

Course : Adobe XD, designing the user experience

Practical course - 3d - 21h - Ref. AXG

Price : 2270 CHF E.T.

You'll learn the basics of Adobe XD so you can design layouts quickly. You'll understand more advanced notions such as the repetition grid and symbols. You'll create the first mock-ups of your web and mobile applications and manage their interactivity.

Teaching objectives

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

- ✓ Understanding the benefits of Adobe XD
- ✓ Master the software interface
- ✓ Keep the graphic line
- ✓ Sharing the prototype
- ✓ Setting up interactivity

Intended audience

Anyone involved in user interface design.

Prerequisites

Knowledge of interface design. Knowledge of image editing tools is a plus.

Course schedule

1 Discovering the Adobe XD interface

- What is Adobe XD?
- Software assets and challenges.
- The Adobe XD home screen, with all its special features.
- Menu bar and toolbar.
- Property panels.

Hands-on work

Discovering the interface.

PARTICIPANTS

Anyone involved in user interface design.

PREREQUISITES

Knowledge of interface design.
Knowledge of image editing tools is a plus.

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.

2 Design stages

- Interface design.
- Use repetition grids.
- Integration of the graphic charter into the wireframes.
- Harmonize design (text styles, colors, etc.).
- Managing transitions and animations.
- Rapid prototyping methodologies.

Hands-on work

Incorporation of the graphic charter into the design of a first mock-up.

3 Drawing tools and text management

- The creation of simple shapes.
- Creating vector elements.
- Icons and hardware screens.
- Text input.
- Importing text files.

Hands-on work

Create navigation menus and content blocks using vector tools.

4 Image settings and color application

- Importing source files.
- Symbol creation.
- Layer management.
- Creating color charts.

Hands-on work

Import source files (Photoshop, Illustrator) and incorporate them into layers.

5 Mobile application interface and prototyping

- Responsive interfaces.
- The design of a detailed model.
- Artboard organization.
- Using the inspector.
- Design with UI-Kits.
- Interface design kits, Material Design.

Hands-on work

Responsive interface design for mobile devices.

6 Shared and common properties

- Dynamic resizing of components.
- Create two mobile application screens (login/registration).

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.

7 Sharing designs and prototypes

- Sharing and setting up the test.
- Comments and related resources.
- Mobile support testing.

Hands-on work

Client-side sharing and user testing.

Dates and locations

REMOTE CLASS

2026 : 29 June, 23 Nov.