

# Figma UX/UI Course – Build Smart & Responsive Web Prototypes

## Learning Objectives – Figma UI/UX Design

- Learn how to structure a web interface using modern UX principles
- Design a consistent, professional UI based on a client brief
- Master Figma to create, organize, and reuse design components
- Prototype interactive interfaces with realistic transitions and user behaviors
- Facilitate smooth collaboration with developers through well-prepared mockups

## Module 1 – Introduction to UX/UI and Figma

- Understand the essential roles of UX and UI in interface design
- Apply best practices in layout structure and usability
- Get started with Figma: interface, pages, layers, and frames
- Organize a Figma project using grids, constraints, and responsive design principles

## Module 2 – Designing Web Interfaces with Figma

- Create reusable UI components (buttons, cards, menus)
- Use advanced features like variants and auto-layout
- Define consistent visual styles: colors, typography, effects
- Import visual assets such as logos, images, and icons

**Workshop 1:** Build a Component Library – *Create a simple, reusable, and consistent Design System*

## Module 3 – Interactive Prototyping in Figma

- Add dynamic interactions: clicks, transitions, animations
- Create simulated navigation with scrolling and internal linking
- Integrate forms and user behaviors into your designs
- Preview and test the prototype as if it were a real website

**Workshop 2:** Build an Interactive Prototype – *Design a smooth and engaging user journey*

## Module 4 – Collaboration & Delivery

- Collaborate effectively in Figma using comments, sharing, and version

control

- Use Dev Mode to inspect layouts, generate CSS, and access specs for developers
- Prepare and export a polished mockup for client delivery or presentation
- Explore complementary tools like FigJam and essential Figma plug-ins

**Workshop 3:** Prepare a Client Presentation – *Structure and present a professional Figma file*