

Design Mobile Apps in Adobe XD - Complete UI/UX Course

Learn to design iOS and Android apps with interactive prototypes in Adobe XD, no coding required. For UI/UX designers and beginners.

Web & Mobile Design

Instructor: Jordan Lee • 5 sections • 57 lessons • 17.00h total

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About this course

Mobile app design in 2026 demands both visual appeal and functionality, but creating interactive prototypes often requires coding knowledge that many designers lack. Adobe XD solves this by offering a dedicated environment for UI/UX design and prototyping without writing a single line of code. You'll work through real-world scenarios, facing common design challenges and applying solutions directly in XD. This course starts with the basics, guiding you through every step from setting up your first artboard to building complex interactions. You'll watch video demonstrations, analyze case studies from popular apps, and practice with hands-on exercises that mimic professional workflows. By the end, you'll have the skills to design complete app interfaces for both iOS and Android, create clickable prototypes for user testing, and compile a portfolio-ready project.

Course curriculum

Adobe XD Fundamentals & Interface

- **Introduction to Adobe XD and the Design Process (15m)**
Get an overview of XD's purpose and how it fits into modern mobile app design workflows.
- **Navigating the Workspace and Customizing Panels (12m)**
Learn to arrange tools and panels for an efficient design setup tailored to your needs.
- **Creating and Managing Artboards for iOS and Android (20m)**
Set up device-specific artboards and understand frame sizes for both platforms.
- **Using Shape Tools to Build Basic UI Elements (18m)**
Master rectangles, ellipses, and lines to construct buttons, icons, and layout foundations.
- **Text Tool Basics and Mobile Typography (16m)**
Apply text styles and character settings optimized for readability on small screens.
- **Pen Tool and Vector Editing for Custom Graphics (22m)**
Draw and refine custom shapes and icons using precise vector editing techniques.
- **Setting Up Responsive Grids and Layout Columns (14m)**
Configure grids that adapt to different screen sizes, ensuring consistent spacing and alignment.
- **Practice: Designing a Simple Screen Layout (25m)**
Apply what you've learned by creating a basic app screen from scratch using core tools.

Core UI Design & Component Systems

- **Introduction to Component-Based Design (10m)**
Understand why reusable components save time and maintain consistency across your app.
- **Creating Button Components with Multiple States (18m)**
Design buttons that change appearance for default, hover, and active interactions.
- **Designing Icon Sets and Symbol Libraries (22m)**
Build a library of scalable icons that can be reused throughout your project.
- **Building Card Components for Content Display (16m)**
Structure cards to present images, text, and actions in a clean, modular way.
- **Using the Assets Panel for Colors and Styles (14m)**
Organize and apply colors, character styles, and effects from a central repository.
- **Setting Up a Typography System for Mobile (12m)**
Define font scales, weights, and line heights for cohesive text across all screens.
- **Applying Effects like Shadows and Blurs (18m)**
Add depth and visual hierarchy with subtle effects that enhance UI elements.
- **Planning Navigation Structures for iOS and Android (20m)**
Map out tab bars, navigation drawers, and screen flows suited to each platform's conventions.
- **Creating Screen Flows and Linking Pages (15m)**
Organize artboards into logical sequences that represent user journeys.
- **Practice: Designing a Login Screen with Components (28m)**
Build a complete login interface using buttons, input fields, and brand assets.

- **Case Study: Analyzing a Popular App's Component System (24m)**
Break down how a well-known app uses components to maintain design efficiency.
- **Review and Best Practices for Component Design (10m)**
Summarize key takeaways and tips for scaling your component library.

