

UI-UX DESIGN

FIGMA Resource

FIGMA DESIGN – DIVE INTO DESIGN TOPICS AND HOW TO APPLY THEM WITH THESE RESOURCES FROM FIGMA
DESIGN BASICS
Getting Started in Design
1. Why learn how to design
2. What is this design course
3. What you'll need for this course
4. What this course looks like
What is Product Design
1. What is product design
2. Why does product design matter
3. The product design process in 5 steps
4. What is UX design
5. Why does UX design matter
6. 4 key steps in UX design
7. Product design vs. UX design
8. 3 pro tips to refine your designs with FIGMA
9. Jumpstart your product and UX designs with FIGMA
What is Wire-framing
1. What is a wireframe
2. 3 types of wireframe designs
3. When to skip wireframe stages
4. 7 best practices in wireframe design
5. Wireframe design checklist
6. How to tell when you've nailed your wireframe
7. Create and customize wireframe designs with FIGMA
What is a Style Guide and How to Create One
1. What is a brand style guide
2. Benefits of a brand style guide
3. When to brand guidelines come in handy
4. 5 key elements of a brand style guide
5. How to create your brand style guide in 4 steps
6. Step 1: build an outline for your brand guide
7. Step 2: capture brand guidelines
8. Step 3: revise your guide
9. Step 4: share your style guide
10. 3 pro tips for an effective style guide
11. Jumpstart your style guide with FIGMA
12. More resource to spark your creativity
What is Design Thinking
1. What is design thinking
2. Why is design thinking important
3. The rise of design thinking
4. 4 design thinking rules
5. 5 phases of the design thinking process
6. Empathize with your users
7. Define your users' problems
8. Ideate potential solutions
9. Prototype and test concepts with users
10. Implement your design
11. Pro tips for design thinkers
12. Jumpstart design thinking with FIGMA
Wire-frame vs. Mock-up – what's the Difference
1. What is a Wire-frame
2. 4 key benefits of wire-framing
3. 3 wire-framing best practices
4. What is a mock-up
5. Mock-up pro tips
6. Wire-frames vs. Mock-ups at a glance
7. Build better Wire-frames and Mock-ups with FIGMA
What is Human-Computer Interaction
1. What is HCI
2. 5 human-computer interactions

3. Benefits of improved human-computer interaction
4. 4 key factors in human-computer interaction
5. 8 human-computer interaction design principles
6. HCI in action
7. Apply HCI principles to UI and UX design with FIGMA
Web Design Explained – Key Elements and Best Practice
1. What is web design
2. 3 benefits of good web design
3. Web design vs. web development: What’s the difference
4. The 5 fundamentals of effective website design
5. Content
6. Layout
7. Navigation
8. Visual style
9. Function
10. Web design best practice
11. Jumpstart web design with FIGMA
Lateral Thinking Explained
1. What is lateral thinking
12. Why lateral thinking skills matter
13. Lateral thinking vs. vertical thinking
14. 4 ways to exercise lateral thinking
15. 3 pro tips for lateral thinkers
16. Jumpstart lateral thinking with FIGMA
What is Human-Centered Design – and How does it Works in Practice
1. What is human-centered design
2. Connecting UX and HCD
3. Why human-centered design matters
4. Case study: LinkedIn’s human-centered approach to AI
5. 3 fundamentals of human-centered design
6. Evolve products with users in mind
7. Solve problems holistically
8. Human-centered design in 5 essential steps
9. Step 1: Define the problem
10. Step 2: Gather user research
11. Step 3: generate ideas
12. Step 4: build prototypes
13. Step 5: test & iterate
14. Jumpstart human-centered design with FIGMA
What are the Gestalt Principles
1. What are gestalt principles
2. Why do gestalt principles matter
3. From gestalt psychology to product design
4. 4 key drivers of gestalt theory
5. 11 gestalt principles of perception – and how to use them
6. Proximity
7. Similarity
8. Continuity
9. Closure
10. Figure-Ground
11. Pragnanz
12. Symmetry
13. Connectedness
14. Common region
15. Focal point
16. Common fate
17. Apply gestalt principles to UX and visual design with FIGMA
What is Color Theory
1. What is color theory
2. How color theory works
3. Why does color theory matter
4. 3 main types of color on a color wheel
5. The color wheel’s origins
6. 7 harmonious color schemes
7. Analogous color scheme
8. Monochromatic color scheme
9. Complementary color scheme

