Faysal Aziz

UI and UX Design with Figma

A guided interface and interactive-prototype workshop

FA-0705 · 1 day

Software Development

Introduction

This one-day workshop uses Figma to turn a supplied user scenario into a small multi-screen interface and clickable prototype. It connects user flows and wireframes with visual layout, reusable components and peer review.

Exercises use a prepared Figma environment and bounded screens rather than a complete product or research programme. Optional AI demonstrations depend on feature access, administrator settings and available credits; a manual route remains available.

Learning outcomes

- Explain UI/UX roles and identify user goals for a supplied scenario.
- Create a simple flow and wireframe in Figma.
- Apply frames, layout grids and basic Auto Layout to a small interface.
- Create selected reusable components, variants and styles.
- Link screens into a clickable prototype and share it appropriately.
- Perform a basic usability/accessibility review and refine the design.
- Evaluate optional AI-assisted ideas without treating them as user evidence.

Prerequisites

- Basic computer skills
- Familiarity with websites or mobile applications
- No prior UI/UX experience required

A Figma account with access to a prepared design file in a supported browser or desktop application; no paid feature is assumed for core exercises.

Training outline

1. Foundations, Figma workspace and user planning

- UI versus UX
- User-centered design
- Modern product design workflow

Workspace and layout tools

- Interface overview
- Pages, frames and layers
- Layout grids
- Auto Layout essentials
- Assets and libraries

User goals and flows

- Defining users and goals
- User journeys
- User flows
- Information architecture

2. Guided wireframe and visual interface

- Sketching screen layouts
- Low-fidelity wireframes
- Screen hierarchy
- Navigation design

Visual layout

- Typography
- Color and spacing

- Icons and imagery
- Buttons, forms and navigation
- Responsive layouts

3. Reusable components and prototype

- Components
- Variants
- Styles and introductory variables where supported by the selected environment
- Reusable design patterns

Interaction and sharing

- Linking screens
- Interactions and transitions
- Prototype presentation
- Sharing designs

4. Review, optional AI and final exercise

- Heuristic review
- Accessibility fundamentals
- Design improvements
- Iterative refinement

Optional AI-assisted ideation

- Compare optional generated concepts with manually developed ideas
- Content assistance with human accuracy and tone review
- Iterate and compare alternatives without assuming productivity gains
- Responsible use of AI in design

Use only approved, available features; protect sensitive material and review generated suggestions.

Bounded multi-screen prototype

- Design a small multi-screen web or mobile flow using the supplied scenario
- Build reusable components

- Create an interactive prototype
- Peer review and instructor feedback

Review and next practice

- UI/UX best practices
- Common design mistakes
- Industry workflows
- Questions and discussion

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