

Figma: Learning Design from Basics to Pro Course. Module 1

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Introduction to Figma

- Presentation of the main functions and features of Figma;
- Features and benefits of Figma;
- Manage security and privacy settings;
- Familiarization with the main interface, toolbars and menus;
- Creating the first document in Figma;
- Shapes. Basic techniques for working with shapes.

Learning outcome: got acquainted with the possibilities and purpose of Figma, learned the basics of working with the interface.

Practical task: create a Figma account, set up a Figma account; create an illustration from simple shapes.

Day two

Working with images in Figma

- Layers and grouping;
- Export and import;
- The concept of a frame, working with frames;
- Practice: tools for working with shapes;
- Colors and gradients.

Learning outcome: we learned how to work with layers, shapes and frames.

Practical task: creating a drawing from simple shapes, moving elements within layers.

Day three

Plugins

- Introduction to plug-ins in Figma;
- How to install plugins;
- Practice working with plugins;
- Possible differences in the Figma interface.

Learning outcome: learned the tools, gained the ability to work with them at the basic level.

Practical task: make on the postcard using new knowledge about plugins.

Day four

Introduction to promotional products creating

- Types and examples of promotional products;
- What is a reference? How does it help a designer?
- Features of promotional products (arrangement of elements);
- Layouts, sizes, fields.

Learning outcome: studied the work with references, the concept of layout and learned how to work with them.

Practical task: start to create the layout of a simple flyer.

Figma: Learning Design from Basics to Pro Course. Module 2

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Working with text

- Tools for working with text and their settings;
- Rules of text design;
- Arranging the text on the layout;
- Font selection, font pairs;
- Practice working with text.

Learning outcome: studied the features and tools for working with text on a promotional product sample.

Practical task: add text to the flyer, complete the text design according to the layout rules.

Day two

Where to get design elements?

- Photo stocks for designers;
- Which elements can be taken from a photo stock?
- What are neural networks and how can they help a designer?
- Neural networks (AI-generators) for generating icons and infographics.

Learning outcome: gained knowledge about the generation and selection elements for the design.

Practical task: add icons and infographics to your flyer.

Day three

Personal project

- Obtaining and discussing the project's Terms of Reference (ToR);
- Self-selecting references;
- Grid and fields layout;
- Adding text and icons to the project.

Learning outcome: learned how to create projects according to Terms of Reference.

Practical task: self-layout of a flyer.

Day four

Getting started with a postcard

- What is a postcard? Postcard formats;
- Basics of working with a grid;
- Postcard grid design;
- Arrangement of elements on the grid using simple shapes.

Learning outcome: studied the work with the grid, designed a grid for your personal postcard project.

Practical task: start the layout of a simple postcard using a grid.

Figma: Learning Design from Basics to Pro Course. Module 3

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Postcard design development

- Basics of working with color;
- Color palette design;
- Selecting postcard elements: images, icons, illustrations, background;
- Embedding the text and working with it.

Learning outcome: got acquainted with the basics of working with color, developed the design of the postcard.

Practical task: continue working with the postcard, add elements.

Day two

Designer's tools. Adobe Photoshop

- Introduction to Adobe Photoshop;
- How will Photoshop help us in Figma?
- Learning the basic Adobe Photoshop tools;
- Getting started with images and icons in Adobe Photoshop.

Learning outcome: learned the basics of Adobe Photoshop, got acquainted with tools, started editing selected images.

Practical task: edit images with Adobe Photoshop using the knowledge gained.

Day three

Improved postcard design

- Applying filters and effects to the finished postcard;
- Working on a postcard project;
- Assembling a postcard with prepared elements in Figma.

Learning outcome: created a postcard according to our own design using the studied knowledge.

Practical task: complete the creation of a postcard using images prepared with Adobe Photoshop

Day four

Project activity

- Obtaining and discussing the project's Terms of Reference (ToR);
- Self-selecting references;
- Grid and fields layout;
- Promotional products layout;
- Project presentation. Mini-exhibition. Discussion of the results.

