

Figma UI/UX Design: Beginner to Expert

Learn Figma from scratch and build production-ready interfaces, design systems, and interactive prototypes for real products.

Web & Mobile Design

Instructor: Daniel Brooks • 5 sections • 49 lessons • 20.00h total

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About this course

Most Figma courses teach you where buttons are. This one teaches you how professional designers think, organize, and deliver. You'll start with the basics of Figma's interface and move through every skill you need to design interfaces that developers can actually build. Along the way, you'll work through real project scenarios, not abstract exercises.

The course covers component architecture, auto layout, prototyping, design systems, accessibility, and developer handoff. You'll build a complete product design system from scratch and learn how to present your work in portfolios and interviews. Each lesson includes practical steps you can follow along with in Figma, using the version current as of mid-2026.

Course curriculum

Getting Started with Figma

- **Setting Up Your Figma Workspace and Account (12m)**
Create your account, configure your workspace settings, and get comfortable with the interface layout. We'll also cover the difference between free and paid plans so you know what you're working with.
- **Understanding Frames, Layers, and the Canvas (18m)**
Frames are the backbone of everything in Figma. You'll learn how they differ from groups, how the layer panel works, and how to navigate the canvas like someone who's been using it for years.
- **Drawing Basic Shapes and Working with Vectors (22m)**
A step-by-step guide to rectangles, ellipses, lines, and the pen tool. Includes a quick project where you create a simple icon using only basic shapes and boolean operations.
- **Typography Fundamentals: Fonts, Styles, and Text Properties (20m)**
How to choose, load, and manage fonts in Figma. You'll set up text styles for headings, body, and captions, and learn about line height, letter spacing, and variable fonts.
- **Color Theory and Building a Color Palette in Figma (25m)**
We'll cover how to pick colors that work together, create color styles, and set up a reusable palette. Includes a real example of building a brand color system from a single primary color.
- **Aligning, Distributing, and Organizing Design Elements (15m)**
Alignment tools, distribution, and proper layer naming. You'll learn the organizational habits that separate beginners from professionals.
- **Your First UI Element: Building a Button from Scratch (28m)**
Apply everything from this section to create a button with multiple states. This is your first hands-on exercise and the foundation for the component work ahead.

Core Design Skills in Figma

- **Creating Your First Components (22m)**
Components let you reuse design elements and update them in one place. You'll build a button component, learn about instances, and see how overrides work.
- **Working with Component Variants (25m)**
Combine multiple states and sizes into a single component using variants. We'll set up a button component with primary, secondary, and ghost variants plus different sizes.
- **Auto Layout: Building Flexible, Responsive Elements (30m)**
Auto layout is Figma's most powerful feature for UI design. You'll learn padding, spacing, direction, and how to make elements that resize properly when content changes.
- **Building Responsive Navigation Bars (28m)**
Use auto layout and components to create a navigation bar that works across different screen sizes. Includes mobile hamburger menu patterns.
- **Designing Forms and Input Components (32m)**
A problem-solving session on text fields, dropdowns, checkboxes, radio buttons, and form validation states. You'll build a complete form component library.

- **Card and List Components for Data Display (25m)**
Cards and lists are everywhere in modern interfaces. You'll design a flexible card component with image, text, and action slots, then build list views from them.
- **Working with Images: Fills, Masks, and Cropping (18m)**
How to handle images in Figma, including fills, image masks, clipping, and building image placeholder components that update easily.
- **Icon Integration and Simple Icon Design (22m)**
Where to find icons, how to import and manage them as components, and a quick session on designing your own simple icons with the pen tool.
- **Modals, Dialogs, and Overlay Patterns (25m)**
Design modals and overlays that look and behave correctly. You'll build a reusable modal component with header, body, and footer slots.
- **Introduction to Variables: Colors, Numbers, and Text (30m)**
Variables are Figma's approach to design tokens. You'll create color, number, and string variables and see how they connect to your styles and components.

Prototyping and Interaction Design

- **How Figma Prototyping Works (15m)**
An overview of Figma's prototyping panel, connection types, and how to switch from design mode to prototype mode. You'll build a simple two-screen flow by the end.
- **Transitions and Animation Basics (20m)**
Instant, dissolve, move, slide, and push transitions explained with practical examples. You'll learn which transition fits which interaction pattern.
- **Interactive Component States in Prototypes (25m)**
Connect component variants to create hover, pressed, and focus states that respond to user interaction without leaving the component.
- **Scroll Behaviors and Overflow Content (18m)**
Set up scrollable areas, horizontal carousels, and fixed headers. A practical walkthrough of common scroll patterns in product interfaces.
- **Smart Animate for Smooth Transitions (22m)**
Smart Animate matches layers between frames to create fluid animations. You'll build a tab switcher and a page transition using this technique.
- **Advanced Prototyping with Variables and Conditions (35m)**
Use variables to track state across your prototype. Set up conditional logic, counters, and dynamic text that changes based on user actions.
- **Building a Complete User Flow Prototype (40m)**
A full project where you prototype a multi-step checkout flow. Covers navigation, form interactions, success states, and error handling.
- **Sharing, Testing, and Presenting Prototypes (18m)**
How to share prototypes with stakeholders, get feedback using Figma's commenting system, and present flows in meetings and reviews.