10. Split-complementary color scheme
11. Triadic color scheme
12. Tetradic color scheme
13. Square color scheme
14. The psychology of color temperature
15. Fine-tuning color hue, value, and saturation
16. RGB vs. CMKY: What’s the difference
17. Finesse your color palette with FIGMA
What is RGB? How RGB Color Works in Design
1. How does RGB work
2. How is RGB color used
3. RGB vs. CMKY
4. Streamline the design process with FIGMA
What is Graphics Design
1. Design is all around us
2. Problem solving
3. Listening, empathizing, and action on information
4. Asking questions
5. Storytelling
6. Function
7. Form
8. Practice
9. Summary
Design Ethics
1. A code of ethics
2. Unconscious bias
3. Further reading
Accessibility and Inclusion in Design
1. Inclusion and Intersectionality
2. Accessibility
3. Usability
4. Further reading
Design Research
1. Firsthand research
2. Customer interviews
3. Secondhand research
4. Research tips
5. Further reading
Content Research & Design
1. Working with draft content
2. Further reading
FIGMA Exercise: How to Reduce Design Complexity
How to Create A Design Brief and Moodboard
1. What is a design brief
2. Why use a design brief
3. Find visual inspiration with a mood board
4. Key elements of a design brief
5. How to create a design brief in 4 steps
6. 3 pro tips for an effective design brief
7. Jumpstart your design brief with FIGMA
How to Create A Storyboard
1. More about storyboards
2. Storyboarding in web and app design
FIGMA Exercise: How to Use An Existing Design System
FIGMA Exercise: How to Design A Resume
1. Curriculum vitae (CV)
2. Further reading
What is CMKY? How to Use CMKY in Design
1. CMKY definition
2. RGB vs. CMKY
3. Why is CMKY important for printing
4. When to use CMKY
5. Converting RGB to CMKY
6. Maintain color consistency with FIGMA

UI DESIGN
What is UI Design
1. The role of UI Design
2. UX vs. UI
3. 3 common types of user interfaces
4. Key elements of user interface design
5. 4 pro tips for successful UI design
6. Create jaw-dropping UI with FIGMA
What is Visual Hierarchy
1. What is visual hierarchy
2. 7 essential visual hierarchy principles
3. Inspired visual hierarchy examples
4. 5 visual hierarchy pro tips
5. Get a head-start on visual hierarchy with FIGMA
5 Essential UI Design Principles – and How to Use Them
1. What are UI design principles
2. Why UI design principles matter
3. 5 UI design principles to improve your product
4. Hierarchy
5. Progressive disclosure
6. Consistency
7. Contrast
8. Proximity
9. 3 pro tips for excellent UI design
What is the Difference Between UI and UX
1. Defining UI vs UX design
2. 4 key UI design considerations
3. 5 steps to UX design
4. Do you really need a UI designer to create UI
5. How to recognize successful UX design
6. Where do UX and UI overlap
7. Enhance UI and UX design with FIGMA
5 Top Web Design Grid Layout Examples
1. What is a web design grid
2. 3 benefits of web design grids
3. Real-life grid design
4. Grid website basics
5. How to create a web design grid
6. Pro tips for scale in responsive web design
7. 5 popular web design grid layout examples
8. Example 1: block grid
9. Example 2: column grid
10. Example 3: modular grid
11. Example 4: baseline grid
12. Example 5: hierarchical grid
13. Snap to the grid with FIGMA
Simplicity in Design
1. Familiar paradigms
2. Further reading and viewing
Consistency in Design
1. Cohesiveness
2. Colors and fonts
3. Alignment
4. Inconsistency
5. Further reading
Constraints in Design
Typography in Design
1. What is typography
2. Why is typography important
3. A brief history of typography
4. 5 most popular kinds of typefaces
5. Key elements of typography