Learning outcome: created leaflet based on Terms of Reference (ToR).

Practical task: flyer self-layout.

Figma: Learning Design from Basics to Pro Course. Module 4

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Introduction to the concept of a logo

- What is a logo, what is it used for, where can it appear?
- The concept of "designer visual experience" for the Figma designer;
- How to get started with a technical specifications based logo;
- Protection and use of logos.

Learning outcome: studied the concept of a logo and its use.

Practical task: game: guess the logos of famous companies.

Day two

Logo design

- Research of the company, its goals, and target audience;
- Translating brand identity into logo design;
- Creation of universal logos suitable for various platforms;
- Concept creation: development of several logo concepts;
- Assistance of artificial intelligence (AI) in the development of concepts.

Learning outcome: studied in detail the process of creating a logo.

Practical task: create a logo design for a fictional company.

Day three

Vector and bitmap

- Vector and bitmap images, their areas of use;
- Vector image formats;
- Export a vector image to Figma, the pros and cons of this method.

Learning outcome: studied the concepts of vector, bitmap, and the features of their application.

Practical task: convert an icon from a photo stock into a vector image.

Day four

Creating a logo based on AI-generation. Working with a pen

- Introduction to the pen tool;
- How the pen tool works;
- Parameters and properties of the pen;
- Practice working with a pen when creating images in Figma.

Learning outcome: got acquainted with the pen tool and the features of the work with it.

Practical task: draw with a pen when working with a logo.

Figma: Learning Design from Basics to Pro Course. Module 5

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Introduction to pattern creation

- The concept and application of patterns in design;
- Examples of working with patterns;
- Pattern design using Figma tools.

Learning outcome: studied the concept of a pattern, developed a pattern for design their projects.

Practical task: create and draw your own pattern.

Day two

Mockups

- What is a design mockup? Find out how designer uses mockups;
- Analysis of mockup examples;
- Selection of the necessary mockup.

Learning outcome: studied the use of mockups in design.

Practical task: apply a pattern to the mockup of a coffee cup.

Day three

Project activity. T-shirt print

- What is a print?
- Examples of prints;
- Types of promotional products.

Learning outcome: improved the practice of working with advertising products, created a ready-made print using the studied material.

Practical task: create a ready-made print for a T-shirt.

Day four

Project activity. Development of a promotional product

- Obtaining Terms of Reference (ToR) for the development of a promotional product (pattern, print on a T-shirt, postcard);
- Selection of references, discussion of design;
- Practice working on a design product.

Learning outcome: improved the practice of working with promotional products, created a ready-made print using the studied material.

Practical task: prepare a promotional product of your choice using the studied material.

Figma: Learning Design from Basics to Pro Course. Module 6

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Understanding the User Experience (UX) design

- How does the design of mobile applications work?
- What is design thinking and what is it used for;
- UX design and usability.

Learning outcome: studied the concept of user experience.

Practical task: analysis of mobile applications design.

Day two

Learning the basics of User Interface (UI) design

- Color selection and creation of the interface color palette;
- Choice of typeface design;
- Selection of user interface components.

Learning outcome: studied colors and color palettes.

Practical task: select the palette and elements for the application design.

Day three

Creating a mobile application prototype in Figma

- Creating a prototype with a teacher;
- Creating your own prototype (mobile application).

Learning outcome: created a mobile application prototype.

Practical task: create a mobile application prototype.

Day four

Creating a game prototype

- Study of game design, the main elements of game screens;
- Defining the concept and basic mechanics for your game;
- Exploring similar games on the market, their features and successful solutions.

Learning outcome: got acquainted with the design of the game, started working on creating a concept and design for your game.

Practical task: explore games, choose an idea, select a concept and mechanics for your game.

Figma: Learning Design from Basics to Pro Course. Module 7

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Creating a game layout in Figma

- Creating drafts and sketches of the main game screens;
- Using frames, shapes, text and images when making layouts.

