

Course : Penpot, UX/UI model design

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

Price : 1540 CHF E.T.

Penpot is a platform for designing and prototyping UX/UI interfaces for websites and mobile applications. Didactic, it also helps to understand the essential elements of UI rules. Penpot is seen as a major competitor to Figma, with powerful, open-source features.



Teaching objectives

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

- ✓ Using Penpot's basic functions
- ✓ Discover UI standards and rules
- ✓ Use graphic design software
- ✓ Animating models
- ✓ Collaborating on design projects
- ✓ Organizing a design file

Intended audience

Anyone in the IT field directly or indirectly concerned with the design of UX/UI models.

Prerequisites

No special knowledge required.

Practical details

Hands-on work

MCQs, case studies, practical exercises...

Course schedule

PARTICIPANTS

Anyone in the IT field directly or indirectly concerned with the design of UX/UI models.

PREREQUISITES

No special knowledge required.

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.

1 Introduction: Penpot features

- Penpot interface.
- Creation of basic elements.
- Customize shapes.
- Color and text.
- Learning to collaborate.
- Organize your interface.

Hands-on work

Create basic elements using Penpot's various functions.

2 Rules for layout (UI)

- Choose colors.
- Choose the typeface.
- Design grid.
- Group organization.
- Frame organization.
- Community and plug-ins.

Hands-on work

Using styles and plug-ins.

3 Mock-up design

- Create simple screens.
- Differences between mobile and desktop.
- Use of prototyping functions.
- Interviews with users. Validating a content structure: card sorting.
- Collaboration for developers.

Hands-on work

Mock-up design.

4 Introduction to the design system

- Component applications.
- Organizing your bookshop.
- Example of a design system.

Example

Dates and locations

REMOTE CLASS

2026 : 15 June, 26 Oct.

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.