COURSE SYLLABUS

Figma Advanced (Self-Paced)

Take your Figma skills to the next level by exploring advanced prototyping techniques, components, and design systems.

> Group classes (Live Online) and onsite training are available for this course. For more information, email onsite@graduateschool.edu or visit: https://www.graduateschool.edu/courses/figma-advanced-online



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Course Outline

Section 1

Sections in Prototyping

- Using Sections to Organize & Navigate a File
- Using Sections in Prototyping

Intro to Variables: Number Variables & Scoping

- Creating, Using, & Editing Number Variables
- Variable Scoping

Intro to Modes & String Variables (Text Variables)

- Creating & Applying String Variables
- Creating & Switching Modes

Prototyping a Tab Bar: Changing Variants with Variables

- Creating Variants
- Creating a Variable for the Variants
- Making it Interactive

Section 2

Shopping Cart Part 1: Prototyping with Variables

- Defining Products with Variables & Modes
- Connecting Content to the Variables
- Hiding Objects with Boolean Variables
- Adding Items to the Cart

Shopping Cart Part 2: Prototyping with Conditionals

- Defining Cart Variables

- Making the Cart Quantities Work
- Using a Conditional to Avoid Negative Numbers

Shopping Cart Part 3: Navigating Modes in a Variable

- Calculating the Cart Total
- Accessing Modes in a Variable

Design Systems: Light & Dark Mode (Variable Collections)

- Light & Dark Modes
- Variable Collections
- Using Primitive & Semantic Layers to Build a Design System