Learning outcome: created mockups of the game.

Practical task: create the main layout of the game (main menu, levels, settings).

Day two

Creating a game prototype in Figma

- Using the Figma functionality to create interactive prototypes;
- Connecting screen layouts using transitions for gameplay demonstration;
- Adding interactive elements (buttons, draggable objects, animations).

Learning outcome: together with the teacher, created a prototype of the game.

Practical task: create and fill with elements of a game prototype.

Day three

Project activity: creating a game and application prototype. Part 1

- Creating a prototype with a teacher;
- Create your own prototype of a game or application.

Learning outcome: created a prototype of a mobile application.

Practical task: create a prototype of a mobile application.

Day four

Project activity: creating a game and application prototype. Part 2

- Defining the concept and basic mechanics for your game or application;
- Exploring similar games and applications on the market, their features and competitive advantages.

Learning outcome: finished working on the project.

Practical task: personal projects presentation.

Figma: Learning Design from Basics to Pro Course. Module 8

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Preparing to create a website prototype

- We define the goals and target audience of the site;
- We analyze similar sites, competitor sites;
- Defining the style and color palette of the site;
- Selection of fonts and other elements of the website design.

Learning outcome: prepared materials for the prototype of the site.

Practical task: site analysis, select color palette and fonts for a website, collect components and place them on a frame in Figma.

Day two

Creating a website layout

- Creating drafts and sketches of the main pages of the site;
- Development of the main page, product page, contacts, using frames, shapes, text, and images;
- Adjust the grid for the selected format;
- We estimate the amount of work through the approximate location of the elements.

Learning outcome: created a website layout.

Practical task: draw sketches of sites using simple forms and Photoshop, using prepared material.

Day three

Creating a website prototype

- Using Figma functionality to create interactive prototypes;
- Creating a page layout using transitions to display the user's path on the site;
- Adding interactive elements: buttons, menus, forms and others controls;
- Presentation of all windows and transitions in the right sequence.

Learning outcome: studied the main stages of creating a website prototype.

Practical task: create a prototype of the site.

Day four

Elaboration of design details. Project activity - creating a site prototype

- Obtaining and discussing the project's terms of reference (calendar, habit tracker, restaurant menu, banner, mobile app interface, website home page, game character);
- Self-selection of references;
- Elaboration of design details;
- Placement of the grid and fields.

Learning outcome: obtained terms of reference and created a prototype of the site based on it.

Practical task: work on a prototype of the site.

Figma: Learning Design from Basics to Pro Course. Module 9

Learning goals are to learn the basics of design in Figma software, learn how to apply design tools in your projects, learn the basics of webdesign, mobile applications design, and develop project skills.

Course Syllabus:

Day one

Layout of the design product

- Analysis and discussion of the terms of reference (TOR) for various types of projects;
- Independent search and analysis of examples;
- Selection of the optimal design, taking into account the goals and characteristics of each project;
- Design of the structure and layout of the elements, including the placement of the grid and determining the size of the fields.

Learning outcome: obtained the terms of reference and started creating your own final project.

Practical task: work on the final design projects.

Day two

Creating a website layout

- Adding text and visual elements to the project;
- Revision of the project.

Learning outcome: completed the creation of the final course project.

Practical task: create a final project that includes all the elements studied in the course.

Day three

Layout of the advertising product. Design portfolio

- Completion of the final project based on feedback;
- What kind of designers are there?
- How should the designer present himself? (sites for publication);
- Preparation of a designer's portfolio in Figma;
- Preparation for the presentation.

Learning outcome: started preparing your design portfolio.

Practical task: complete the final project, select your works for the portfolio.

Day four

Completion and projects presentation

- Exhibition and presentation of course projects;
- Professional growth and development of the designer.

Learning outcome: presented your design portfolio, learned about directions of further professional development as a designer.

Practical task: participation in the presentation of course projects.