

UI/UX Design with Figma

Research, design, prototype and test digital products — and present the work as a case study

UI/UX Design · beginner · Live online, instructor-led

This syllabus is a draft awaiting instructor review and may change.

A seven-week live course in UI/UX design: user research, personas, journeys, information architecture, wireframes, visual design, components and design systems in Figma, accessibility, prototyping, usability testing and developer handoff.

Length and schedule

42 hours of live teaching, on either schedule:

- Weekday Intensive (Mon–Fri): about 9 weeks before holidays
- Weekend Evening (Sat & Sun evenings): about 11 weeks before holidays

Fees per student, whole course

- Group: Rs. 6,999
- Duo: Rs. 11,999
- One-to-One: Rs. 21,999

Launch fee — GST treatment to be confirmed.

What you will be able to do

- Plan and run lightweight user research and turn findings into a clear problem statement
- Create personas, jobs-to-be-done statements and user journeys grounded in research
- Structure an app or website with information architecture and wireframes
- Apply visual hierarchy, typography, colour and layout grids to create clear interfaces
- Build reusable Figma components with auto layout, variants and variables
- Design responsive, accessible screens that meet WCAG contrast, focus and touch-target guidance
- Prototype interactions, run usability tests and iterate on the findings
- Hand designs to developers with Dev Mode and present the work as a portfolio case study

Before you start

- Comfortable using a computer and a web browser
- No previous design or drawing experience required
- A laptop or desktop that runs a current browser well (8 GB RAM recommended); a mouse is strongly recommended over a touchpad
- A free Figma account (the free plan is enough for the course; Dev Mode is demonstrated live)
- Willingness to speak with two or three people for short research interviews and usability tests

Tools

Figma, FigJam, Figma Dev Mode, Google Forms, WebAIM Contrast Checker, Notion or Google Docs

Syllabus

Module 1: Understanding users and the problem

The design process and the research that makes design decisions defensible.

1. What UI/UX design is and how products are designed (2 h)
2. User research methods (2 h)
3. Personas, jobs-to-be-done and problem definition (2 h)
4. Week 1–2 review and doubt-clearing (2 h)

Module 2: Journeys, structure and wireframes

Map how people move through a product and sketch its structure before styling it.

5. User journeys and task flows (2 h)
6. Information architecture (2 h)
7. Wireframing in Figma (2 h)
8. Wireframe critique and checkpoint quiz (2 h)

Module 3: Visual design fundamentals

Make interfaces clear and attractive with hierarchy, typography, colour and layout.

9. Visual hierarchy, layout grids and spacing (2 h)
10. Typography for interfaces (2 h)
11. Colour, imagery and visual critique (2 h)

Module 4: Components, design systems and responsive design

Build reusable components and a small design system, and make designs adapt to any screen.

12. Auto layout and constraints (2 h)
13. Components and variants (2 h)
14. Variables, tokens and design systems (2 h)
15. Responsive design and doubt-clearing (2 h)

Module 5: Accessibility, interaction and testing

Design for everyone, bring designs to life with prototypes and test them with real people.

16. Accessible design (2 h)
17. Interaction design and prototyping (2 h)
18. Usability testing and iteration (2 h)

Module 6: Handoff, portfolio and capstone

Prepare designs for developers, present the work as a case study and complete the capstone.

19. Developer handoff and portfolio case studies (2 h)
20. Capstone studio and doubt-clearing (2 h)
21. Capstone presentations and final assessment (2 h)

Final project

Design a mobile app or responsive website end to end and present it as a case study. Choose one brief — a neighbourhood clinic's appointment booking, a local bus-pass renewal flow, or a small home-business ordering site — or propose your own of similar scope for approval. You will:- interview at least three people and summarise the findings, a persona and a jobs-to-be-done statement;- map one key user journey and a

sitemap;- produce low-fidelity wireframes and then high-fidelity screens for the core flow (about six to ten screens), at mobile and one larger breakpoint;- build a small component library with auto layout, variants and colour and spacing variables, and use it in your screens;- check colour contrast, focus order and touch-target sizes against WCAG 2.2 AA;- create a clickable prototype, run usability tests with at least three people and make documented changes based on what you learned;- prepare a Dev Mode-ready file with annotations for developers.Deliverables: the Figma file (research board, wireframes, final screens, components and prototype), a usability test summary and a written case study of about 800–1,200 words with images, presented live in the final week.

Certificate

- At least 80% attendance
- All assignments submitted
- Projects passed
- Final assessment passed (60%)

A ZORK Academy course completion certificate; paying for the course does not by itself earn it.

Next step

Book a free consultation: <https://zorkacadamy.online/consultation?course=ui-ux-design-figma>

We help you prepare for work; we do not guarantee jobs, placements or salaries.