COURSE SYLLABUS

Figma Masterclass

Learn Figma for UI/UX design. Gain a thorough understanding of Figma's design and prototyping capabilities, from creating designs, turning the into interactive prototypes, sharing them with clients for feedback, and getting user feedback.

Group classes (Live Online) and onsite training are available for this course. For more information, email onsite@graduateschool.edu or visit: https://sdfm.graduateschool.edu/courses/figma-masterclass



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Course Outline

This package includes these courses

- Figma Bootcamp (12 Hours)
- Figma Advanced (6 Hours)

Figma Bootcamp

Learn how to design and prototype user interfaces with Figma, the industry-leading tool for UX/UI design.

- Create UI (user interface) and UX (user experience) designs for websites, apps, and more
- Design finished layouts that are optimized for mobile, tablet, and desktop screens
- Design on grids, extract image assets, share designs with clients/developers, and more
- Build interactive prototypes
- Make animations using Smart Animate
- Use components (including variants) to make updating your designs easier
- Work with Team libraries to share style and design components

Figma Advanced

- Explore Figma's advanced prototyping features
- Learn how to use variables and variable modes
- Use conditionals to add advanced interactivity to prototypes
- Create light and dark modes using variable collections
- Use primitive and semantic layers when building a design system