

UI/UX WORKSHOP WITH FIGMA

COMPANY HISTORY



- Started in 2012
- 172 + Courses
- Pearson VUE Test Center
- 19 Domestic Branches
- 21 International Awards`
- 2078 Global Clients across 30 countries
- Our Services :
- Campus to Corp
- International Examination Booking
- Signed MOU with 250+ Engineering and Arts Colleges
- Our strength :
- Security, Full Stack Development, Java, Python, Data Science, Data Analyst, Digital Marketing, Cloud Computing, etc.,



OUR AUTHORISED PARTNERS



ComptIA

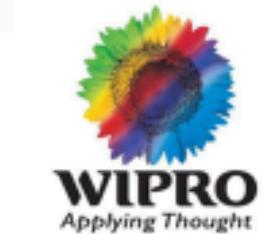
ROCHESTON

ORACLE®

PLACEMENT ASSOCIATES



Microsoft



SECTION OVERVIEW

- Introduction to UI
- Introduction to UX
- Difference Between UI and UX Design
- Examples of UI & UX
- UI/UX using Tools
- Introduction to figma
- Basics of Figma
- Layouts,Layers,Assets & Components in Figma
- Wireframe & Prototype
- Create the Mini Project in figma

INTRODUCTION TO UI



- UI stands for User Interface
- User interface means the visual part of App or Website that the user sees and interacts with.
- It Includes;
- Colors (theme of the app/website)
- Button shape & size (clear & clickable)
- Font readability (easy to read text) Layout (clean arrangement of elements)
- Icons & images (help users quickly understand)
- Simple definition: UI = Look & Feel

GOOD UI & BAD UI EXAMPLES

Good UI (Easy to Use)	Bad UI (Hard to Use)
<input checked="" type="checkbox"/> Clear labels (Email, Password)	<input type="checkbox"/> Confusing labels (E-Mail, Pass)
<input checked="" type="checkbox"/> Proper spacing between fields	<input type="checkbox"/> Crowded layout, no spacing
<input checked="" type="checkbox"/> Simple clean <u>colors</u> (White + Blue)	<input type="checkbox"/> Dark, heavy <u>colors</u> (eye strain)
<input checked="" type="checkbox"/> Easy-to-read text	<input type="checkbox"/> Hard-to-read text
<input checked="" type="checkbox"/> Focus on main action (Log In visible)	<input type="checkbox"/> Button too bold / distracting
Feeling: Smooth, Friendly	Feeling: Confusing, Frustrating