6. Alignment
7. Color
8. Hierarchy
9. Kerning
10. Leading
11. Tracking
12. How to pick the right typeface
13. Weight and style
14. Size
15. Details
16. Jumpstart your typography explorations with FIGMA
UX DESIGN
What is UX Strategy
1. Benefits of UX strategy
2. Key elements of UX strategy
3. What does UX strategy cover
4. Build your UX strategy in 4 steps
5. Pro tips for UX strategists
6. Jumpstart your UX strategy with FIGMA
UX Design Research Methods
1. What is user experience research
2. Quantitative research
3. Qualitative research
4. 3 benefits of user experience research
5. How to conduct UX research
6. When to use key UX research methods – at a glance
7. Kick of user experience research with FIGMA
What is the Difference Between UI and UX
1. Defining UI vs UX design
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6. Where do UX and UI overlap
7. Enhance UI and UX design with FIGMA
PROTOTYPING
What is Prototyping
1. Why does prototyping matter
2. Low-fidelity vs. high-fidelity prototyping
3. Los-fidelity prototypes
4. High-fidelity prototypes
5. Pro tip: build the right prototype for the challenge at hand
6. The secret to better prototypes
What is A Minimum Viable Product (MVP)
1. What does a successful MVP look like
2. 3 benefits of a minimum viable product
3. 3 steps to build an MVP
4. MVP pro tip: use a prioritization matrix
5. Add value to your MVP with FIGMA
Low-fidelity Prototyping: What is it and How Can it Help
1. What is a low-fidelity prototype
2. Types of low-fidelity prototypes
3. Benefits of low-fidelity prototypes
4. What’s the difference because low-fidelity and high-fidelity prototypes
5. How to build a low-fidelity prototype in 4 steps
6. Jumpstart your low-fidelity prototypes with FIGMA
What is High-fidelity Prototyping: and How Can it Help
1. What is high-fidelity prototype
2. How high-fidelity prototyping works
3. Benefits of high-fidelity prototypes
4. High-fidelity vs. low-fidelity prototypes: what’s the difference
5. Build high-fidelity prototypes in 4 steps
6. Step 1: research and plan
7. Step 2: define key functionality and interactions
8. Step 3: fill in your high-fidelity prototype
9. Steps 4: test and refine your prototype
10. Jumpstart your high-fidelity prototypes with FIGMA

11. High-fidelity prototyping tips and tricks
What is Rapid Prototyping
1. Benefit of rapid prototyping
2. Rapid prototyping in 3 easy steps
3. When to use rapid prototyping
4. Prototyping for agile workflows
5. 3 types of rapid prototyping
6. Pro tips for rapid prototyping
7. Jumpstart your rapid prototypes with FIGMA
8. Rapid prototyping tips and tricks

DESIGN SYSTEMS
Getting Started: Best in Class Design Systems Basics
1. Space, grid, and layouts
2. A complete guide to iconography
3. Typography
4. Guide to content strategy
5. Read all articles
Design & Development: Exploring Collaborations in Code
1. How spotify’s design system goes beyond
2. The future of design system is semantic
3. The future of design systems is accessible
4. Read all articles
Schema By FIGMA: Talks and Topics from Our Annual Design Systems Conference
1. New Your
2. London
3. Tokyo
4. Read all articles
Design Operations: Lessons in Process and Management
1. How thumbtack structures their design system
2. Keeping design system contributions in check
3. A collaborative approach to defining components and their features
4. Read all articles
Design Systems Repo: Design Systems Open to Everyone in The FIGMA Community
1. Airtable Base SDK
2. ADS Foundations
3. Primer
4. Salesforce Lighting
5. Spotify Backstage
6. Material 3 Design Kit
7. See all featured open design systems
SOCIAL MEDIA SIZE GUIDE
GOOGLE FONTS
FONT TYPES

