

# Adobe XD: Master Prototyping for Mobile & Web Design

Learn to design and prototype professional mobile apps and websites with Adobe XD. For UX/UI designers and developers.

**Web & Mobile Design** Instructor: Jordan Lee • 5 sections • 59 lessons • 17.25h total

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## About this course

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Many designers find it challenging to create interactive prototypes that work across mobile and web platforms. Without a structured approach, designs can become static and fail to convey the user experience effectively.

In this course, you'll master Adobe XD to design screens, build reusable components, and create interactive prototypes. Through video lessons and real-world cases, you'll learn techniques for mobile apps and websites, from wireframing to developer handoff.

## Course curriculum

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### Getting Started with Adobe XD

- **Install and Set Up Adobe XD for 2026 (12m)**  
Step-by-step guide to installing Adobe XD and configuring the workspace with current updates.
- **Navigate the Adobe XD Interface Efficiently (18m)**  
Learn to use panels, tools, and shortcuts to speed up your design workflow.
- **Create and Customize Artboards for Any Device (15m)**  
Set up artboards for mobile, tablet, and web with presets and custom dimensions.
- **Use Shape Tools to Build Basic UI Elements (10m)**  
Practical session on creating buttons, icons, and other shapes with the shape tools.
- **Master Text Tools for Typography in Design (12m)**  
Cover text formatting, character styles, and font management for consistent typography.
- **Draw Custom Shapes with Pen Tool and Booleans (20m)**  
Learn to create complex icons and elements using the pen tool and Boolean operations.
- **Design a Simple Screen Layout from Scratch (25m)**  
Practical exercise to build a complete screen layout using all tools covered.
- **Import Assets from Figma, Illustrator, and Other Apps (15m)**  
How to bring in assets from other design tools to Adobe XD seamlessly.

### Designing Mobile App Screens

- **Apply Mobile-First Design Principles (18m)**  
Understand the importance of mobile-first approach and key considerations for screen sizes.
- **Analyze Screen Sizes and Resolutions for Modern Devices (12m)**  
Review current device specs and how to design for varying screen densities.
- **Plan Your App Structure with Wireframes (20m)**  
Create wireframes to outline app flow and layout before high-fidelity design.
- **Build Reusable Button Components (15m)**  
Design buttons with different states and make them reusable for consistency.
- **Design Navigation Bars and Menu Systems (22m)**  
Create navigation components for mobile apps, including tab bars and side menus.
- **Create Card Components for Content Display (18m)**  
Build card designs for lists, feeds, and other content layouts.
- **Design and Integrate Icons for UI (14m)**  
Source or create icons and integrate them into your design system.
- **Set Up Character Styles and Design Tokens (20m)**  
Define typography and color tokens for consistent styling across the app.
- **Manage Colors and Create Themes (16m)**  
Learn color theory and how to apply and manage color schemes in Adobe XD.
- **Use Padding and Stacks for Consistent Spacing (18m)**  
Implement padding and stacks to ensure uniform spacing in layouts.

- **Apply Responsive Resize for Flexible Layouts (22m)**  
Make designs adapt to different screen sizes using responsive resize features.
- **Construct a Multi-Screen Mobile App from Wireframe (30m)**  
End-to-end exercise: transform wireframes into a high-fidelity mobile app design.

## **Designing Website Interfaces**

- **Set Up Artboards for Web Design (15m)**  
Choose the right artboard sizes for desktop, tablet, and mobile web layouts.
- **Implement Responsive Web Design Strategies (20m)**  
Learn techniques to make web designs responsive within Adobe XD.
- **Design Hero Sections for Impact (18m)**  
Create compelling hero areas that grab user attention and convey messages.
- **Build Grid-Based Layouts for Content (22m)**  
Use grids to structure web pages for readability and aesthetic balance.
- **Create Dashboard Interfaces with Data Visualization (25m)**  
Design data-heavy dashboards with charts, graphs, and widgets.
- **Use Repeat Grid for Lists and Galleries (16m)**  
Speed up design by repeating elements for lists, image galleries, and more.
- **Design Data-Heavy Pages and Tables (20m)**  
Handle complex data layouts with tables and structured content.
- **Maintain Consistency with Linked Components (18m)**  
Link components across artboards to ensure design system consistency.
- **Design Dark Mode Variants (15m)**  
Create dark mode versions of your web designs efficiently.
- **Switch Between Light and Dark Mode (12m)**  
Learn to toggle and manage multiple theme variants in a single file.