INTRODUCTION TO UX

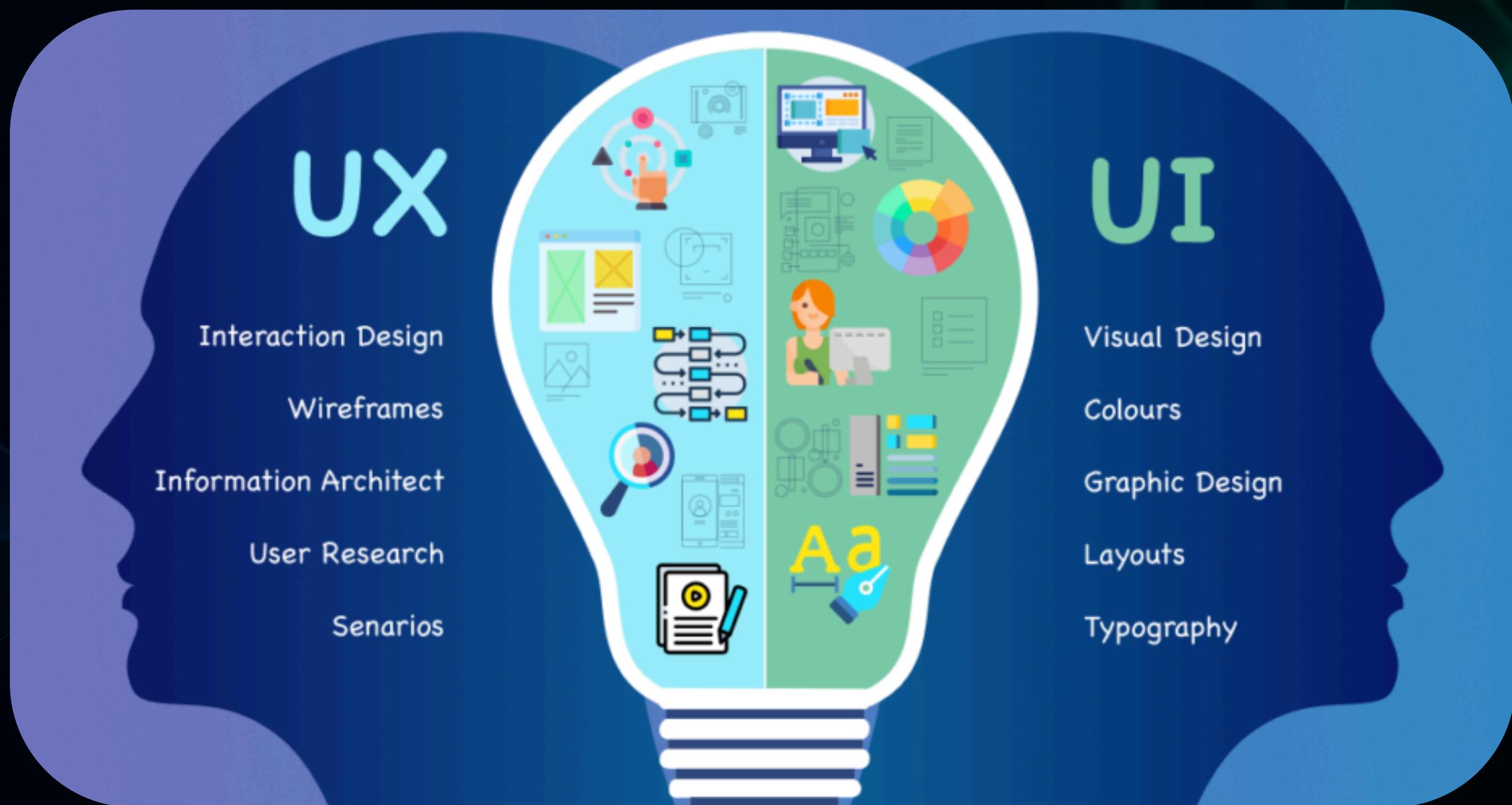
- UX stands for User Experience
- User Experience means how the user feels when using an App or Website.
- UX Includes;
- Usability
- navigation
- performance
- accessibility
- consistency
- Simple definition: UX = Ease & Experience.



GOOD UX & BAD UX EXAMPLES

Good UX (Happy Experience)	Bad UX (Frustrating Experience)
<input checked="" type="checkbox"/> Easy navigation (Menu clear, back button available)	<input checked="" type="checkbox"/> Confusing navigation (No clear menu, missing back button)
<input checked="" type="checkbox"/> Fast loading speed	<input checked="" type="checkbox"/> Slow loading, keeps buffering
<input checked="" type="checkbox"/> Consistent design (same style everywhere)	<input checked="" type="checkbox"/> Inconsistent design (different colors/fonts everywhere)
<input checked="" type="checkbox"/> Accessible for all (readable text, alt text for images)	<input checked="" type="checkbox"/> Not accessible (small text, no support for screen readers)
<input checked="" type="checkbox"/> Error messages are helpful (e.g., “ <i>Password must be 8 characters</i> ”)	<input checked="" type="checkbox"/> Error messages confusing (“ <i>Error 404</i> ”)
Feeling: Comfortable, Smooth, Trustworthy	Feeling: Irritating, Confusing, Unreliable

DIFFERENCE BETWEEN UI AND UX



EXAMPLES OF UI & UX

- UI Examples (What you see):

Login screen → Text box, Login button, Colors

E-commerce app → Product images, Add to Cart button

Music app → Play button, Icons, Theme design

- UX Examples (How you feel):

