

iOS 26.5 & Swift 6.3 – App Design, UI/UX & Development

Master the complete app creation process from design to deployment for iOS 26.5, targeting aspiring developers and designers.

Web & Mobile Design

Instructor: Morgan Blake • 5 sections • 56 lessons • 19.00h total

[View this course online](#)

[Browse all courses](#)

About this course

Building an iOS app today requires more than just coding; it demands a solid grasp of design principles and user experience. Many developers struggle to integrate UI/UX effectively, leading to apps that look good but perform poorly. This course closes that gap by teaching you both sides in one place. You'll learn to use Sketch and Figma for designing, Swift 6.3 for developing, and Xcode 26.5 tools. It includes video lessons, real-world case studies, and hands-on projects where you build a complete app from scratch.

Course curriculum

Foundations of App Design & iOS Overview

- **Introduction to the iOS 26.5 Ecosystem (12m)**
Understand the current iOS platform, its conventions, and what's new in 2026 for designing and building apps.
- **Core Design Principles for 2026 (18m)**
Learn the updated Human Interface Guidelines and apply them to create intuitive and consistent app interfaces.
- **Setting Up Sketch and Figma for iOS (25m)**
Step-by-step guide to configuring workspaces, artboards, and using iOS device templates in both tools.
- **Color, Typography, and Iconography (20m)**
Apply color theory, choose appropriate fonts, and use icons effectively for modern iOS apps.
- **Anatomy of an iOS App (15m)**
Break down screens, navigation patterns, and user flows to plan seamless user experiences.
- **Creating a Mood Board for Your App (12m)**
Gather inspiration and define the visual direction for your app project before detailed design.
- **Project: Designing Low-Fidelity Wireframes (30m)**
Hands-on session to create initial wireframes for a sample app using Sketch or Figma.

UI/UX Design with Sketch & Figma

- **High-Fidelity Mockups in Sketch: Building Components (22m)**
Create reusable UI components to speed up your design process and maintain consistency.
- **Symbols and Shared Styles in Sketch (18m)**
Ensure design consistency across screens with symbols and shared style libraries.
- **Auto Layout in Figma for Responsive iOS Design (25m)**
Use Auto Layout to create designs that adapt correctly to different iOS screen sizes.
- **Variables and Design Tokens in Figma (15m)**
Manage colors, fonts, and spacing with variables for easy updates and design-token alignment.
- **Interactive Prototyping: Transitions and Overlays (20m)**
Create smooth transitions between screens using Figma's prototyping tools for user testing.
- **Smart Animations for Dynamic Prototypes (18m)**
Add life to your prototypes with animations and micro-interactions to simulate real app behavior.
- **Accessibility Design: Dynamic Type and VoiceOver (22m)**
Design inclusive apps that support Dynamic Type, VoiceOver cues, and other accessibility features.
- **Ensuring Color Contrast and Readability (12m)**
Meet accessibility standards by checking contrast ratios and text legibility in your designs.
- **Design Handoff: Preparing Specs and Assets (15m)**
Prepare detailed specifications and export assets for a smooth developer handoff.

- **Collaborating with Developers Using Figma (10m)**
Use Figma's collaboration features to work effectively with developers during the design phase.
- **Project: Building a 5-Screen Clickable Prototype (45m)**
Apply your skills to create a complete interactive prototype in Figma with realistic interactions.

Swift 6.3 & Xcode Essentials

- **Swift 6.3 Basics: Types and Optionals (20m)**
Get started with Swift 6.3, covering fundamental types, optionals, and basic syntax for app development.
- **Concurrency with Structured Concurrency (25m)**
Learn structured concurrency to write safe and efficient asynchronous code in Swift 6.3.
- **Strict Concurrency Checking in Swift 6.3 (18m)**
Understand the new strict concurrency model to avoid data races and improve app reliability.
- **Xcode 26.5 Tour: AI Features and Simulator (15m)**
Explore the Xcode IDE, including AI-assisted coding tools and the Simulator for testing.
- **SwiftUI 7: Views and Modifiers (22m)**
Build user interfaces declaratively with SwiftUI views, modifiers, and layout composition.
- **State Management with @Observable Macro (20m)**
Manage app state efficiently using the @Observable macro for reactive updates in SwiftUI.
- **Navigation and Layout in SwiftUI (18m)**
Implement UINavigationController, TabView, and responsive layouts for multi-screen apps.
- **Using SF Symbols 6 in Your App (12m)**
Integrate SF Symbols for consistent, scalable iconography that adapts to system settings.
- **Project: Building a Single-Screen App with Mock Data (35m)**
Create a basic SwiftUI app driven by mock data to practice views, state, and navigation basics.