## **Prototyping & Interaction Design**

- **Get Started with Prototyping in Adobe XD (12m)**  
Introduction to the prototyping mode and basic concepts.
- **Connect Screens with Basic Transitions (18m)**  
Link artboards and set up simple transition animations.
- **Use Auto-Animate for Smooth Animations (22m)**  
Create fluid animations between screens using auto-animate.
- **Implement Drag Triggers for Interactive Elements (15m)**  
Make elements draggable for games or interactive sliders.
- **Set Up Time-Based Triggers for Animations (14m)**  
Trigger animations after a delay or time interval.
- **Add Voice Triggers for Accessibility (10m)**  
Integrate voice commands into prototypes for testing accessibility.
- **Build Hover Interactions for Web Designs (16m)**  
Create hover states for buttons, links, and other interactive elements.

- **Design Toggle and Switch Effects (12m)**  
Implement toggle switches and state changes in prototypes.
- **Apply Scroll Effects and Parallax Design (20m)**  
Create scroll-based animations and parallax effects for depth.
- **Create Overlay Menus and Modal Dialogs (18m)**  
Design pop-up menus, modals, and overlay interactions.
- **Implement Scrollable Content Areas (15m)**  
Make content areas scrollable within prototypes for long pages.
- **Add Fixed and Sticky Headers for Navigation (14m)**  
Keep headers visible during scroll for better navigation.
- **Introduce Conditional Logic in Prototypes (22m)**  
Use conditional triggers to show different outcomes based on user actions.
- **Use Variables to Manage States (25m)**  
Store and use variables for dynamic content in prototypes.
- **Design a Full Interactive Prototype for Testing (32m)**  
Combine all skills to build a complete prototype for user testing and demos.

## **Collaboration, Handoff & Real-World Workflow**

- **Share Prototypes with Stakeholders via Links (10m)**  
Generate and share interactive prototype links for feedback.
- **Record Video Walkthroughs of Your Prototype (12m)**  
Use recording features to create narrated tours of your designs.
- **Gather and Manage Feedback Using Comments (15m)**  
Organize feedback from stakeholders directly in Adobe XD.
- **Introduction to Developer Handoff in Adobe XD (18m)**  
Overview of handoff features and why they matter for development teams.
- **Use Inspect Mode for Specs and Assets (20m)**  
Let developers inspect elements, copy CSS, and download assets.
- **Export CSS, Swift, and Kotlin Snippets (22m)**  
Generate code snippets for front-end and mobile development.
- **Export Design Assets for Development (14m)**  
Prepare and export images, icons, and other assets in required formats.
- **Integrate Adobe XD with Jira for Task Management (16m)**  
Link design tasks to Jira issues for streamlined project management.
- **Link Adobe XD with Slack for Notifications (10m)**  
Set up notifications and updates in Slack from Adobe XD.
- **Use Collaboration Platforms Like Zeplin (12m)**  
Integrate with tools like Zeplin for advanced handoff and style guides.
- **Build a Shared Design System in Adobe XD (25m)**  
Create components and styles that form a reusable design system.
- **Publish and Update Team Libraries (18m)**  
Share design systems as libraries for team-wide access and updates.

- **Portfolio Project: Brief and Planning (20m)**  
Analyze a project brief and plan the design for a complete app and website.
- **Portfolio Project: Design and Prototyping Implementation (32m)**  
Execute the design from wireframes to high-fidelity prototypes, ready for handoff.

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