Intro to Figma: Syllabus

January 14, 2020 / 6:00 PM - 7:30PM EST

Important Links

[Workshop Hackpack](#)

Pre-workshop checklist, and resources to explore during and after the workshop.

[Hack the North 2020++ Event Schedule](#)

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

Motivator

With experience designing at 10+ hackathons and undertaking various internships, we want to share our takeaways with you all about designing a digital product that you can pitch to stakeholders at the end of your hacking weekend!

Prerequisite Knowledge

In order to get the most out of this workshop you should be comfortable with the following concepts:

- Doesn't hurt to play around in Figma beforehand but we'll be going over the basics of the basics 😊

Learning Outcomes

This is what you will walk away from the workshop able to do:

- Create high fidelity mockups in Figma
- Build a prototype in Figma

Timeline (1.5 hour)

Time	Module	Description
10 min.	Introduction to Design	What is product vs. UI/UX design? Are there many similarities and differences?
10 min.	What Is Figma?	What is Figma and how does it differ from other design tools? Also, when can you use Figma for a project? We'll go over specific stages of the design process where Figma involvement is most commonly seen.
15 min.	Introduction to Tools in Figma	What tools are at your disposal in the Figma app? We'll also go over the differences between frames, groups and components.
30 min.	Recreating a Login screen	We'll be recreating a pre-made login screen of a recipe app!
15 min.	Prototyping your designs	We'll be creating a prototype of a login flow using pre-made screens of a recipe app!
25 min.	Q&A/Troubleshooting	We'll be taking some time to answer all your questions about internships in design, getting involved in extracurriculars as a designer, and helping you troubleshoot your designs on Figma!
5 min.	Closing Remarks	Thank you for coming 😄