

Sketch + Prototyping: Mobile App Design

Design and prototype real apps like Instagram, Tinder, Spotify, and Uber, ideal for UI/UX designers and tech enthusiasts.

Web & Mobile Design Instructor: Jordan Lee • 5 sections • 55 lessons • 15.50h total

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About this course

Designing a mobile app often hits a wall when you're unsure how to turn concepts into functional, interactive designs. This course confronts that by focusing on hands-on, real-world projects that mirror current industry needs. You'll learn to use Sketch for building clean UIs, create reusable design systems, and prototype with micro-interactions, all while working through popular apps like Instagram and Uber.

We'll start from Sketch basics and advance to prototyping complex flows. Each module includes video lessons, step-by-step guides, and case studies drawn from Instagram, Tinder, Spotify, and Uber. By the end, you'll have designed and prototyped your own mobile app, ready for your portfolio.

Course curriculum

Sketch Fundamentals & Mobile Design Basics

- **Getting Started with Sketch Interface (12m)**
A walkthrough of Sketch's tools, panes, and workspace setup to get you comfortable with the environment.
- **Setting Up Artboards for Mobile Devices (18m)**
Covering standard mobile screen sizes, grid systems, and how to configure artboards for iOS and Android in Sketch.
- **Drawing Shapes and Basic Lines (12m)**
Creating and manipulating geometric shapes, lines, and paths to build foundational UI elements.
- **Text Styling and Layer Management (8m)**
Adding text layers, applying styles, and organizing layers for efficient editing and duplication.
- **Introduction to Symbols and Reusability (18m)**
Building your first reusable symbol to see how it speeds up design consistency and updates.
- **Color Theory Applied to Mobile UI (12m)**
Selecting color palettes, using shared styles, and ensuring accessibility in your color choices.
- **Typography Principles for Small Screens (8m)**
Choosing fonts, setting type scales, and maintaining readability across mobile interfaces.
- **Practice: Instagram Login Screen Redesign (25m)**
Recreate Instagram's login screen step-by-step, applying shapes, text, symbols, and color from earlier lessons.

Building Reusable Components & Design Systems

- **Creating a Symbol Library in Sketch (18m)**
Setting up and managing a centralized symbol library for buttons, icons, and common elements.
- **Advanced Symbol Overrides and Nesting (12m)**
Customizing symbol instances without breaking the master, and nesting components for complex UIs.
- **Defining and Using Shared Styles (8m)**
Applying consistent fills, borders, and shadows across designs with shared layer styles.
- **Scaling Design Tokens in Sketch (18m)**
Creating a token system for colors, spacing, and typography to maintain design consistency at scale.
- **Organizing Files for Team Collaboration (12m)**
Structuring pages and layers with clear naming conventions to make handoff and collaboration smoother.
- **Auto-Layout Basics in Sketch (25m)**
Using Sketch's resizing and alignment tools to create responsive layouts that adapt to different screens.
- **Designing Tinder's Swipe Card UI (18m)**
Building Tinder's signature swipeable cards with reusable components for profiles and actions.

- **Creating Reusable Button and Input Components (12m)**
Designing buttons and input fields as symbols with states (default, pressed, focused).
- **Assembling a Tinder Profile Template (25m)**
Putting together a complete Tinder profile screen using previously built components and styles.

Advanced Screens, States, & Complex Layouts

- **Designing for Multiple Screen States (18m)**
Creating empty, loading, error, and success states to handle real user scenarios in your designs.
- **Building Loading and Progress Indicators (12m)**
Implementing spinners, skeleton screens, and progress bars for smoother user experiences.
- **Handling Empty States Creatively (8m)**
Designing informative and engaging empty states that guide users when no content is available.
- **Working with Long-Form Scrolling Content (18m)**
Managing vertical and horizontal scrolling lists, with techniques for performance and usability.
- **Designing Media Grids and Lists (12m)**
Laying out images, cards, and text in grid and list formats for apps like Spotify or Instagram.
- **Mapping User Flows Across Artboards (25m)**
Connecting screens logically to visualize user journeys, from onboarding to checkout.
- **Accessibility in Mobile Design (12m)**
Ensuring sufficient contrast, tap target sizes, and support for dark mode in your designs.
- **Spotify App: Browse and Search Screens (18m)**
Designing Spotify's music browsing and search interfaces with dynamic content placeholders.
- **Spotify App: Playlist View and Player (25m)**
Creating the now-playing screen and playlist layout, integrating buttons and state changes.
- **Integrating All States into a Cohesive Player (18m)**
Combining browse, search, playlist, and player states into a seamless Spotify app flow.

