UI/UX Design Fundamentals with Figma

COURSE OVERVIEW

This foundational course provides a detailed introduction to user interface (UI) and user experience (UX) design principles, equipping participants with the knowledge and practical skills to create intuitive, user-centered digital products. The curriculum covers the design thinking process, user research, wireframing, prototyping, and usability testing, with a strong emphasis on visual hierarchy, typography, color theory, and accessibility. Delegates will gain hands-on experience using Figma, to design interactive interfaces, build prototypes, and collaborate in real time with team members. Through guided projects and case studies, participants will also develop the ability to design effective, aesthetically pleasing, and functional interfaces that enhance user experience across web and mobile platforms.

WHO SHOULD ATTEND?

This course is designed for aspiring UI/UX designers, graphic designers, web developers, and product managers who want to build a strong foundation in digital design. It is also valuable for entrepreneurs, startup founders, and anyone transitioning into product design roles who need practical skills in creating user-friendly digital experiences.

COURSE OUTCOMES

Delegates will gain the skills and knowledge to:

- Understand the fundamentals of UI/UX design.
- Conduct user research and apply findings to design decisions.
- Create wireframes, mockups, and interactive prototypes in Figma.
- Apply visual design principles such as typography, color, and layout effectively.
- Conduct usability testing and iterate designs based on feedback.
- Collaborate with team members using Figma's real-time features.
- Design accessible and responsive interfaces for web and mobile platforms.
- Build a beginner-level UI/UX portfolio to showcase design projects.

KEY COURSE HIGHLIGHTS

At the end of the course, you will understand;

- UI/UX principles and design thinking.
- Hands-on practice with Figma for wireframing, prototyping, and collaboration.
- Exploration of visual hierarchy, color theory, and typography in design.
- Practical exercises in user research, personas, and usability testing.
- Real-world case studies of effective UI/UX design applications.
- Collaboration and workflow in digital product teams.
- Designing a functional web or mobile app prototype in Figma.

All our courses are dual-certificate courses. At the end of the training, the delegates will receive two certificates.
1. A GTC end-of-course certificate.
2. Continuing Professional Development (CPD) Certificate of completion with earned credits awarded.