COURSE SYLLABUS

Figma Masterclass

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



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Course Outline

This package includes these courses

- Figma Bootcamp (12 Hours)
- Figma Advanced Course (6 Hours)

Figma Bootcamp

Learn how to design and prototype user interfaces with Figma, the industry-leading tool for UX/UI design.

- Create UI (user interface) and UX (user experience) designs for websites, apps, and more
- Design finished layouts that are optimized for mobile, tablet, and desktop screens
- Design on grids, extract image assets, share designs with clients/developers, and more
- Build interactive prototypes
- Make animations using Smart Animate
- Use components (including variants) to make updating your designs easier
- Work with Team libraries to share style and design components

Figma Advanced Course

- Explore Figma's advanced prototyping features
- Learn how to use variables and variable modes
- Use conditionals to add advanced interactivity to prototypes
- Create light and dark modes using variable collections
- Use primitive and semantic layers when building a design system