

User Experience Design with Figma

1. Introduction to User Experience Design
 - a. What is UX?
 - b. UX vs UI
 - c. Aspects of great UX

2. Introduction to FigJam
 - a. Create free account
 - b. Create FigJam file
 - c. Tools in FigJam
 - d. Using Templates

3. UX Design Techniques
 - a. What is User Centered Design?
 - b. Research
 - c. Data Gathering
 - d. Creating Personas

4. Sharing and Collaboration
 - a. Working with team in FigJam
 - b. Share and Ideate
 - c. Use Sections

5. Ideation Techniques
 - a. Working with User Scenarios
 - b. Create Storyboards
 - c. Use POV
 - d. How Might We?

6. Analysis
 - a. Empathy Map
 - b. Experience Map
 - c. User Journey Maps
 - d. Service Blueprint

- e. Affinity Map
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- 7. Introduction to Figma
 - a. Design Tools in market
 - b. Why Figma?
 - c. Browser vs Desktop App
 - d. Interface
 - e. Color Space
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- 8. Creating Layouts in Figma
 - a. Using Grids
 - b. Pages
 - c. Groups and Frames
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- 9. Figma Tools
 - a. Move tool
 - b. Shape tool
 - c. Vector Editing toolset
 - d. Boolean groups
 - e. Mask
 - f. Fill, Stroke and Effects
 - g. Text
 - h. Exports
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- 10. Prototyping
 - a. Creating Information Architecture
 - b. Prototyping Process
 - c. Sketching
 - d. Wireframes
 - e. Types of Prototype
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- 11. Creating Prototype and Testing
 - a. Working with Paper Prototypes
 - b. User Testing
 - c. Affordance
 - d. Signifiers

12. Important Design Principals

- a. Alignment
- b. Proximity
- c. Consistency
- d. Contrast
- e. Color
- f. Typography
- g. Visibility
- h. Dark Patterns

13. Multidevice Design

- a. Evolution
- b. Native vs Web vs Hybrid Apps
- c. Framework of 3 Cs
- d. Tips for multidevice design

14. Building Design System in Figma

- a. Creating Vector components
- b. Working with Styles
- c. Using Team Library
- d. Working with Version History

15. Figma Advanced

- a. Tidying up and Smart Selection
- b. Constraints
- c. Auto Layout
- d. Create a Scrollable Feed
- e. Working with Image Carousels

16. Prototyping in Figma

- a. Understanding Flows
- b. Creating Interactions
- c. Run and test Prototype
- d. Use Inspect for code
- e. Sharing Prototype

17. Finishing Project

- a. Exporting Assets
- b. Exploring Figma Community