

# Figma UI/UX Design: Mobile App Essentials

Learn to create beautiful, interactive mobile app prototypes using Figma's tools. Ideal for beginners and designers refining their skills.

**Web & Mobile Design** Instructor: Jordan Lee • 5 sections • 49 lessons • 17.00h total

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## About this course

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Designing mobile apps that look great and feel intuitive can be tricky without a structured approach. Many designers struggle with layout responsiveness, maintaining consistency across screens, and preparing designs for development handoff. This course provides a learn-by-doing solution to these common challenges.

You'll master Figma step-by-step through video lessons and practical exercises, starting from basic navigation and building up to designing a full mobile app. Topics include creating UI elements, using Auto Layout for flexibility, adding interactive prototypes, and collaborating with developers using current tools. By the final project, you'll have a polished, clickable app design ready for your portfolio.

## Course curriculum

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### Getting Started & Core Navigation

- **Introduction to Figma's Browser-Based Interface (12m)**  
A tour of the Figma workspace, including tools, panels, and how to get started with no downloads required.
- **Understanding Files, Projects, and Frames (18m)**  
Organizing your work with files and projects, and using frames as the base for mobile screen designs.
- **Navigating and Managing the Layers Panel (12m)**  
Techniques for selecting, grouping, and organizing layers to keep complex designs manageable.
- **Setting Up Artboards for Mobile Screens (25m)**  
Step-by-step guide to creating frames for common device sizes like iPhone 15 (390x844).
- **Basic Tools: Selection, Move, and Alignment (18m)**  
Hands-on practice with core tools to position and arrange elements accurately.
- **Zoom, Pan, and View Management (8m)**  
Quick tips for navigating the canvas efficiently during design work.
- **Practice: Creating Your First Mobile Project (32m)**  
Apply the basics to set up a new file with multiple artboards for a simple app flow.

### Building Blocks: Shapes, Text & Components

- **Creating UI Elements with Basic Shapes (18m)**  
Using rectangles, ellipses, and polygons to build buttons, icons, and containers.
- **Drawing Custom Shapes with the Pen Tool (12m)**  
A guide to the pen tool for creating unique vector graphics and curves.
- **Combining Shapes with Boolean Operations (25m)**  
Using union, subtract, intersect, and exclude to design complex icons and logos.
- **Typography: Selecting Fonts and Building Hierarchy (18m)**  
How to choose fonts and set up a clear text hierarchy for readability.
- **Advanced Text Properties and Styling (12m)**  
Adjusting line height, letter spacing, and text alignment for polished designs.
- **Introduction to Components for Reusability (25m)**  
Explaining components and how they save time by creating reusable instances.
- **Building a Button Component with Variants (18m)**  
Step-by-step creation of a button component with different states like default and hover.
- **Designing an Input Field Component (18m)**  
Creating a reusable input field with placeholder text and focus states.
- **Creating Card Components for Lists (12m)**  
Building a flexible card component that can display varying amounts of content.
- **Practice: Designing a Login Screen from Scratch (32m)**  
Apply shapes, text, and components to create a functional login interface.

## Advanced Layout & Visual Design

- **Understanding Auto Layout for Responsive Design (25m)**  
How Auto Layout enables flexible, adjustable designs that adapt to content changes.
- **Auto Layout for Vertical Lists and Stacks (18m)**  
Techniques for creating dynamic lists, such as feed items or menu options.
- **Auto Layout for Horizontal Scrolling Elements (12m)**  
Building carousels, tabs, and horizontally scrollable sections.
- **Nesting Auto Layouts for Complex Structures (25m)**  
Combining multiple Auto Layouts to design headers, footers, and card grids.
- **Applying Color and Gradient Styles (18m)**  
Setting up fill colors, gradients, and managing color styles for consistency.
- **Using Effects: Shadows, Blur, and Blend Modes (12m)**  
Adding depth and focus to elements with drop shadows, background blur, and more.
- **Establishing a Design System with Styles (25m)**  
Creating color styles, text styles, and effect styles to maintain a unified look.
- **Practice: Redesigning the Login Screen with Auto Layout (32m)**  
Revamp your login design to be fully responsive using Auto Layout and styles.
- **Designing a User Profile Screen (32m)**  
Apply all techniques to build a profile page with text, images, and interactive elements.

## Interactive Prototyping & Developer Handoff

- **Introduction to Prototyping in Figma (18m)**  
How to link frames and create basic click-through interactions.
- **Creating a Clickable Prototype for Navigation (25m)**  
Setting up connections between screens to simulate user flows.
- **Adding Simple Animations with Smart Animate (12m)**  
Using Smart Animate for seamless transitions between similar frames.
- **Customizing Transition Effects and Timing (18m)**  
Adjusting slide, fade, and scale animations for a polished feel.
- **Building Interactive Components with Prototyping (25m)**  
Creating hover states, click effects, and interactive toggles within components.
- **Overview of Figma's Developer Handoff Tools (18m)**  
An introduction to Dev Mode for inspecting designs and exporting assets.
- **Annotating Designs with Comments and Specifications (12m)**  
How to add notes, measurements, and interaction details for developers.
- **Preparing and Exporting Assets for Development (18m)**  
Exporting icons, images, and code snippets from your Figma file.
- **Inspecting Properties in Dev Mode (25m)**  
Detailed walkthrough of viewing CSS properties, spacing, and color values.
- **Practice: Building a Navigable Prototype (32m)**  
Turn your user profile screen into an interactive prototype with links and animations.

- **Testing and Refining User Interaction Flows (18m)**  
Iterating on your prototype based on common usability considerations.

## Capstone Project: End-to-End Mobile App Design

- **Planning Your Capstone Project Structure (18m)**  
Defining the app concept, user flow, and key screens for a food delivery or fitness app.
- **Creating a Consistent Design Language for the Project (25m)**  
Setting up color and typography styles specific to your app's brand.
- **Designing Onboarding Screens for First-Time Users (25m)**  
Step-by-step guide to creating welcoming, informative onboarding flows.
- **Building the Main Feed or Home Screen (32m)**  
Using Auto Layout and components to design a dynamic content display.
- **Implementing Navigation Tabs and Menus (18m)**  
Designing bottom navigation bars and side menus for easy access.
- **Creating Detail Screens for Products or Profiles (32m)**  
Designing screens that show extended information with images and actions.
- **Adding Interactive Elements and Micro-Interactions (25m)**  
Implementing buttons, sliders, and toggles with prototyping states.
- **Prototyping the Complete User Flow (32m)**  
Linking all screens together into a single, navigable prototype.
- **Polishing Animations and Transition Effects (18m)**  
Refining animations for a smooth and engaging user experience.
- **Preparing the Final Deliverable for Presentation (25m)**  
Organizing assets, documentation, and exporting the prototype file.
- **Presenting Your Design Portfolio Piece (12m)**  
Tips for showcasing your project effectively in a portfolio or presentation.
- **Course Review and Continuing Your Learning Path (18m)**  
Summarizing key concepts and suggesting next steps for further skill development.

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