Developing Full Apps & Integrating Design

- **Importing Figma Assets into Xcode (15m)**
Export and import design assets from Figma to Xcode to ensure your app matches the design.
- **Using Design Tokens for Consistency (12m)**
Apply design tokens to match colors, fonts, and spacing exactly as defined in your Figma files.
- **Pixel-Perfect Implementation from Prototypes (20m)**
Code your UI to match the Figma prototype precisely, including spacing and interactive elements.
- **Networking with async/await and Codable (25m)**
Fetch and parse JSON data using modern concurrency and Codable for clean networking code.
- **Handling Typed Throws in Swift 6.3 (18m)**
Use typed throws for detailed and structured error handling in networking and data operations.
- **SwiftData for Local Data Persistence (22m)**
Store and manage app data with SwiftData, the latest persistence framework in iOS 26.5.
- **CloudKit Integration for Sync (20m)**
Sync data across devices using CloudKit to provide a seamless user experience.
- **Local Caching Strategies (15m)**
Implement caching to improve app performance and enable offline access to data.

- **SwiftUI Charts for Data Visualization (18m)**
Create charts and graphs to display data clearly in your app using SwiftUI Charts.
- **MapKit and WidgetKit Updates (22m)**
Use the revamped MapKit for location features and WidgetKit for home screen widgets.
- **MVVM Architecture with @Observable (25m)**
Architect your app with the MVVM pattern using the @Observable macro for maintainable code.
- **Dependency Injection and Modularization (20m)**
Structure your app with dependency injection and modular Swift packages for scalability.
- **Swift Testing and Preview Tests (18m)**
Write unit and UI tests with the Swift Testing framework and verify with Xcode Previews.
- **UI Testing with Accessibility Identifiers (15m)**
Create reliable UI tests using accessibility identifiers for consistent element selection.
- **Project: Multi-Screen App with Full Features (60m)**
Build a complete app with networking, persistence, and design integration from your earlier prototype.

Polishing, Advanced Topics & App Store Deployment

- **Custom Animations with SwiftUI PhaseAnimator (22m)**
Create advanced animations using PhaseAnimator for smooth transitions and visual effects.
- **Metal Shaders for Advanced Effects (25m)**
Add high-performance visual effects and shaders using Metal for custom graphics.
- **Performance Profiling with Instruments (20m)**
Use Instruments to analyze and optimize your app's performance, memory, and energy usage.
- **Optimization Techniques for iOS 26.5 (18m)**
Apply best practices to optimize app speed, reduce memory footprint, and improve battery life.
- **Understanding App Store Review Guidelines (15m)**
Review the current guidelines to ensure your app passes App Store review without issues.
- **Preparing App Metadata and Screenshots (12m)**
Create compelling metadata, descriptions, and screenshots for your App Store listing.
- **Submission Process and Best Practices (20m)**
Step-by-step guide to submitting your app to the App Store in 2026, including checklist.
- **In-App Purchases and Subscriptions (18m)**
Implement monetization with in-app purchases and subscription models in your app.
- **Integrating Ads for Revenue (15m)**
Add advertising to your app while maintaining a positive user experience.
- **Privacy and Security Considerations (22m)**
Ensure your app complies with privacy regulations and uses secure coding practices.
- **Case Study: A 2026 iOS App Success Story (25m)**
Analyze a real-world app from design to deployment to learn key strategies and insights.
- **Final Project: Polishing Your App (30m)**
Refine your app with testing, bug fixes, performance tuning, and final UI adjustments.

- **Deployment to the App Store (20m)**

Publish your final app and handle post-submission steps like monitoring and updates.

- **Next Steps and Continuing Education (10m)**

Resources and advice for further learning, staying updated, and growing in iOS development.

Discover our blog

Learn more with free articles written by our professors and guest experts.

Latest article: **Flight Attendant Preparation: What to Study Before You Apply**

[Visit the blog](#) [All courses](#) [This course](#)