UIUX with Figma

Module 1
Introduction to Figma

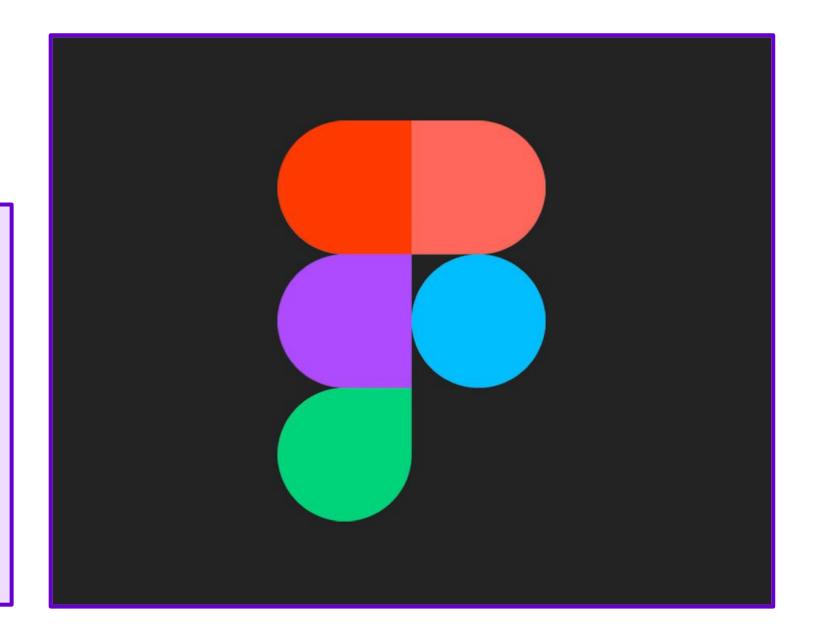
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What is Figma?

A powerful realtime collaborative tool that can easily replace several design applications.



Why Figma?

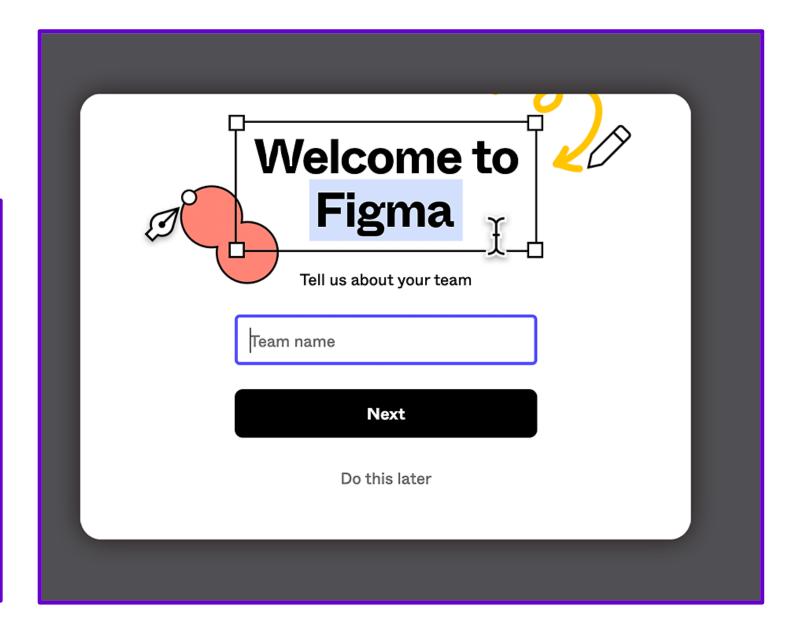
Figma allows designers and other teammates to work simultaneously in real time, which takes the **collaborative** workflow to a whole new level.

