3 sessions*
- *Ideal Sched/Timeslot:*
  October 1-3
  Session 1: 09:00 AM – 11:00 AM
  Break: 11:00 AM – 11:15 AM
  Session 2: 11:15 AM – 01:15 PM
  Lunch Break: 01:15 PM – 02:00 PM
  Session 3: 02:00 PM – 04:00 PM

Expected Outcomes

- *Participants will design their first simple app or website interface using Figma.*
- *At least 80% of attendees will gain foundational knowledge and practical skills in design.*
- *Stronger sense of creativity and collaboration among members.*

Monitoring & Evaluation

- *Exit feedback form*
- *Optional project showcase/demo day*
- *Reflection session*