



MASTERING UI/UX USING FIGMA

HRD Corp Claimable Courses

Duration: 2 days

Time: 9.00am to 5.00pm

INTRODUCTION

In today's digital-first world, creating seamless and user-friendly interfaces has become essential for businesses, products, and services. Whether designing mobile applications, websites, or enterprise systems, effective UI/UX design ensures not only visual appeal but also intuitive and engaging user experiences.

Figma has emerged as the leading collaborative design tool for UI/UX professionals, offering real-time collaboration, rapid prototyping, and powerful design systems that streamline workflows for individuals and teams alike.

Unlock your digital design potential with our intensive Figma training, designed to empower both aspiring and seasoned designers. This comprehensive course delves deep into UI and UX principles while providing hands-on mastery of Figma to create cutting-edge app and web interfaces. Covering everything from user research and persona development to responsive prototypes and micro animations, the course bridges design theory with practical, real-world application.

Through guided exercises and project-based learning including app page creation, interactive prototyping, responsive web layouts, and collaborative ideation in FigJam participants will gain the confidence to design, test, and deliver professional-quality UI/UX solutions.

By the end of this 2-day programme, participants will not only master Figma's features but also develop the creative and analytical skills necessary to design interfaces that are user-friendly, accessible, and impactful across platforms.

COURSE OBJECTIVES

- Build a solid foundation in UI/UX principles and the end-to-end design process (research → ideate → prototype → test → iterate).
- Plan user-centred solutions using briefs, problem statements, personas, scenarios, user flows and simple journey maps.
- Apply usability and accessibility fundamentals (hierarchy, readability, contrast, touch targets, keyboard/ARIA basics) to produce inclusive designs.
- Set up an organised Figma workspace: pages, frames, layout grids, constraints, Auto Layout and reusable styles (color, text, effects).
- Create systematised UI with components, variants and component properties; manage a lightweight design system/library for consistency.
- Design responsive interfaces for mobile, tablet and desktop using grids, constraints and Auto Layout to handle different breakpoints.
- Prototype interactions—navigation, overlays, micro-interactions and Smart Animate transitions—including interactive components.
- Use FigJam for collaborative brainstorming, mapping and prioritisation to align stakeholders.
- Validate designs with quick prototype testing and feedback loops; capture comments and iterate.
- Prepare developer handoff using Inspect, redlines/specs, tokens/styles and export assets for implementation.

LEARNING OUTCOMES

- Translate a client brief into personas, user flows and low- to high-fidelity wireframes in Figma/FigJam.
- Build a component-driven UI kit (buttons, inputs, cards) with variants, Auto Layout and clear naming; publish and reuse it across files.
- Design polished app screens and a responsive web layout that maintain brand consistency and accessibility standards.
- Create clickable prototypes with page transitions, overlays and micro-interactions using Smart Animate and interactive components.
- Conduct quick usability checks on prototypes, gather stakeholder feedback in-file and iterate based on findings.
- Apply layout grids, constraints and Auto Layout to produce adaptive designs across multiple screen sizes.
- Use styles (color/type/effects) to enforce visual consistency and support dark/light or themed variants when required.
- Share work securely with stakeholders, manage comments and version history and prepare developer handoff (Inspect, measurements, styles/tokens, SVG/PNG/PDF exports).

WHO SHOULD ATTEND THIS COURSE?

- Aspiring UI/UX designers, design students, graphic designers expanding skills, transitioning print designers, product managers enhancing collaboration, developers creating user-friendly interfaces, freelancers offering UI/UX services, designers enhancing portfolios, small business owners designing websites, entrepreneurs creating prototypes, project managers understanding design, educators using Figma, corporate trainers, design enthusiasts, team

leads mentoring juniors, senior designers streamlining collaboration, HR professionals and recruiters evaluating portfolios Basically, anyone who wants to acquire new skills in content creation using Adobe Photoshop.

METHODOLOGY

- Instructor-led sessions with live demonstrations of Figma and FigJam workflows.
- Guided hands-on exercises to practice UI/UX design fundamentals and advanced features.
- Real-world project work such as app design, responsive website design, and interactive prototyping.
- Group discussions and peer sharing to enhance collaboration and creative problem-solving.
- Practical review sessions, feedback rounds, and checklists to ensure participants gain confidence in independently executing professional UI/UX design projects.