Figma provide an **all-in-one solution**. everything you need to create a complex interface, from brainstorming and wireframing to prototyping and sharing assets

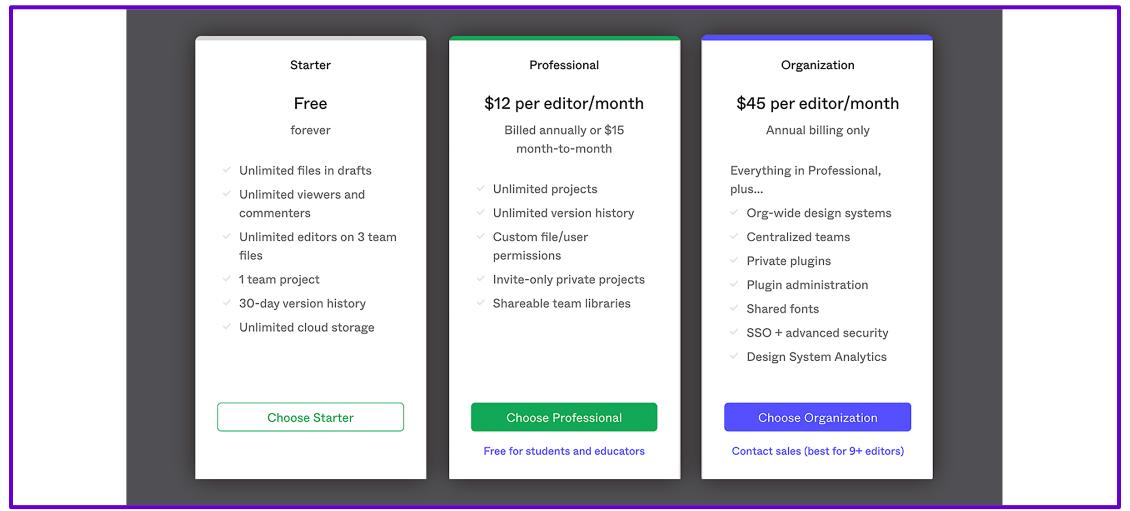
Finally, Figma is not only a design app but also a community and platform for sharing ideas and solutions.

Setup Your Environment 1: Creating an account

Create an account with your email address and a password of your choice or simply register using your Google account.



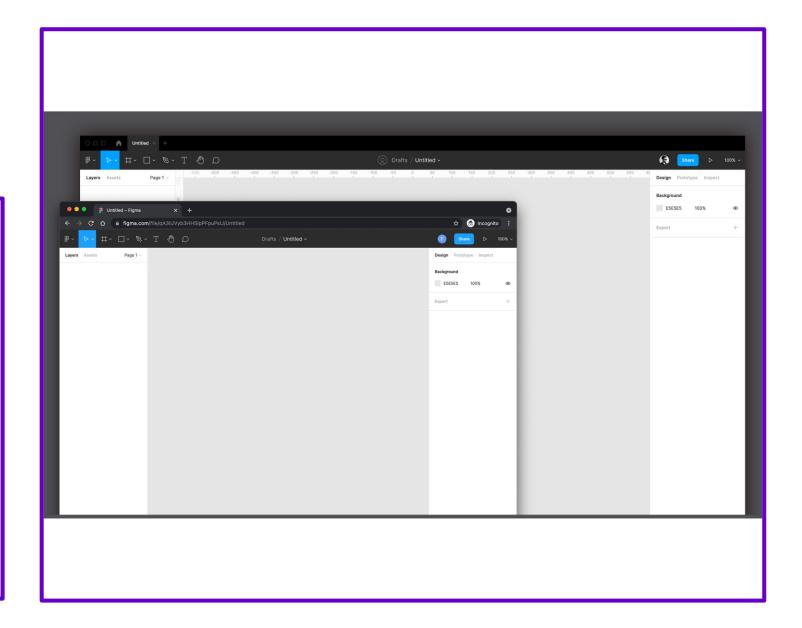
Setup Your Environment 2: Choosing the right plan



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Desktop app versus web app

There are no particular technical differences between Figma's desktop and web applications



