

Course: UI/UX in Figma



Course Overview

This syllabus is designed to provide participants with a thorough and hands-on introduction to UI/UX design in Figma. The course covers fundamental principles, design tools, user research, prototyping, interaction design, and usability testing.

Syllabus:

Introduction to UI/UX Design

- Overview of UI and UX
- Importance of user-centered design
- Basic principles and terminology

Design Tools (Figma)

- Introduction to design tools
- UI design basics in Figma
- Creating and organizing design elements
- Working with layers and symbols

User Research

- Understanding user personas
- Conducting user interviews
- Analyzing and synthesizing research data
- Creating user journey maps

Wire framing and Prototyping

- Basics of wire framing
- Creating low-fidelity prototypes
- Interactive prototyping techniques
- Presenting and sharing prototypes

Interaction Design and User Flows

- Principles of interaction design
- Defining user flows and scenarios
- Creating interactive prototypes

- Micro-interactions and animations

Visual Design and Aesthetics

- Introduction to visual design principles
- Color theory and typography
- Iconography and imagery in UI/UX
- Creating visually appealing designs

Usability Testing and Feedback

- Importance of usability testing
- Conducting usability tests
- Gathering and analyzing user feedback
- Iterative design based on test results

Design Systems and Emerging Trends

- Introduction to design systems
- Collaborative design tools and platforms
- Exploring emerging trends in UI/UX design
- Final project and presentations