Login screen → Easy to login without errors

E-commerce app → Simple checkout, Fast payment

Music app → Smooth playlist navigation, Happy listening experience

UI/UX USING TOOLS



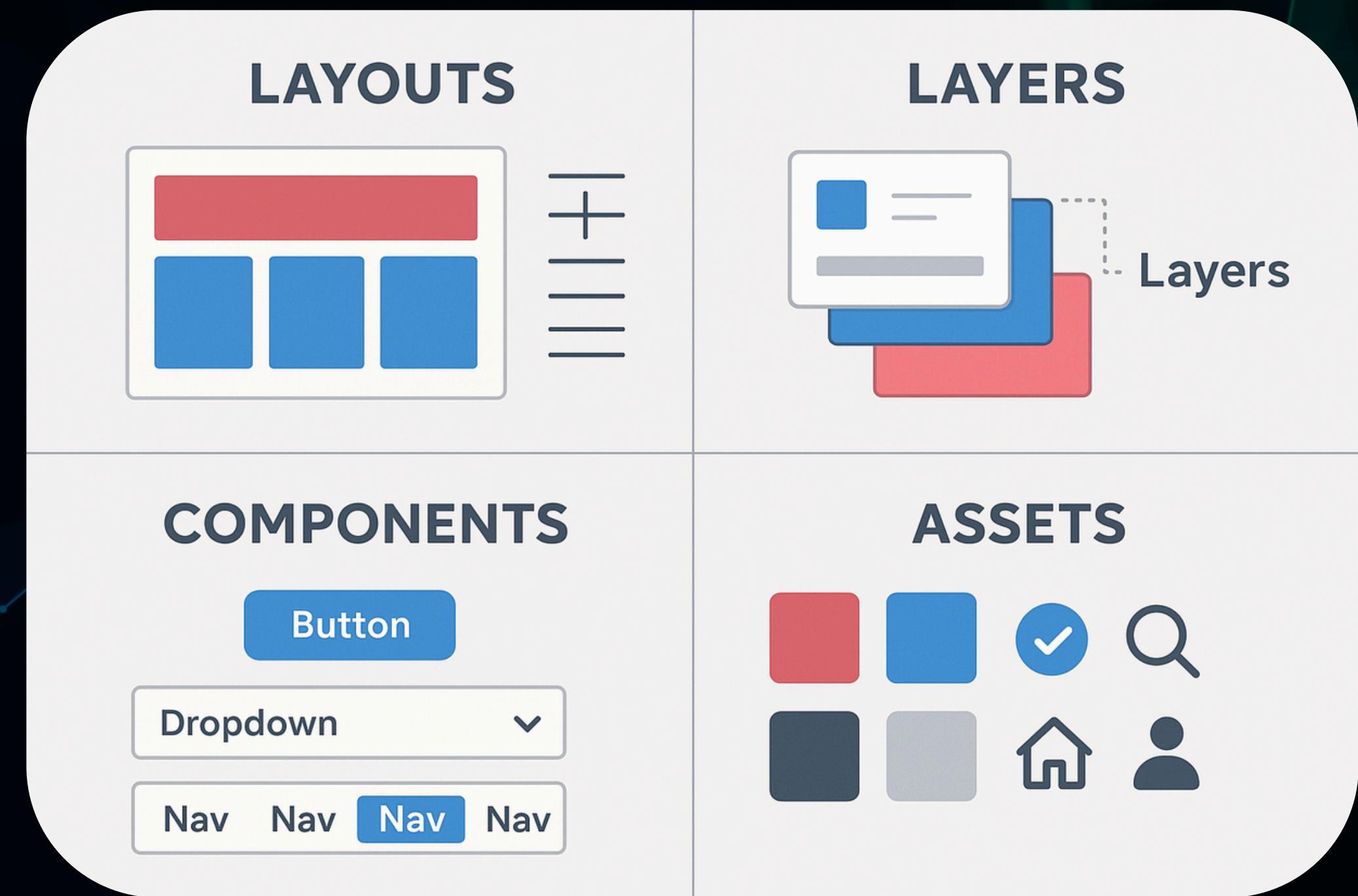
INTRODUCTION TO FIGMA

- **Cloud-Based Design Tool** - Works directly in browser & desktop app.
- **Collaboration** - Multiple people can design together in real-time (like Google Docs).
- **Cross-Platform** - Works on Windows, Mac, Linux & even Mobile (viewing & commenting).
- **Plugins** - Extend features (icons, illustrations, charts, etc.).
- **Free Plan Available** - Best tool for students & beginners.

BASICS OF FIGMA

- **Frames & Artboards** - Used for creating screens (mobile, web, tablet). Shortcut: F.
- **Shapes & Tools** - Rectangle (R), Ellipse (O), Line (L), Pen (P) for design elements.
- **Text Tool** - Add headings, labels, paragraphs. Customize font, size, color. Shortcut: T.
- **Colors & Styles** - Fill (background), Stroke (border), Effects (shadow, blur).
- **Components** - Reusable elements (buttons, navbars).
- **Alignment & Grids** - Arrange objects neatly. Use grids for consistent layouts.
- **Prototype Mode** - Connect screens for clickable flows (login → dashboard).

