COURSE TABLE OF CONTENTS

Figma Design Systems & Component Libraries Training

OEM: Figma • Duration: 3 Days (24 hrs) • Code: FIG-DS

COURSE MODULES & TOPICS

Lesson 1: Welcome to Design Systems

- What is a design system? (style guides, component libraries)
- Do you need a design system? Benefits, six key indicators, challenges
- Audit your product — gather, sort, and categorize existing elements
- Design system process: 7 phases — Approval, Discovery, Definition, Building, Documentation, Maintenance, Advocacy

Lesson 2: Define Your Design System

- Design principles and foundations
- Accessibility, color, and typography systems
- Elevation, iconography, and illustration guidelines
- Layouts, grids, spacing, and patterns
- Documentation methods and organizational processes

Lesson 3: Build Your Design System in Figma

- Set up your library — styles, components, and library structure
- Component architecture — atomic design (atoms, molecules, organisms)
- Naming conventions (camelCase, generic over brand-specific)
- Build foundations — spacing (8-point grid), color palette, typography
- Elevation/shadow effects and icon components
- Build components — variants, component properties, interactive components
- Define patterns — fixed and structured patterns with real-world examples

Lesson 4: Document, Improve & Update Your System

- Documentation approaches and recommended locations
- User testing and stakeholder feedback loops
- Version control, changelogs, and system branching
- Advocacy and cross-team adoption strategies

Update 1: Design Tokens, Variables & Styles

- Design tokens — primitive tokens, semantic tokens, component-specific tokens
- Aliasing and cascading token structures
- Figma variables — styles vs. variables, when to use each
- Multiple modes and themes (e.g., dark mode via variable modes)
- Migrating from styles to variables in existing files
- Token naming best practices — language-neutral, scalable conventions