Interactive Prototyping & Animation

- **Introduction to Prototyping in Adobe XD (12m)**
Learn the basics of turning static designs into interactive, clickable prototypes.
- **Setting Up Triggers for User Interactions (18m)**
Use taps, drags, and voice commands to initiate prototype actions.
- **Defining Actions like Navigation and Animation (16m)**
Specify what happens after a trigger, such as screen transitions or element animations.
- **Basic Transitions and Animation Timing (14m)**
Control the speed and style of transitions to create smooth user experiences.
- **Linking Artboards to Simulate User Flows (20m)**
Connect multiple screens to walk through complete user journeys interactively.
- **Designing Micro-Interactions for Buttons and Toggles (22m)**
Add small animations that provide feedback, like button presses or switch toggles.
- **Working with Component States in Prototyping (18m)**
Change component appearance during interactions, such as expanding menus or form fields.
- **Advanced Animation Techniques with Auto-Animate (25m)**
Create complex animations by linking artboards with subtle changes in position and style.
- **Testing and Previewing Prototypes on Devices (15m)**
Use preview mode to test interactions on actual mobile devices or simulators.
- **Case Study: Prototyping a Checkout Process (28m)**
Walk through building an interactive checkout flow with multiple steps and validations.

Advanced Techniques & Collaboration

- **Overview of Plugins and How to Install Them (10m)**
Find and add plugins from the XD ecosystem to extend your design capabilities.
- **Top Plugins for Asset Import and Automation (16m)**
Use plugins to import icons, images, or data directly into your designs.
- **Using Plugins for Design System Management (18m)**
Sync components and styles across projects with dedicated plugins.
- **Advanced Prototyping with Scroll Groups (22m)**
Create scrollable areas within a screen for content like feeds or lists.
- **Creating Timed Transitions for Automated Animations (20m)**
Set animations to trigger after a delay, useful for onboarding or presentations.
- **Using Voice Triggers and Speech Commands (14m)**
Incorporate voice interactions into your prototype for hands-free navigation.
- **Sharing Designs for Feedback via Links (12m)**
Generate shareable links that allow stakeholders to view and comment on your work.

- **Commenting and Collaborative Editing (16m)**
Use XD's commenting tools to gather feedback and make real-time revisions.
- **Generating Specifications for Developer Handoff (18m)**
Export design specs with measurements, colors, and assets for development teams.
- **Integrating with Other Tools like Zeplin or Slack (14m)**
Connect XD to collaboration platforms to streamline your workflow.
- **Practice: Building a Scrollable Feed with Interactions (30m)**
Apply scroll groups and timed animations to create a dynamic social media feed.
- **Case Study: Collaborative Design in a Team Setting (24m)**
See how a design team uses XD's collaboration features on a real project.
- **Review and Optimization Tips for Prototypes (10m)**
Identify common pitfalls and learn how to keep prototypes fast and responsive.

Real-World Project & Portfolio

- **Starting an App Project: Defining Goals and Audience (15m)**
Outline the app's purpose and target users to guide your design decisions.
- **User Research and Persona Creation (20m)**
Gather insights and build user personas to inform your design strategy.
- **Sketching Wireframes and Low-Fidelity Prototypes (18m)**
Plan screen layouts and user flows with quick sketches before digital design.
- **Setting Up the Project in Adobe XD (12m)**
Create a new XD file with artboards, grids, and initial assets for your app.
- **Designing Core Screens for iOS and Android (25m)**
Build key interfaces like home, profile, and settings screens for both platforms.
- **Applying Responsive Resize Techniques (22m)**
Use XD's responsive resize to adapt designs for different screen sizes automatically.
- **Creating Adaptive Layouts for Various Devices (20m)**
Adjust components and spacing to ensure your app looks good on phones and tablets.
- **Finalizing Components and Design System (16m)**
Refine your component library to maintain consistency across all screens.
- **Building the Interactive Prototype (28m)**
Link all screens together with interactions to simulate the full app experience.
- **Exporting Assets for Development (14m)**
Generate icons, images, and CSS snippets ready for handoff to developers.
- **Compiling the Project into a Case Study (18m)**
Document your design process, decisions, and outcomes for presentation.
- **Building a Professional Portfolio with Adobe XD (22m)**
Create an online portfolio showcasing your app project with interactive elements.
- **Presenting Your Work to Clients or Employers (15m)**
Prepare and deliver a compelling presentation of your design and prototype.
- **Next Steps: Continuing Education and Trends in 2026 (10m)**
Explore resources and emerging trends to keep your skills current in mobile design.

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