

UI and UX Design Essentials with Figma

A two-day user-centred design, prototyping and iteration course

FA-0706 · 2 days

Software Development

Introduction

This two-day beginner course connects user-centred design with practical Figma work. Participants use a supplied project to examine research questions, personas and journeys, then create wireframes, reusable interface elements and an interactive prototype.

The second day emphasises feedback, design-thinking exercises and a small usability-testing cycle. The extended research and iteration coverage distinguishes this course from the separate one-day Figma workshop; it does not promise professional proficiency after two days.

Learning outcomes

- Explain UI/UX roles and the research-to-testing design process.
- Plan simple user-research questions and distinguish observations from assumptions.
- Create evidence-informed personas, journeys and wireframes for a supplied project.
- Use Figma frames, Auto Layout and selected components/variants.
- Build and share a small interactive prototype with appropriate access.
- Conduct a bounded usability exercise, prioritise findings and document design changes.

Prerequisites

- Basic knowledge of graphic design principles is recommended but not required.
- Familiarity with digital tools and software (e.g., Photoshop, Sketch) is a plus but not mandatory.

- No prior experience with Figma is required.

A prepared Figma account/file with suitable editing and sharing access.

Training outline

1. Day 1 – Design foundations and understanding users

- UI versus UX, designer roles and the research, ideation, design, prototype and testing cycle.
- Plan interviews or surveys and analyse supplied evidence; personas are research summaries, not a research technique by themselves.
- Create user goals, journeys and scenarios with assumptions clearly identified.

2. Day 1 – Figma workspace and interface design

- Interface, pages, frames, layers and vector-network editing basics.
- Auto Layout, grids, project setup and collaboration features.
- Low- versus high-fidelity wireframes, content hierarchy and layout planning.
- Buttons, icons, inputs, typography and colour choices suited to the scenario.
- Create selected components and variants and discuss a small reusable design system.

3. Day 2 – Prototypes and collaboration

Introduction to Prototyping

- What is a Prototype?
- Levels of Prototyping: Low-Fidelity vs. High-Fidelity

Creating Interactive Prototypes in Figma

- Linking Frames and Creating Transitions
- Adding Interactions and Animations
- Testing and Iterating on Prototypes

Collaboration and Feedback

- Sharing Prototypes with Stakeholders
- Real-Time Collaboration and Commenting
- Version history and documented design iterations; do not treat design history as source-code version control

4. Day 2 – Design thinking and usability iteration

- Overview of Design Thinking Methodology
- Understand user needs from evidence rather than inventing preferences

Ideation Techniques for UI/UX

- Brainstorming
- Mind Mapping

Rapid Prototyping and Testing

- Gathering Feedback
- Iterating on Design Solutions

Usability Testing and Iteration

Basics of Usability Testing

- Setting Up a Usability Test
- Creating Test Scenarios
- Conducting Tests and Analyzing Results

Iterating on Design Based on Feedback

- Refining UI Elements
- Improving User Experience
- Documenting Changes and Rationale

Use a small prototype and representative test tasks; document evidence, limitations and the rationale for revisions.