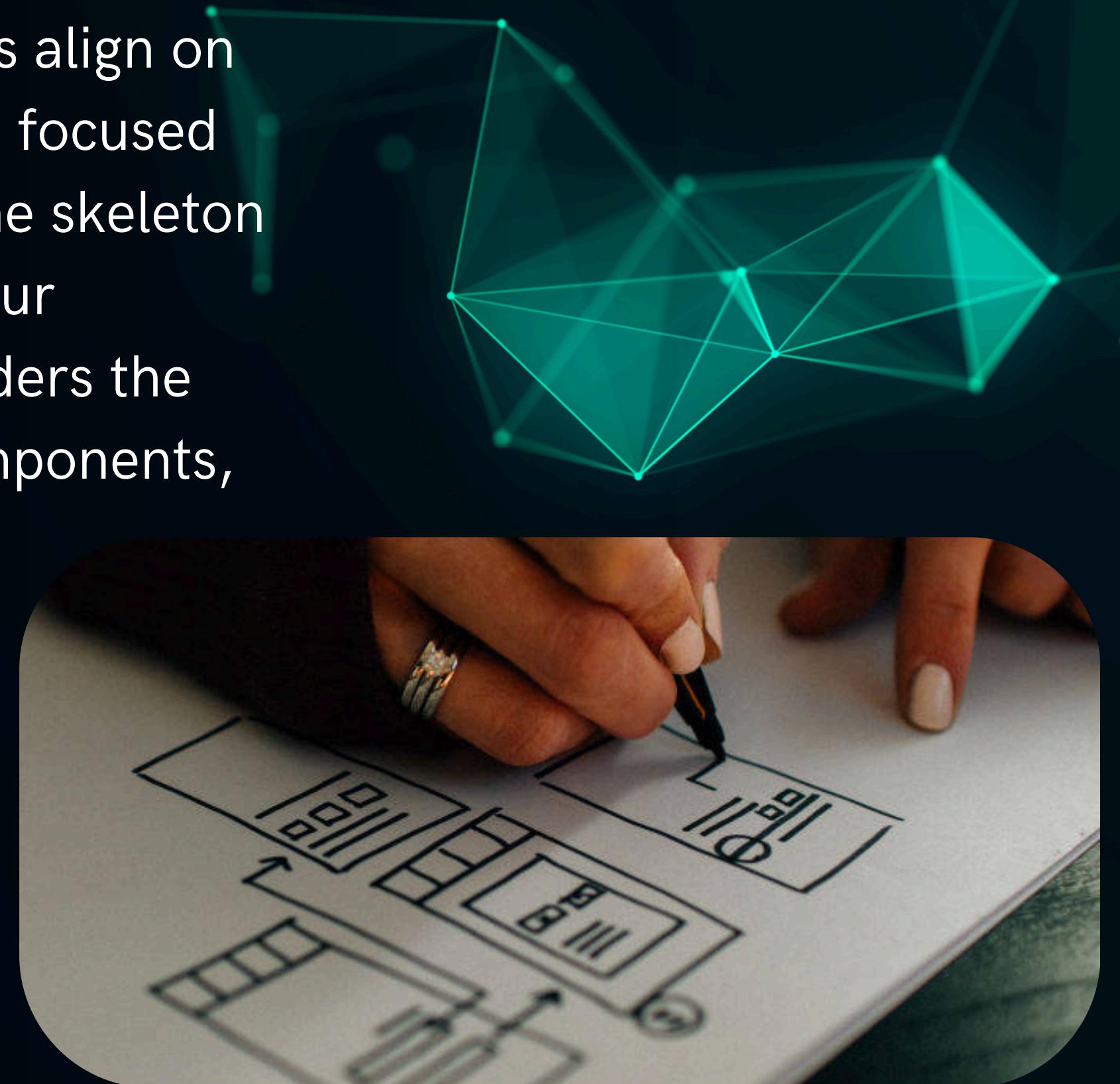
LAYOUTS,LAYERS,COMPONENTS & ASSETS IN FIGMA



WIREFRAME

Wireframes are basic blueprints that help teams align on requirements, keeping UX design conversations focused and constructive. Think of your wireframe as the skeleton of your app, website, or other final product. Your wireframe shows the design team and stakeholders the bare-bones outlines of essential webpages, components, and features, including:

