COURSE SYLLABUS

Figma Masterclass (Self-Paced)

Learn Figma for UI/UX design. Gain a thorough understanding of Figma's design and prototyping capabilities, from creating designs, turning them into interactive prototypes, sharing them with clients for feedback, and getting user feedback.

> 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-masterclass-online



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Course Outline

This package includes these courses

- Figma Bootcamp (Self-Paced) (12 Hours)
- Figma Advanced (Self-Paced) (6 Hours)

Figma Bootcamp (Self-Paced)

Learn how to design and prototype user interfaces with Figma, the industry-leading tool for UI/UX design. This course covers essential skills, including working with components, auto layout, interactive prototypes, and team collaboration.

- Design UI/UX layouts optimized for mobile, tablet, and desktop using grids and frames.
- Work with components and variants to create reusable design elements efficiently.
- Build interactive prototypes with clickable links, overlays, and smart animations.
- Use auto layout to streamline spacing, alignment, and responsive design workflows.
- Share and collaborate on designs in real time using Figma's cloud-based features.
- Export assets for web, apps, and developers in multiple formats, including SVG and PNG.

Figma Advanced (Self-Paced)

- Work with Figma's advanced prototyping tools to create more realistic user experiences.
- Learn how to use variables and variable modes to build more flexible designs.
- Apply conditionals to add deeper interactivity to prototypes.
- Create light and dark modes using organized variable collections.
- Use primitive and semantic layers to build clearer, more scalable design systems.