

Master Web & Mobile Design with Figma

Learn UI/UX essentials for creating intuitive interfaces in Figma, ideal for beginners and professionals.

[Web & Mobile Design](#) Instructor: Morgan Blake • 5 sections • 51 lessons • 17.50h total

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About this course

In a world where user experience drives success, many designers struggle to create interfaces that are both visually appealing and easy to use. Without a solid foundation in UI/UX principles and tools like Figma, projects can fall short of user expectations. This course guides you through UI/UX design using Figma, covering everything from basic tools to advanced systems. You'll engage with video tutorials, real-world case studies, and practical projects to build skills and a portfolio that stands out.

Course curriculum

Foundations and Preparation

- **Introduction to UI/UX Design (18m)**
Understand the role of UI/UX in modern products and what makes a design effective for users.
- **Setting Up Figma for Design Work (12m)**
Step-by-step guide to installing Figma, navigating the interface, and organizing your workspace.
- **Core Design Principles (25m)**
Learn hierarchy, balance, contrast, and alignment to create visually coherent designs.
- **Color Theory for Digital Interfaces (18m)**
Explore color psychology, palettes, and accessibility in choosing colors for your projects.
- **Typography Essentials (22m)**
Select and pair fonts, set type scales, and ensure readability across devices.
- **Layout and Grid Systems (28m)**
Use grids and layouts to structure content for web and mobile screens effectively.
- **Introduction to User Research (15m)**
Basics of gathering user insights to inform your design decisions and validate ideas.
- **Planning Your First Design Project (20m)**
Define goals, create user personas, and outline a project timeline from start to finish.

Core Concepts

- **Mastering Figma Tools (32m)**
Deep dive into Figma's key tools for drawing, editing, and organizing layers efficiently.
- **Creating Wireframes Quickly (18m)**
Build low-fidelity wireframes to map out user flows and page structures rapidly.
- **Prototyping Interactive Experiences (25m)**
Link screens and add interactions in Figma to simulate user journeys and test flows.
- **Mapping User Flows and Journeys (20m)**
Visualize how users navigate your app or website to optimize the experience.
- **Designing Reusable Components (22m)**
Create buttons, cards, and other elements that can be reused across designs for consistency.
- **Using Auto Layout for Efficiency (18m)**
Speed up your workflow with Figma's Auto Layout feature for responsive designs.
- **Preparing Designs for Development (15m)**
Set up specs, export assets, and collaborate with developers smoothly to avoid errors.
- **Collaborative Design in Figma (12m)**
Work with team members in real-time and manage feedback effectively using shared files.
- **Iterating Based on Feedback (18m)**
Refine your designs by incorporating user and stakeholder feedback into iterations.
- **Mobile-First Design Approach (25m)**
Start with mobile constraints to create scalable designs that work on all devices.

Deep Dive

- **Advanced Color Systems (20m)**
Build cohesive color systems that adapt to dark and light modes for modern interfaces.
- **Designing for Accessibility (22m)**
Ensure your designs are usable by people with disabilities, following WCAG guidelines.
- **Iconography and Imagery Integration (18m)**
Choose and place icons and images to enhance communication and visual appeal.
- **Introduction to Motion Design (15m)**
Add subtle animations to improve user engagement and provide feedback during interactions.
- **Responsive Design Patterns (28m)**
Apply patterns for fluid layouts that work across different screen sizes without breaking.
- **Data Visualization Basics (25m)**
Design charts and graphs that present data clearly and attractively for user comprehension.
- **Web vs. Mobile Design Considerations (20m)**
Compare key differences and adapt your approach for each platform to meet user needs.
- **Applying User Psychology (22m)**
Use psychological principles to guide user behavior and improve conversions in your designs.

Advanced Application

- **Building a Design System in Figma (32m)**
Create a system of components, styles, and documentation for consistent design output.
- **Advanced Prototyping Techniques (25m)**
Use overlays, animations, and conditional logic for realistic prototypes in Figma.
- **Leveraging Figma Plugins (18m)**
Extend Figma's functionality with popular plugins for icons, images, and more tools.
- **Conducting User Testing (22m)**
Plan and run usability tests to validate your design assumptions and gather insights.
- **A/B Testing for Design Decisions (20m)**
Set up tests to compare design variations and measure impact on user behavior.
- **Applying Usability Heuristics (15m)**
Use established principles to evaluate and improve interface usability systematically.
- **Cross-Platform Design Strategies (28m)**
Design for web, iOS, and Android while maintaining brand consistency across platforms.
- **Micro-Interactions and Animations (22m)**
Craft small animations that delight users and provide feedback during key actions.
- **Design for Emerging Technologies (18m)**
Explore design considerations for AR, VR, and voice interfaces as of 2026.
- **Analyzing Real-World Case Studies (25m)**
Break down successful designs from industry leaders to learn best practices and avoid pitfalls.
- **Walking Through a Full Project (32m)**
Follow a step-by-step guide from brief to final deliverables for a complete design project.

- **Starting Your Portfolio (20m)**

Curate and present your work effectively to attract clients or employers in the field.

Implementation & Next Steps

- **Launching Your Design Project (18m)**

Finalize designs and prepare for development handoff or deployment to production.

- **Communicating with Clients (15m)**

Present designs clearly and manage expectations during client reviews and meetings.

- **Freelancing as a UI/UX Designer (22m)**

Tips for finding clients, pricing projects, and managing freelance work in 2026.

- **Job Search Strategies for Designers (20m)**

Build a resume, ace interviews, and network in the design community to land roles.

- **Continuing Your Design Education (18m)**

Resources and habits for ongoing learning and skill development in a changing field.

- **Engaging with the Design Community (12m)**

Join groups, attend events, and contribute to discussions to grow your network.

- **Tools and Resources for Designers (15m)**

Curated list of books, blogs, and tools to support your design practice effectively.

- **Final Project Assignment (32m)**

Apply everything learned by designing a complete app or website from scratch.

- **Peer Review and Feedback Session (25m)**

Share your work with peers, give and receive constructive critiques to improve.

- **Earning Certifications and Badges (12m)**

How to validate your skills with certifications and showcase them on your portfolio.

- **Planning Your Career Path (20m)**

Set goals and identify steps to advance in UI/UX design roles over time.

- **Staying Updated with Design Trends (18m)**

Monitor industry changes and adapt your skills to stay relevant as of 2026.

- **Course Wrap-Up and Next Steps (10m)**

Summary of key takeaways and guidance on where to go from here in your design journey.

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