SYLLABUS

INTRODUCTION TO UI/UX DESIGNING WITH FIGMA

LESSONS

1. Understanding UI/UX Basics
2. Wireframing and Layout
3. Basic Prototyping
4. Feedback and Usability Testing
5. Final Project

Lesson 1 : Understanding UI/UX Basics

1. Introduction
2. Basic Principles
3. Getting Started with Figma
4. Exercise

Lesson 2 : Wireframing and Layout

1. Introduction
2. Creating Simple Wireframes
3. Figma Components

Lesson 3 : Basic Prototyping

1. Creating Clickable Prototypes
2. Building a User Flow
3. Exercise: Make a clickable prototype for a small app flow.

Lesson 4 : Feedback and Usability Testing

1. Getting Feedback
2. Iterating on Designs
3. Exercise: Gather feedback on your prototype and make improvements.

Lesson 5 : Final Project

1. Creating a Mini App
2. Showcase