

Course : Adobe XD, responsive web design

Practical course - 3d - 21h00 - Ref. AXW

Explore Adobe XD to design responsive, interactive websites. In three days, learn how to create UI/UX models, integrate dynamic animations and collaborate effectively with your teams. Bring your ideas to life and boost your digital creativity!

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Understand the principles of UI/UX design and responsive design
- ✓ Using Adobe XD to create interactive website models
- ✓ Design smooth prototyping adapted to different screens
- ✓ Integrating dynamic components and animations
- ✓ Exporting designs for developers and integrators

Intended audience

Professionals wishing to optimize the user experience on their websites.

Prerequisites

Sensitivity to responsive design and web design.

Course schedule

1 Introduction to Adobe XD and responsive design

- Introduction to the basics of UX/UI design.
- Navigating the Adobe XD interface.
- Understand responsive design and mobile-first adaptation.

Hands-on work

Explore the Adobe XD interface and create your first project.

2 Creation of interactive web models

- Definition of adaptive grids, guides and columns.
- Use of global components and styles.
- Color, typography and image management.

Hands-on work

Design of a responsive home page for desktop and mobile.

PARTICIPANTS

Professionals wishing to optimize the user experience on their websites.

PREREQUISITES

Sensitivity to responsive design and web design.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

3 Adding interactions and dynamic prototyping

- Create interactive links between pages.
- Smooth animations and transitions.
- Testing the user experience in preview mode.

Hands-on work

Prototyping an interactive e-commerce site.

4 Collaboration and export for development

- Sharing of mock-ups for customer and team validation.
- Generate specifications and assets for developers.
- Export files in SVG, PNG and embeddable HTML/CSS formats.

Hands-on work

Export and test a complete web prototype.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.