

Mastering Mobile App Design With Sketch 3

A step-by-step guide for beginners to design and prototype mobile apps with Sketch 3, from basics to advanced techniques.

Web & Mobile Design

Instructor: Daniel Brooks • 5 sections • 52 lessons • 16.25h total

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About this course

Many aspiring designers find mobile app design challenging because they lack a structured approach and the right tools. Complex software and evolving trends can make it hard to start, leading to frustration and incomplete projects. This course provides a clear path to learn Sketch 3, a popular design tool for creating mobile interfaces.

You'll learn how to set up projects, use core design tools, build reusable components, create interactive prototypes, and prepare designs for developer handoff. The course includes video lessons, real-world case studies, and hands-on projects to help you apply what you learn in practical scenarios.

Course curriculum

Introduction to Mobile Design & Sketch 3 Fundamentals

- **Welcome and Course Overview (8m)**
Get started with what you'll learn and how the course is structured to build your skills.
- **Why Mobile Design Matters in 2026 (12m)**
Understand the current landscape and importance of mobile-first design in today's market.
- **Core Principles of Mobile UX/UI (18m)**
Learn key principles for designing user-friendly mobile interfaces that work well on all devices.
- **Installing Sketch 3 on Your System (10m)**
Step-by-step guide to installing Sketch 3 on Mac, with tips for Windows alternatives.
- **Navigating the Sketch Interface (20m)**
Explore the toolbar, panels, and canvas to get comfortable with the workspace quickly.
- **Understanding Artboards and Canvas (15m)**
Set up artboards for different screen sizes and manage your design canvas effectively.
- **Setting Up for iOS and Android Designs (25m)**
Configure artboards and guides for common iOS and Android dimensions, including latest devices.
- **Exploring Sketch's Basic Preferences (10m)**
Adjust settings to optimize your workflow and design environment for efficiency.

Core Tools & Design Basics in Sketch 3

- **The Shape Tool: Drawing Basic Shapes (15m)**
Create rectangles, circles, and custom shapes for building UI elements from scratch.
- **The Pen Tool: Creating Custom Paths (22m)**
Draw complex shapes and icons using the pen tool with precision and practice.
- **Working with Text: Fonts and Typography (18m)**
Add and format text layers, choose fonts, and set typography styles for readability.
- **Applying Colors and Gradients (12m)**
Use color fills, gradients, and patterns to enhance your designs visually.
- **Managing Color Variables for Consistency (20m)**
Set up color variables to maintain a consistent palette across your entire project.
- **Creating and Applying Text Styles (15m)**
Define reusable text styles for headings, body text, and other elements to save time.
- **Understanding Layers and Groups (18m)**
Organize your design with layers, groups, and the layer list for better control.
- **Organizing the Layer List Efficiently (12m)**
Use naming, locking, and hiding to manage complex designs without confusion.
- **Introduction to Symbols for Reusability (25m)**
Create and use symbols for buttons, icons, and other repeatable elements to streamline design.
- **Using Styles and Shared Styles (20m)**
Apply shared styles to layers for consistent appearance and easy updates across screens.

Building Mobile App Screens & Components

- **Designing Buttons and Call-to-Actions (15m)**
Create effective buttons with states like hover and active for user interaction.
- **Creating Navigation Bars and Tab Bars (20m)**
Build navigation elements that guide users through your app smoothly.
- **Building Card Components for Content (18m)**
Design card-based layouts for displaying content in an organized way.
- **Using Symbols for Buttons and Icons (22m)**
Enhance your workflow by creating symbol-based components for common elements.
- **Designing Forms and Input Fields (25m)**
Create user-friendly forms with input validation states and clear labels.
- **Assembling a Home Screen (30m)**
Combine components to design a complete home screen with proper layout.
- **Creating a Profile Screen (28m)**
Build a profile page with user information, actions, and visual hierarchy.
- **Building a Settings Screen (20m)**
Design settings menus with toggles, lists, and options for user customization.

Prototyping & Interaction Design

- **Introduction to Prototyping in Sketch (10m)**
Learn the basics of creating clickable prototypes to test user flows.
- **Linking Artboards with Clickable Hotspots (15m)**
Add interaction points to connect screens and create navigation paths.
- **Adding Simple Transitions Between Screens (18m)**
Use built-in transitions for smooth navigation and better user experience.
- **Using the Prototyping Panel (12m)**
Navigate and use the prototyping tools in Sketch to build interactions.
- **Creating Basic Animations (22m)**
Add motion to elements for micro-interactions that engage users.
- **Previewing Prototypes on Desktop (10m)**
Test your prototype directly in Sketch to check for issues early.
- **Using Sketch Mirror for Mobile Preview (15m)**
Preview designs on your mobile device for real-world testing and feedback.
- **Testing User Flows with Prototypes (20m)**
Simulate user journeys and gather feedback to improve your design.
- **Adding Scroll and Gesture Interactions (25m)**
Implement scrolling and touch gestures in prototypes for realistic feel.
- **Designing for Micro-interactions (18m)**
Create subtle animations that provide feedback and enhance usability.
- **Prototyping with Overlay Menus (20m)**
Add modal menus and pop-ups to your prototypes for complex interactions.

- **Creating a Multi-Step Form Prototype (30m)**

Build a step-by-step form with validation and transitions for user input.

Advanced Workflows & Project Completion

- **Overview of Sketch Plugins for Efficiency (15m)**

Learn about popular plugins that speed up design work and save time.

- **Installing and Using Auto-Layout Plugins (20m)**

Use plugins to create responsive and adaptive layouts for different screens.

- **Managing Design Systems with Plugins (25m)**

Organize and maintain design systems using Sketch tools and plugins.

- **Exporting Assets for iOS and Android (18m)**

Prepare and export images, icons, and other assets in the right formats.

- **Preparing Specifications for Developers (22m)**

Create clear specs with measurements, annotations, and developer notes.

- **Using Zeplin for Developer Handoff (20m)**

Integrate with Zeplin or similar tools for smooth handoff to development teams.

- **Version Control with Sketch Files (15m)**

Use version control to manage changes, track history, and collaborate safely.

- **Collaborating with Teams in Sketch (18m)**

Share files and work together on design projects with team members.

- **Starting a Project: Wireframes and Low-Fidelity (30m)**

Begin a design project with sketches, wireframes, and initial concepts.

- **Moving to High-Fidelity Design (35m)**

Refine wireframes into detailed, high-fidelity designs with colors and styles.

- **Creating a Design Style Guide (25m)**

Document your design system for consistency across the app and team.

- **Finalizing and Testing Your Design (20m)**

Review and test your design for usability and visual polish before completion.

- **Presenting Your Design Portfolio (15m)**

Showcase your work in a portfolio to demonstrate skills for job opportunities.

- **Next Steps: Staying Current with Mobile Design Trends (12m)**

Get resources and tips to keep your skills up to date in the fast-moving field.

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