

User Experience Design Essentials - Adobe XD UI UX Design

Learn to design user-friendly interfaces with Adobe XD and build a portfolio to land UI/UX design jobs.

Web & Mobile Design Instructor: Jordan Lee • 5 sections • 55 lessons • 17.75h total

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About this course

Many aspiring designers struggle to enter the UI/UX field without practical experience using professional tools. This course addresses that by teaching you Adobe XD from the ground up, with a focus on real-world application. You'll learn to conduct user research, create wireframes, design high-fidelity mockups, and build interactive prototypes. The format includes video lessons, hands-on exercises, and case studies to help you develop a portfolio ready for job applications.

Course curriculum

Foundations of UX and UI Design

- **Understand the Difference Between UX and UI (12m)**
Clarify what UX and UI mean and how they work together in product design.
- **Learn Core Principles: Usability, Accessibility, and User-Centered Design (18m)**
Explore key principles that guide effective design decisions.
- **Overview the Design Process from Research to Handoff (15m)**
Get a clear view of the stages involved in a typical design project.
- **Install Adobe XD and Set Up Your Workspace (10m)**
Step-by-step guide to getting XD running on your system.
- **Navigate the Adobe XD Workspace Efficiently (14m)**
Familiarize yourself with panels, tools, and shortcuts for faster work.
- **Work with Artboards and Layers in XD (16m)**
Master organizing your designs using artboards and layer management.
- **Explore the Tools Panel for Design Tasks (12m)**
Learn how to use each tool in XD for drawing, editing, and more.

Research, Personas, and Wireframing in XD

- **Conduct Quick User Research for Your Projects (20m)**
Methods to gather insights without extensive time or budget.
- **Perform Competitive Analysis to Inform Design (18m)**
Study competitors to identify opportunities and best practices.
- **Build User Personas That Reflect Real Users (22m)**
Create detailed personas to guide your design decisions.
- **Develop Empathy Maps for Deeper User Understanding (16m)**
Visualize user needs, pains, and behaviors with empathy maps.
- **Translate Research into User Flows and Sitemaps (24m)**
Map out how users will navigate through your product.
- **Create Low-Fidelity Wireframes Using XD Basics (28m)**
Sketch out initial designs with shapes, text, and grids.
- **Use Basic Shapes and Text for Wireframe Construction (18m)**
Hands-on session to build wireframes from scratch.
- **Implement Layout Grids for Consistent Wireframes (15m)**
Apply grids to ensure alignment and structure in your designs.
- **Create and Reuse Components in XD (20m)**
Save time by creating reusable elements for your wireframes.
- **Master the Repeat Grid Feature for Efficiency (16m)**
Use repeat grid to duplicate and manage lists and grids easily.
- **Case Study: From Research to Wireframe (25m)**
Apply what you've learned in a practical example.

Visual Design and High-Fidelity Mockups

- **Apply Color Theory for Digital Interfaces (18m)**
Choose and combine colors effectively for UI designs.
- **Master Typography Essentials for Screen Design (20m)**
Select and pair fonts to enhance readability and aesthetics.
- **Understand Spacing and Layout Principles (15m)**
Use whitespace and alignment to create balanced designs.
- **Build a Design System in Adobe XD (30m)**
Set up styles, colors, and components for consistency.
- **Create Character Styles and Color Assets (22m)**
Define text styles and color swatches for reuse.
- **Develop Component Libraries for Your Projects (24m)**
Organize and manage reusable components efficiently.
- **Design High-Fidelity Screens for Mobile Apps (32m)**
Craft detailed, pixel-perfect designs for mobile devices.
- **Design High-Fidelity Screens for Web Applications (30m)**
Apply best practices for web-based interface design.
- **Use Third-Party UI Kits and Plugins from XD Ecosystem (18m)**
Extend XD's capabilities with external resources.
- **Design for Responsive Layouts with XD Tools (26m)**
Use responsive resize and constraints to adapt designs.

Prototyping, Animation, and User Testing

- **Introduction to Prototyping in Adobe XD (15m)**
Learn the basics of creating interactive prototypes.
- **Link Artboards for Clickable Prototype Flows (20m)**
Connect screens to simulate user navigation.
- **Add Basic Interactions and Transitions (18m)**
Enhance prototypes with tap triggers and simple animations.
- **Create Micro-Interactions with Auto-Animate (22m)**
Design subtle animations that improve user experience.
- **Implement Timed Transitions for Automatic Effects (16m)**
Set up animations that play after specific delays.
- **Record and Share Prototype Walkthroughs (14m)**
Capture your prototype in action for presentations.
- **Share Review Links for Stakeholder Feedback (12m)**
Collaborate with others by sharing live prototypes.
- **Plan Usability Tests for Your Prototype (20m)**
Outline test scenarios and recruit participants.
- **Conduct Usability Tests: Best Practices (24m)**
Run tests effectively to gather meaningful data.

- **Analyze User Feedback and Test Results (18m)**
Interpret findings to identify design improvements.
- **Iterate Designs Based on Feedback (22m)**
Refine your designs using insights from testing.
- **Document Design Decisions for Clarity (16m)**
Keep records of why choices were made for future reference.
- **Case Study: From Prototype to User Testing (25m)**
Apply prototyping and testing in a real-world scenario.

Collaboration, Handoff, and Career Preparation

- **Co-Edit Designs in Real Time with Cloud Documents (18m)**
Work simultaneously with others on the same file.
- **Use Shared Libraries for Team Consistency (16m)**
Share design assets across projects and team members.
- **Generate Design Specs and CSS Snippets for Developers (20m)**
Provide developers with accurate measurements and code.
- **Export Assets Properly for Development (15m)**
Prepare images, icons, and other assets for handoff.
- **Build a Polished UI/UX Portfolio (28m)**
Showcase your work effectively to potential employers.
- **Create Case Studies for Portfolio Projects (24m)**
Detail your design process and outcomes in case studies.
- **Craft a Standout Resume for UI/UX Roles (18m)**
Highlight skills and experience tailored to design jobs.
- **Optimize Your LinkedIn Profile for Opportunities (14m)**
Make your online presence attractive to recruiters.
- **Prepare for Whiteboard Design Challenges (20m)**
Practice solving design problems on the spot.
- **Nail Portfolio Presentations in Interviews (22m)**
Present your work confidently and effectively.
- **Tackle Take-Home Design Tests (25m)**
Approach design assignments with a strategic mindset.
- **Explore AI-Assisted Design Trends in 2026 (16m)**
Learn how AI is shaping modern design workflows.
- **Understand Voice Interfaces in User Experience (14m)**
Design for voice-based interactions and conversational UI.
- **Principles of Inclusive Design for Accessibility (18m)**
Ensure your designs are usable by people with diverse abilities.

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