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.

(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).

(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.