

Responsive Web Design for UI/UX Designers

Duration: 5 Days (40hrs)

Course Objective

To enable designers to create fluid, accessible, and user-centric web interfaces that adapt seamlessly to any screen size using modern design tools.

Target Audience

- UI/UX Designers wanting to leverage modern tools for rapid prototyping and design system management.
- Frontend Developers looking to accelerate the design-to-code pipeline.
- Digital Art Specialists focusing on adaptable web experiences.

Day 1

Module 1: Foundations of Responsive Design

- Understanding Fluid Grids vs. Fixed Layouts.
- Mobile-First vs. Desktop-First design strategies.
- Breakpoints and viewports for various devices (Mobile, Tablet, Desktop).
- **Lab:** Configuring Figma Frames for standard device breakpoints and Layout Grids

Day 2

Module 2: UX Research & Information Architecture (IA)

- User Persona development for cross-device behaviour.
- Sitemaps and User Flows for responsive web apps.
- Information Hierarchy: Prioritizing content on smaller screens.
- Leveraging FigJam for collaborative UX research, user journey mapping, and whiteboarding structural ideas.
- **Lab:** Using FigJam to collaboratively map out UX Research and IA.

Day 3

Module 3: Responsive UI Components & Patterns

- Designing responsive navigation (Hamburger menus, tab bars).
- Flexible Imagery and Typography (responsive size).
- Designing Data Tables and Forms for small screens.
- Using Figma Library and Assets to centrally organize, access, and reuse responsive design components across projects.

- **Lab:** Create a design system. Building scalable UI elements, using shared Figma Library, and Assets panel to quickly drag-and-drop components.

Module 4: Visual Design Systems

- Working with Grids.
- Building and managing Responsive Design Systems in Figma.
- Auto-layout and Constraints for dynamic scaling.
- **Lab:** Utilizing Figma's Auto-layout and Constraints features

Day 4

Module 5: Interactive Prototyping & Testing

- Creating high-fidelity clickable prototypes.
- Simulating touch gestures vs. click interactions.
- Usability testing for responsive interfaces and identifying friction points.
- **Lab:** Connecting screens in Figma's Prototype Mode

Day 5

Module 6: Web Accessibility (WCAG) in Responsive Design

- Color, Contrast and Legibility across devices.
- Touch target sizing for mobile accessibility.
- Annotating designs for developer handoff.
- **Lab:** Running Figma accessibility plugins and utilizing Figma's Dev Mode

Module 7: Figma Make

- Introduction to Figma Community
- Figma Plans
- Figma AI features
- Quick prototyping with Figma Make
- **Lab:** Create a prototype using Figma Make