Setting up Font Installer

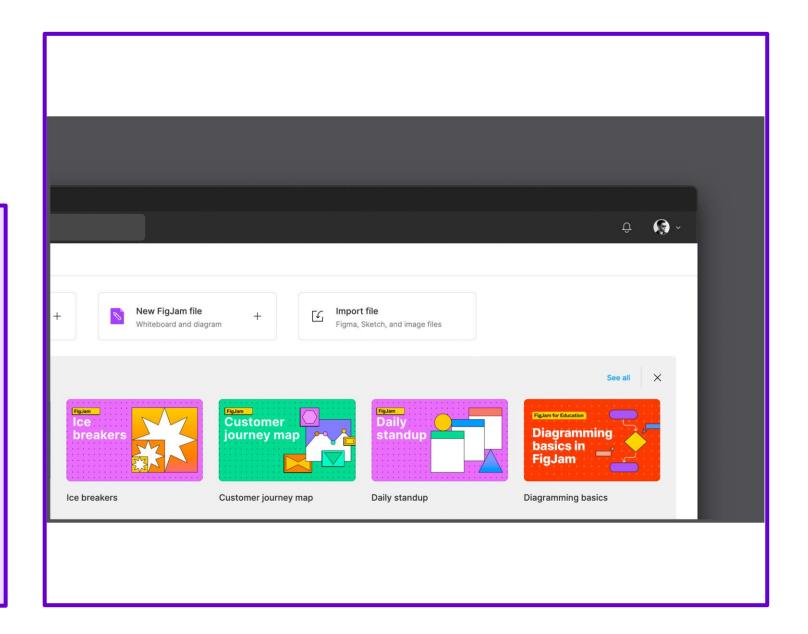
To set up access to your local fonts in the Figma web app, go to figma.com/ downloads and simply download and install the macOS or Windows version of Font Installer

If you are using the Figma desktop app, there is no need to install anything additional to access your local fonts.

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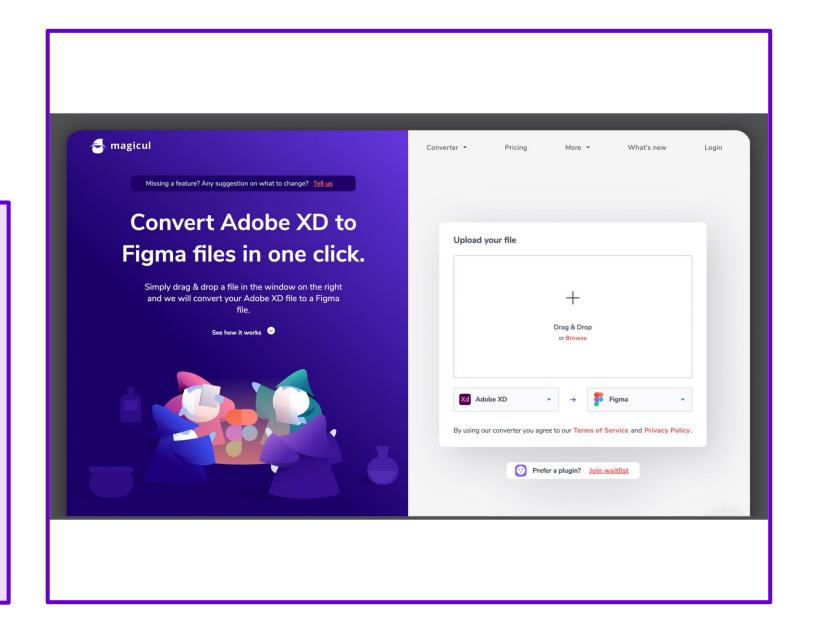
Transitioning to Figma from Sketch

Just click on Import file, select a .sketch file on your computer, and you're done.



