

# Complete Figma UX/UI Design Bootcamp with FigJam

Duration: 3 days

## Figma: UX Basics & FigJam

### **Module 1: Introduction to UX Design**

- What is UX?
- Aspects of great UX

### **Module 2: Introduction to FigJam**

- Create a free account
- Create a FigJam file
- Tools in FigJam
- Using Templates

### **Module 3: Important Design Principles**

- Alignment
- Proximity
- Consistency
- Contrast
- Color
- Typography
- Visibility

### **Module 4: Ideation Techniques**

- Working with User Scenarios
- Creating Storyboards
- Using POV (Point of View)

### **Module 5: UX Analysis**

- Empathy Map
- User Journey Maps
- Affinity Map

### **Module 6: Multi-Device Design**

- Evolution of multi-device design
- Native vs Web vs Hybrid apps
- Framework of 3 Cs
- Tips for multi-device design

### **Module 7: Creating User Flows**

- Mapping user interactions with the system

## Working with Figma: The Basics

- Module 1: Introduction to Figma
- Why Figma?
- Browser vs Desktop App
- Interface Overview
- Understanding Color Space

## **Module 2: Sketching Wireframes & Layouts in Figma**

- Using Grids
- Pages, Groups, and Frames
- Drafting wireframes

## **Module 3: Figma Tools & Functionality**

- Move tool
- Shape tool
- Vector Editing toolset
- Boolean groups
- Masks
- Fill, Stroke, and Effects
- Text tool
- Exporting assets

## **Module 4: Advanced Figma Features**

- Tidying up and Smart Selection
- Constraints
- Auto Layout
- Creating a Scrollable Feed
- Working with Image Carousels

## **Advanced Working with Figma**

### **Module 1: High-Fidelity UI Design & Components**

- Designing a Button Component (Primary, Secondary)
- Adding Variants (Hover, Pressed, Disabled)
- Using Auto Layout for dynamic resizing
- Lab: Create a Card Component (Image, Title, Description, CTA)

### **Module 2: Building a Design System & Style Guide**

- Define Color Styles (Primary, Secondary, Backgrounds)
- Create Text Styles (H1, H2, Body, Caption)
- Organize Spacing & Grid System

- Lab: Apply the system to a basic UI kit (buttons, inputs, icons)

### **Module 3: Using the Design System to Build UI**

- Adjust spacing, responsiveness, and alignment
- Replace placeholder content with real assets
- Lab: Add icons and images to improve the layout

### **Module 4: Prototyping Basics**

Creating Information Architecture

- Prototyping Process
- Sketching
- Wireframes
- Types of Prototypes
- Understanding Affordance & Signifiers

### **Module 19: Prototyping in Figma**

- Understanding Flows
- Creating Interactions
- Running and testing Prototypes
- Using Inspect for code
- Sharing Prototypes

### **Module 5: User Testing & Refinements**

- Sharing the prototype link for testing
- Lab: Find 2 people to test the prototype and gather feedback
- Fix UI issues based on feedback
- Improve spacing, text hierarchy, and interactions
- Lab: Implement a small usability improvement

### **Module 6: Developer Handoff**

- Inspect elements with Figma Dev Mode
- Export assets (SVG, PNG, JPG)
- Document spacing, typography, and component usage
- Lab: Package everything into a polished, presentation-ready prototype

### **Module 7: Finishing the Project**

- Exporting Assets

## **Module 8: Bonus Tips & Q&A**

- Advanced Figma tricks, plugins, and best practices