Course : Penpot, UX/UI model design

Practical course - 2d - 14h00 - Ref. PEO
Price : 1310 € 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 : 16 Mar., 15 June, 26 Oct.

PARIS LA DÉFENSE
2026 : 9 Mar., 8 June, 19 Oct.