PROGRAM OUTLINE

MODULE 1: INTRODUCTION TO UI/UX DESIGN

- What is UI/UX Design? (brief explanation)
- User Research and Understanding
- Importance of user research and personas in UX design
- Client UX Brief, Requirements and Persona Development

MODULE 2: THE DESIGN PROCESS

- Research
- User Persona Development
- Ideation
- Prototyping
- Testing

MODULE 3: KEY PRINCIPLES OF GOOD UX DESIGN

- User-centric design
- Usability
- Accessibility

MODULE 4: GETTING STARTED WITH FIGMA

- Setting up your Figma account
- Navigating the Figma interface

MODULE 5: BRAINSTORMING IN FIGJAM

- Introduction to FigJam
- Collaborative brainstorming techniques
- Using FigJam for ideation and sketching

MODULE 6: SETTING UP PROJECT IN FIGMA

- Creating a new design file
- Setting up frames and pages

MODULE 7: COMMUNITY FILES

- Essential Plug-ins
- Elements from Templates
- Loading Icons

MODULE 8: ADDING CONTENT IN FIGMA

- Basic shapes and tools in Figma
- Creating custom shapes and illustrations
- Using images and masks

MODULE 9: ADDING AND FORMATTING TEXT

- Typography in UI design
- Text tools and formatting options in Figma
- Best practices for readable and accessible text

MODULE 10: ADDING LAYERS AND COMPONENTS

- Understanding layers in Figma
- Creating and using components
- Button components and constraints

MODULE 11: CREATING APP DESIGN

- Designing App Pages
- Structuring app pages
- Designing Home, Profile and Services Pages
- Designing user-friendly interfaces
- Incorporating brand elements and styles

MODULE 12: ADDING ANIMATIONS AND INTERACTIONS

- Introduction to micro animations
- Creating loading animations
- Creating Splash Screen
- Prototyping interactive elements

MODULE 13: PROTOTYPING AND TESTING

- Creating interactive prototypes
- Testing app designs with users
- Iterating based on feedback

MODULE 14: CREATING WEBSITE DESIGN

- Designing Responsive Elements
- Designing responsive headers and banners
- Creating responsive floating CTAs and footers
- Ensuring consistency across different devices

MODULE 15: ADDING PROTOTYPE INTERACTIONS

- Creating interactive prototypes for websites
- Adding interactions and animations
- Testing and refining prototypes

MODULE 16: RESPONSIVE VIEWS AND MOBILE DESIGN

- Designing for responsive views
- Creating responsive mobile headers
- Building a complete responsive prototype

MODULE 17: SHARING DESIGNS

- Sharing designs with clients and stakeholders
- Using Figma's sharing and collaboration features
- Exporting assets and preparing for development

TRAINER'S PROFILE

The Trainer: YAVINESH

Prior to becoming a trainer, he has worked as DTP artist, graphic designer and multimedia designer for more than 6 years. Plus with 13 years' experience in teaching working adults on Adobe Illustrator, Adobe Photoshop, Adobe Indesign, Adobe Premiere Pro, Adobe After Effects, Adobe Captivate, Adobe XD, Autodesk Autocad, Catia, Autodesk Revit and Autodesk Maya in the area of Graphic Designing, UI & UX, Course Authoring, Video Editing, Vfx, Motion Graphics, Mechanical Engineering, Architectural Drawing, BIM (Building Information Modeling) and 3D Animation Production.



He has trained more than 100 lecturers from various background, private and public IHL.

The trained lecturers are from:

USM, UTHM, UM, UniKL, UPM, Taylors, Monash University, KDU (Penang), Besut Polytechnic, PSMZA, Muadzam Shah Polytechnic, Tasik Gelugot Metro Polytechnic.

Portfolio Link

https://www.dropbox.com/s/fvzvkuhe9jvufzj/Portfolio_Yavinesh_anim_viz_sml.pdf?dl=0

Here are some of his recent testimonials:

"Thanks to Mr Yavinesh for teaching these 3 days. He's very experienced and dedicated in teaching. I really enjoyed his class and learned a lot. Thanks!"

Ms Cheng Jia Li, Assistant Manager - Human Resource, Nippon Paint (M) Sdn Bhd

"Attend Autocad training with Mr Yavinesh. Really enjoy the course and the delivering method is really easy to understand. The trainer can answer all the questions ask by the participants."

Mohd Saiful, Lecturer of Electrical & Electronics Engineering, MJHEP.

"Really have a good session with Mr Yavi. His teaching style also interesting and interactive. Even it was a short session, but we really enjoyed and got a good knowledge."

Azriro Aziz, Felcra Training & Consultancy

His Credentials

- Autodesk Autocad Certified Professional
- Autodesk Maya Certified Professional
- HRDF TTT
- Vocational Training Officer
- JPK NOSS Panel for 3D Lighting and Rendering

PARTICIPATION REGISTRATION & FEE

To register and to obtain the latest participation fees either for Public Training or In-House Training Series, please email to marketing department at mytrain2@mytrainingmalaysia.com

Registration via online can be done thru our website at www.eliteedge.com.my

ORGANISED BY

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