FIGJAM WHITEBOARDING – DISCOVER HOW TEAMS COME UP WITH BETTER SOLUTIONS, FASTER BY WORKING TOGETEHR IN A FIGJAP ONLINE WHITEBOARD
Diagramming
Brainstorming
Meetings
Research & Design
Strategic Planning

UI DESIGN
INTRODUCTORY TOPICS
1. Begin Here
2. Introduction to Figma
3. Introduction to Sketch
4. Setting Up Your Workspace of UI Design
5. How to Build Your Design Gut Instinct
6. Starting a Project: Brand & Goals
7. Finding & Using Design Inspiration
8. 3 Ways to Design Above Your Level
FUNDAMENTALS
1. Introduction: Analyzing Aesthetics
2. Alignment
3. Spacing
4. Consistency
5. Sizing
6. Simplicity
7. Lighting & Shadows
COLOR
1. HSB
2. Luminosity
3. Gray: The Most Important Color
4. Variations: The Most Important Color Skill
5. 3 Techniques to Fix Clashing Colors
6. Picking a Primary UI Color
7. Creating a Brand-Based Palette
8. Dark Interfaces
9. Gradients
TYPOGRAPHY
1. Intro to Typography
2. The Good Fonts Table
3. Choosing Fonts: Overview
4. Choosing Body Fonts
5. Styling Text 1: The Basic Rules
6. Brand & Letterform
7. Styling Text 2: Interactive Apps
8. Pairing Fonts
9. Styling Text 3: Editorial
USER INTERFACE COMPONENTS
1. Component Libraries 1: Controls
2. Component Libraries 2: States
3. Vector Illustration
4. Icon Design
5. Photography & Imagery
6. Lists & Tables
7. Charts & Data Visualizations
DIGITAL PLATFORMS & PARADIGMS
1. Responsive UI Design
2. Designing Multi-State Screens
3. Accessibility
4. Overlaying Text on Images
5. Truncating Text
6. Mobile: IOS
7. Mobile: Android / Material Design
8. Grids
9. Auto Layout
COMMUNICATION DESIGN
1. Creating a Design Portfolio
2. Interviewing for Design Jobs
3. Finding Clients
4. Presenting Your Designs
5. Click-Through Prototyping

6. Developer Handoff

UX DESIGN
INTRODUCTORY TOPICS
1. Begin Here
2. Why Good UX Doesn't 'Just Happen'
3. Overview of the UX Design Process
4. Intro to Figma
5. Intor to Sketch
6. Setting Up Your Workspace for Rapid Wire framing
7. Building UX Reference Library
THE FUNDAMENTALS OF INTERACTION DESING
1. The Best Interaction
2. Show What's Actionable
3. Think Like a User, Not Like a Database
4. Jakob's Law
5. Obvious Always Wins
6. The 3 Laws of Locality
7. Mind Your Nouns
8. What Would a Polite Person Do
DESING PATTERNS & BEST PRACTICES
1. Introduction
2. Navigation and Menus
3. Text Input Controls
4. Selection Controls
5. Errors
6. Search & Filter
7. Lists & Tables
8. Browsing & Content Recommendation
9. Responsive Design
10. Accessibility
USER RESEARCH & TESTING
1. The Fundamental Dichotomy of Talking to Users
2. User Research: Interviewing
3. User Research: Surveys
4. User Research: Personas
5. User Flows
6. Click-Through Prototyping
7. Usability Testing
COMMUNICATING DESIGN
1. Creating a Design Portfolio
2. Interviewing for Design Jobs
3. Finding Clients
4. Selling UX to Clients and Teams
5. Presenting Your Designs & Getting Good Feedback