Prototyping & Micro-Interactions

- **Introduction to Sketch Prototyping (8m)**
Linking artboards in Sketch to create basic screen transitions and flows.
- **Using Overlays and Modal Windows (12m)**
Implementing overlays for pop-ups, tooltips, and bottom sheets in your prototypes.
- **Exporting to ProtoPie for Advanced Prototypes (18m)**
Preparing Sketch files for import into ProtoPie to enable richer interactions.
- **Setting Up ProtoPie Projects (12m)**
Importing designs and navigating ProtoPie's interface for interactive prototyping.
- **Creating Slide and Fade Transitions (18m)**
Building common transitions like slide-left, fade, and scale for prototype interactions.
- **Implementing Swipe and Long-Press Gestures (25m)**
Adding gesture-based triggers for actions such as swipe-to-delete or long-press menus.
- **Designing Micro-Interactions with ProtoPie (18m)**
Creating subtle animations for feedback, like button taps or loading spinners.

- **Prototyping an Onboarding Flow (25m)**
Building a step-by-step onboarding sequence with transitions and progress indicators.
- **Simulating a Checkout Process (18m)**
Designing and linking screens for a multi-step checkout with form inputs and confirmations.
- **Uber App: Pickup and Vehicle Selection (25m)**
Creating the ride-booking start screen with map placeholder, address input, and vehicle options.
- **Uber App: Driver Tracking Interface (18m)**
Designing the live tracking screen with ETA, driver details, and contact actions.
- **Uber App: Trip Rating and Feedback (12m)**
Building the post-trip rating screen with star selection and comment field.
- **Linking All Uber Screens into a Flow (32m)**
Connecting pickup, vehicle, tracking, and rating screens with transitions and gestures.
- **Testing and Refining the Uber Prototype (25m)**
Running through the full flow to identify and fix interaction issues for a polished result.

Capstone - Design & Prototype Your Own App

- **Defining a Problem Statement for 2026 (12m)**
Identifying a user pain point and audience for your app idea, grounded in current trends.
- **Researching Current Mobile Trends (8m)**
Surveying popular apps and design patterns in 2026 to inform your app's direction.
- **Creating a User Persona and Story (18m)**
Developing a detailed persona and user story to guide design decisions.
- **Wireframing Core App Screens (25m)**
Sketching low-fidelity wireframes for key screens, focusing on layout and flow.
- **Transitioning to High-Fidelity Design (32m)**
Applying your design system to create polished, pixel-perfect screens from wireframes.
- **Building a Design System for Your App (18m)**
Setting up symbols, styles, and tokens specific to your app's needs.
- **Prototyping User Flows with Interactions (25m)**
Linking screens and adding transitions to create a clickable prototype.
- **Preparing for User Testing (12m)**
Setting up testing scenarios and recruiting users to evaluate your prototype.
- **Conducting Usability Sessions (18m)**
Running tests, observing user behavior, and collecting feedback for improvements.
- **Iterating Based on Feedback (25m)**
Revising designs and prototypes to address user pain points and enhance usability.
- **Exporting Assets for Developers (12m)**
Preparing SVGs, spec sheets, and design handoff using tools like Zeplin or similar.
- **Design Handoff Best Practices (8m)**
Ensuring developers receive clear documentation and assets for smooth implementation.
- **Documenting Your Process for a Case Study (18m)**
Organizing screenshots, decisions, and outcomes to create a portfolio-ready case study.

- **Presenting Your App as a Portfolio Piece** (12m)

Formatting your work with narrative, images, and links to showcase in your portfolio.

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