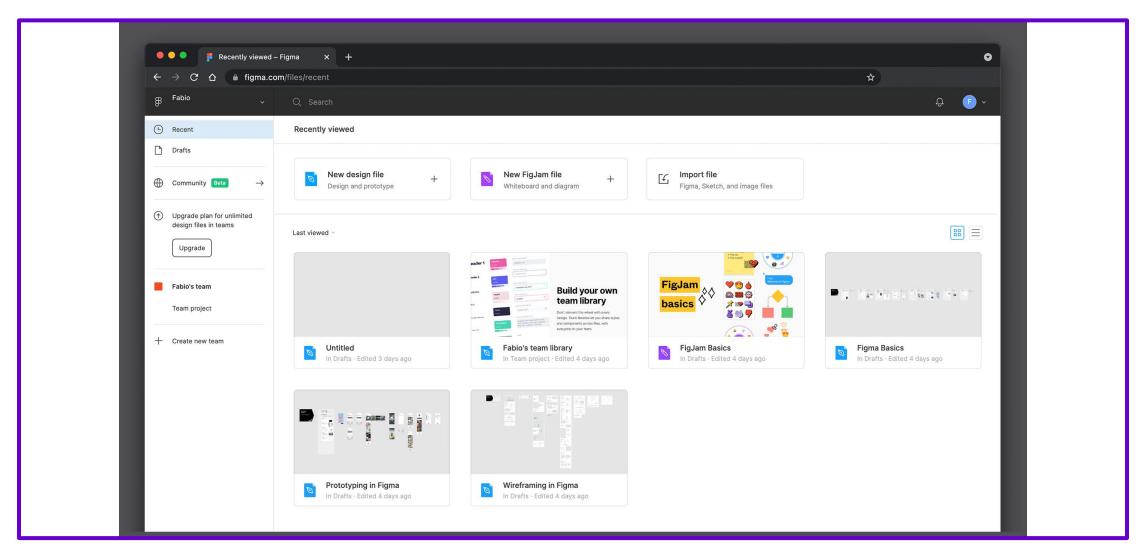
Transitioning to Figma from Adobe XD

Go to xd2sketch.com and select the from XD to Figma option in the converter.

