# Master UX/UI Design — From Wireframes to Prototypes in Figma or XD

## Learning Objectives

- Understand the core principles of UX/UI Design and their impact on user experience
- Master every stage of the UX process: research, ideation, prototyping, and user testing
- Create wireframes and interactive prototypes using Figma or Adobe XD
- Build a consistent, professional Design System to streamline your interfaces
- Apply user-centered design methodologies to craft smooth and effective user journeys

## Training Content

### Module 1 — Introduction to UX/UI Design

- Definition of UX and UI: roles, differences, and how they complement each other
- Why usability and human-centered design are critical
- Key UX deliverables: personas, user journeys, wireframes, prototypes

### Module 2 — The UX Design Process Step by Step

- Project understanding: defining goals and constraints
- User research methods: interviews, surveys, observations
- Modeling: empathy maps, personas, user journey mapping
- Ideation techniques: sketching, wireframes, sitemap design
- User testing and iterative improvements

### Module 3 — Designing with Figma or Adobe XD

- Interface structure: headers, body content, footers
- Creating low- and high-fidelity wireframes
- Building a functional narrative prototype
- Collaborating and integrating user feedback directly in Figma

### Module 4 — Design System & Visual Consistency

- Building and documenting a mini Design System (UI Kit)
- Managing typography, color palettes, components, grids, and spacing
- Reusing elements across multiple screens and flows

- Finalizing interface designs and producing interactive prototypes

**Module 5 — Final Project & Application**

- Designing a complete user journey from start to finish
- Testing navigation flow, collecting feedback, and refining the prototype
- Presenting a professional, user-centered interactive prototype

## Teaching Method

- Hands-on, interactive training based on real-life UX/UI design scenarios
- Balanced mix of theory, live demos, and guided exercises
- Use of top UX/UI tools such as Figma or Adobe XD, Maze, FigJam, Miro, and more

## Who Is This UX/UI Design Course For?

- Beginner or intermediate designers looking to specialize in UX/UI
- Developers, product owners, project managers, or digital professionals aiming to improve interface usability
- Entrepreneurs, freelancers, and students who want to build user-first products from the ground up