

Course : Figma, designing web & mobile application interfaces

Practical course - 2d - 14h00 - Ref. FGM

Price : 1610 CHF E.T.



4,6 / 5

BEST

You'll learn how to build mobile and web interfaces using UX design with Figma. You'll master the interface and its functionalities. You'll be able to create shapes with the pen tool for in-depth graphics, and manage prototyping and export tools.



Teaching objectives

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

- ✓ Apply the UX design approach to a web project
- ✓ Understand interface design methods and techniques
- ✓ Design and prototype an interface using the Figma tool
- ✓ Create navigation paths that meet user needs
- ✓ Apply best practices in interface and interaction design

Intended audience

Graphic designers, web designers or anyone who needs to create mock-ups for websites and mobile and tablet applications.

Prerequisites

Good knowledge of the web, DTP software would be a plus.

Course schedule

1 Software features

- What is Figma?
- Software assets and challenges.
- Comparison with other design tools.
- Functional perimeters: wireframes, design system, style guide, interactive graphic model.

Hands-on work

Discover how to use the software.

PARTICIPANTS

Graphic designers, web designers or anyone who needs to create mock-ups for websites and mobile and tablet applications.

PREREQUISITES

Good knowledge of the web, DTP software would be 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 Discover Figma's interface

- Toolbars and property panels.
- The Figma worktop.
- Overlaying layers.

Hands-on work

Handling the interface through a real-life example.

3 Prepare layout for the web with Figma functionality

- Introducing the Figma functionality.
- Design stages.
- Interface design.
- Cinematic content.
- Design trends.

Hands-on work

Creation of a user path on Figma based on a concrete example.

4 Mobile application interface

- The specificities of mobile application interfaces.
- Represent the user process.
- Wireflow: see how the user interacts with the application.

Hands-on work

Create a wireflow with Figma.

5 Designer with Figma

- Create a work plan.
- Create and manage layers.
- Use grids and markers.
- Manage components and assets.

Hands-on work

Creating and manipulating a component "input field".

6 Conceptualize and add shapes

- Figma and vectors.
- The pencil tool.
- Create, modify and edit shapes.
- Create vector elements with the pen tool.
- Handling anchor points.
- Text objects, lines and borders.

Hands-on work

Create custom shapes with the pen tool. Create an icon.

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 Creating an interactive prototype with Figma

- Define content.
- Define user path screens.
- Creation of wireframes.
- Create links between work plans.
- Exploiting interactions.

Dates and locations

REMOTE CLASS

2026 : 21 May, 8 Oct., 26 Nov.