- Screen layouts
- Navigation bars
- Components of UX and UI design
- Interactive elements



PROTOTYPE

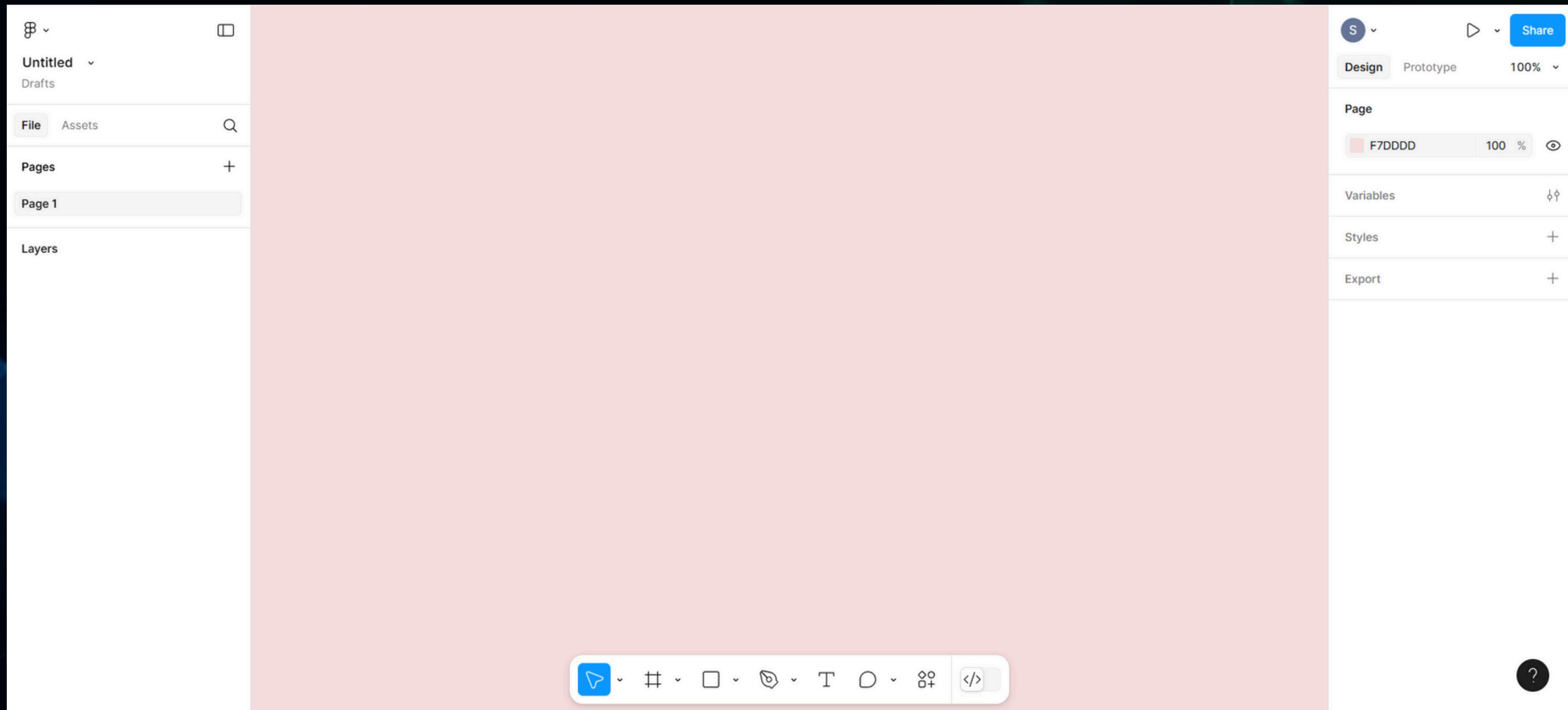


Prototypes are interactive models of your app or website that show how the final product will work. Unlike wireframes, prototypes focus on functionality and user flow. They help teams test ideas early and improve the design before development.