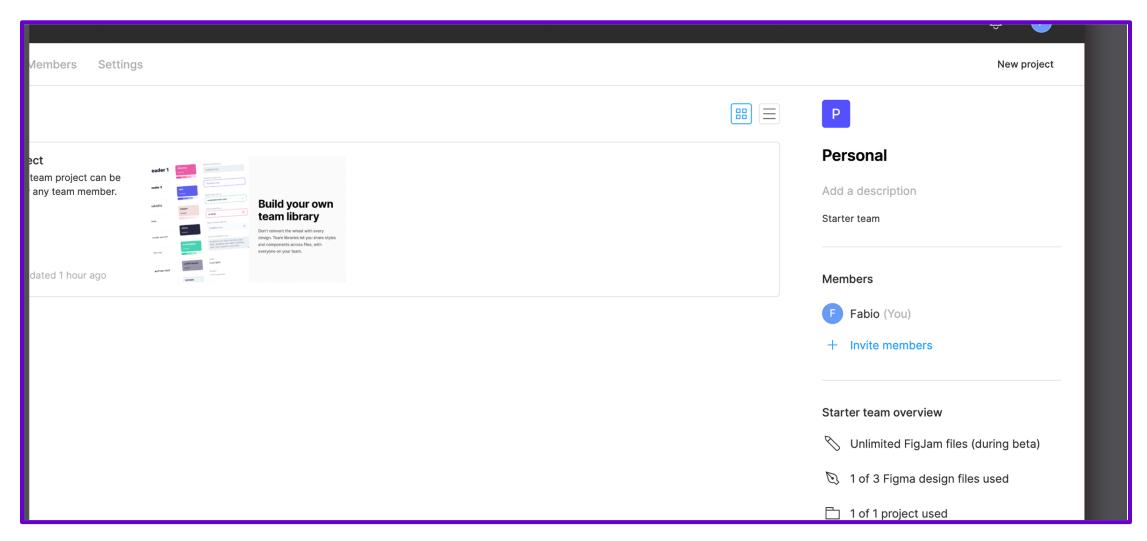


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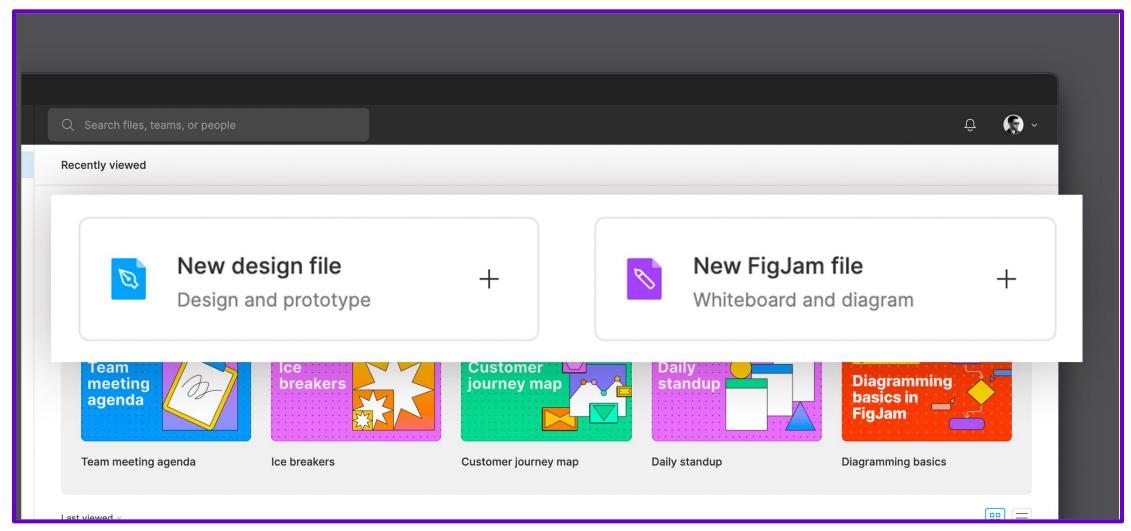
Exploring The Welcome Screen



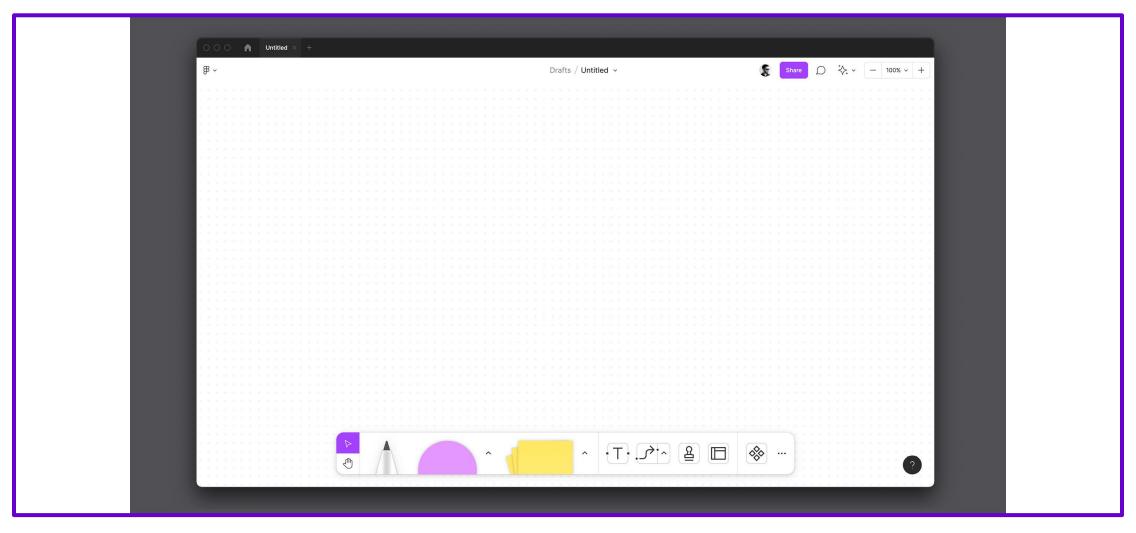
Teams and Projects



Figma and FigJam files



FigJam



Course References

- Designing User Interfaces, Michal Malewicz & Diana Malewice, 2020
- *UI Design Styles: Trends and Design Patterns*, Michal Malewicz & Diana Malewice, 2020
- What UX Is Really About: Introducing a Mindset for Great Experiences, Celia Hodent, CRC Press, 2022
- Lean UX: Designing Great Products with Agile Teams 3rd Edition, Jeff Gothelf & Josh Seiden, O'Reilly, 2021
- Laws of UX: Using Psychology to Design Better Products & Services, Jon Yablonski, O'Reilly, 2020
- Designing and Prototyping Interfaces with Figma, Fabio Staiano, Packet Publishing, 2022

Accessing Course Resource



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