Design Systems and Scalable Architecture

- **What Makes a Good Design System (20m)**
Not every project needs a design system, but when one does, it needs to be built right. We'll look at real design systems and identify what makes them work.
- **Planning Your Design System Structure (25m)**
Before building anything, you need a plan. You'll map out your system's foundations: colors, typography, spacing, and elevation scales.
- **Setting Up Design Tokens with Variables (32m)**
Convert your design decisions into Figma variables organized in collections. Set up semantic naming like 'color/text/primary' instead of 'blue-500'.
- **Building a Scalable Button Component System (30m)**
A detailed walkthrough of creating a button system with variants for type, size, state, and icon placement. Includes nested component patterns.
- **Building a Scalable Input Component System (28m)**
Apply the same architectural approach to form inputs. Covers text fields, selects, textareas, and how to handle labels, helpers, and error messages.
- **Typography and Spacing Systems (22m)**
Create type scales and spacing scales using variables. Learn how to connect them to components so changes propagate automatically.
- **Building Light and Dark Theme Support (35m)**
Use variable modes to switch between light and dark themes across your entire design. A step-by-step setup that works with any component library.
- **Grid Systems and Responsive Layout Rules (25m)**
Set up column grids, define breakpoints, and create layout components that adapt. Covers both mobile-first and desktop-first approaches.
- **Documenting Components for Your Team (20m)**
Good documentation makes a design system usable. You'll create component specs, usage guidelines, and do/don't examples within your Figma file.
- **Maintaining and Versioning Your Design System (22m)**
Design systems need ongoing care. Learn how to handle updates, communicate changes, and avoid breaking existing designs when you modify components.
- **Case Study: Building a Product Design System End to End (45m)**
A complete walkthrough of building a design system for a SaaS dashboard product. Covers every decision from color choices to component architecture.
- **Using External Libraries and Design System References (18m)**
How to import, reference, and customize external component libraries. Includes working with popular open-source systems as a starting point.

Professional Workflow and Career Application

- **Organizing Figma Files for Team Projects (18m)**
File structure, page naming, cover pages, and section organization. The patterns that keep large team projects from becoming chaos.

- **Figma Plugins That Save Real Time (22m)**
A curated list of plugins for content generation, accessibility checks, design linting, and developer handoff. No fluff, just the ones professionals actually use.
- **Design-to-Developer Handoff in Figma (30m)**
How to set up your files so developers can inspect, measure, and extract what they need. Covers Dev Mode, specs, and redlines.
- **Writing Design Specs and Annotations (20m)**
Learn to document interactions, edge cases, and responsive behavior directly in Figma. Includes real annotation examples from product teams.
- **Accessibility in UI Design: Principles and Figma Tools (28m)**
Color contrast, touch target sizes, focus states, and screen reader considerations. You'll audit an existing design and fix common accessibility issues.
- **Integrating User Research into Your Design Process (22m)**
How to connect research findings to design decisions. Covers journey maps, personas, and how to use Figma for research synthesis.
- **Design Critique: Giving and Receiving Feedback (15m)**
Framework for structured design critiques. How to present your work, ask the right questions, and process feedback constructively.
- **Building a UI/UX Portfolio with Figma Projects (35m)**
A step-by-step guide to turning your course projects into portfolio case studies. Covers storytelling, process documentation, and presentation layout.
- **Freelance Design Workflow: From Brief to Delivery (25m)**
Managing client projects in Figma. Covers project setup, version management, client feedback loops, and file delivery formats.
- **Preparing for Design Interviews with Figma Work (20m)**
How to present Figma files in design interviews, talk through your process, and handle live design challenges. Includes common interview formats.
- **Staying Current with Figma Features and Industry Trends (15m)**
Resources, communities, and habits for keeping your skills sharp as Figma and the design industry evolve. Includes what's on the horizon in 2026.
- **Your Complete Design Workflow: Putting It All Together (35m)**
A final project that combines every skill from the course. You'll design a feature from research insights to handoff-ready prototypes using your own design system.

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