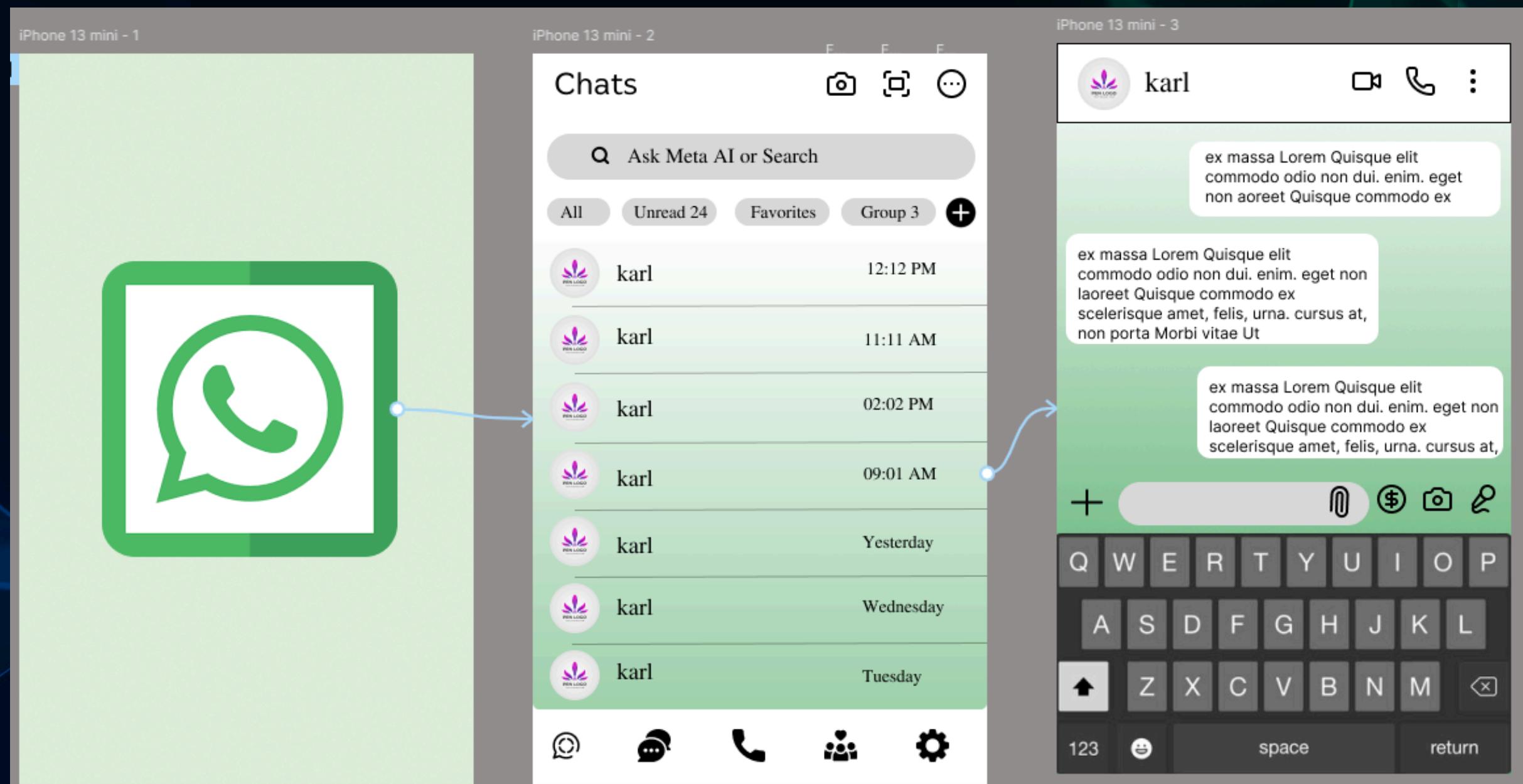
Your prototype demonstrates:

- User interactions (clicks, taps, swipes)
- Navigation between screens
- Animations & transitions
- Testing usability with real users
- Early feedback before coding

DESIGNING WITH FIGMA – BASICS



CREATE THE SMALL PROJECT IN FIGMA



DISCOUNT OFFER!

For course registration:

Contact : 7897894002,
7897895002

Mail:teni@elysumacademy.org

**Those who
attend this free
workshop will
get price
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SEND YOUR FEEDBACK



THANK YOU!