

Introduction to Course 5

- Video:** Introduction to Course 5: Create High-Fidelity Designs and Prototypes in Figma
2 min
- Reading:** Welcome to Course 5
20 min
- Reading:** Optional - Read this if it's your first course in the certificate program
20 min
- Practice Quiz:** Optional - Test your knowledge of prior concepts
21 questions
- Reading:** Optional - Interpret your quiz results
10 min
- Practice Quiz:** Optional - Submit your choice of portfolio project prompt
1 question
- Video:** Kunal - My journey to UX
3 min

- Begin to create a mockup
- Use typography in mockups
- Use color in mockups
- Use iconography in mockups
- Understand page layouts - grids and containment
- Understand page layouts - negative space
- Week 1 review

Welcome to Course 5

WELCOME to Course 5 Create High-Fidelity Designs and Prototypes in Figma

Welcome to Create High-Fidelity Designs and Prototypes in Figma, the fifth of seven courses in the Google UX Design Certificate. In this course, you will finish designing the mobile app that you've been working on for the last few courses. You'll start by learning how to create mockups in Figma, a popular design tool. You'll apply visual design elements and principles as you design mockups for your mobile app. Then, you'll turn those designs into a high-fidelity prototype that works like a finished product. You'll conduct research to collect feedback about your designs and make improvements. Finally, you'll learn how to share your designs with development teams. By the end of this course, your mobile app designs will be complete, and you'll add this project to your professional UX portfolio!

Content and projects in each course of this certificate program build on information practiced in earlier courses. To be successful in this course, you should complete the previous four courses of this certificate program, if you haven't already done so.



- [Foundations of User Experience \(UX\) Design](#)
- [Start the UX Design Process: Empathize, Define, Ideate](#)
- [Build Wireframes and Low-Fidelity Prototypes](#)
- [Conduct UX Research and Test Early Concepts](#)
- Create High-Fidelity Designs and Prototypes in Figma - this course**
- [Responsive Web Design in Adobe XD](#)
- [Design a User Experience for Social Good & Prepare for Jobs](#)

Each course of the Google UX Design Certificate is broken into weeks. You can complete courses at your own pace, but the weekly breakdowns are designed to help you finish the program in about six months total.

So, what design skills can you expect to develop during this course? Here's a preview of the hands-on activities you'll complete.

Week 1: Starting to create mockups. Turn your focus to visual design, which is how a product or technology appears to users. You'll start to create mockups using visual design elements, like typography, color, and iconography. Elements are often arranged into layouts using methods like grids, containment, and negative space. You'll consider all of these visual design elements to design the mobile app you've been working on throughout the certificate program.

Week 2: Applying visual design principles to mockups. In this part of the course, you'll use visual design principles to refine your mockups. First, you'll use emphasis to guide users to the most important parts of a page. Next, you'll apply hierarchy, scale, and proportion to organize the elements on each page of your app. Then, you'll consider unity and variety to help elements of your app function together or stand out. Finally, you'll revisit Gestalt Principles, like similarity, proximity, and common region, to help users interpret your designs easily.

Week 3: Exploring design systems. Come explore the world of design systems! In this part of the course, you'll be introduced to the parts of a design system, as well as the benefits of using a design system. You'll examine various companies' design systems, and you'll have an opportunity to use them in your own mockups. You'll also learn how to use and create sticker sheets in Figma.

Week 4: Participating in design critique sessions. Giving, receiving, and implementing feedback is a necessary part of the UX design process. In this part of the course, you'll explore effective methods for giving and receiving feedback. You'll also learn about design critique sessions, which will be an important part of your first job as a UX designer. Finally, you'll learn how to turn feedback into actionable steps that you can take to revise designs.

Week 5: Creating high-fidelity prototypes. You're ready to build high-fidelity prototypes in Figma! Following six steps, you'll turn your mockups into a prototype that's ready for testing. In addition, you'll explore two new concepts, gestures and motion, which can help enrich the user experience and increase the usability of prototypes.

Week 6: Testing and iterating on designs. Now that you have a high-fidelity prototype, it's time to test your mobile app designs by conducting a usability study. You'll analyze the feedback you receive to come up with actionable insights and iterate on your designs. Once your designs are final, you'll learn how to hand them off to engineers for production. Finally, you'll showcase all of the artifacts you've created during this certificate program in a case study for your professional UX portfolio.

Portfolio project



As you make your way through this certificate program, you will create projects to include in your professional portfolio to show to potential employers. In this course, you'll finish designing the mobile app you've been working on since the start of the program. For example, if you selected a prompt to design an app for your local burger restaurant in the second course of the program, you will continue through the design process with this same project.

- In Course 2, you learned how to **empathize** with potential users and **define** users' needs.
- During Course 3, you came up with **ideas** for solutions that addressed the users' needs. You also created wireframes and a low-fidelity **prototype** of your mobile app.
- Throughout Course 4, you planned and conducted research to **test** your designs and get feedback from users. You iterated on your designs based on insights from the research.
- Now, in Course 5, you will create mockups and a high-fidelity **prototype** of your app. Your designs will start to look and feel like a real product! You'll also **test** your designs by conducting a second usability study and iterate on your designs until they're final.

Everything you've created in the certificate program to date will be included in your professional UX portfolio. Taking the courses of this certificate program in order will allow you to follow the steps of the design process and end up with all of the artifacts you'll need to include in your portfolio.

You're almost done with your first project. Keep up the great work as you finish designing a mobile app in this course!

Mark as completed

