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Sign up

Figma Initiation training

2 days (14 hours)

Presentation

The Figma Initiation course will introduce you to the fundamentals of interface design.

Learn how to make the most of Figma, a key tool in the world of design, to bring your ideas to life and create outstanding user interfaces.

With our Figma training course, you'll learn all there is to know about Figma modeling, responding and prototyping.

During this course, you'll be guided through the various stages of the design process, from discovering interface components to creating interactive prototypes.

Following our Figma training course, you'll master [Figma best practices](#). You'll learn how to design shapes for its interfaces, optimize workflow, build files and export/share your projects.

Objectives

- Understand web design professions, including UI Design, UX Design, HTML/CSS and Javascript integration
- Mastering Atomic Design concepts
- Designing responsive interfaces
- Prototype user interactions

Target audience

- Webdesigners

- Graphic designers
- UX designer
- UI designer
- Project Manager
- Developer

Prerequisites

- Good web skills
- Experience in web design, development or project management
- An eye for graphics and ergonomics

Figma Initiation training program

First step in UI Design

- Presentation of web production professions: UI Design, UX Design, HTML/CSS and Javascript integration
- Discovering interface components

Discover Atomic Design

- Introduction to Atomic Design
- Differentiate between
 - atoms
 - molecules
 - organizations
- Discovering Atomic Design tools

Web page layout

- First step on Figma
- Layout principles :
 - Management
 - Padding
 - Spacing
 - Alignment
- Discover base 4
- Setting up a grid
- Discover auto-layout
- Style guide creation
- Creation of the first IU components (atoms, molecules and organisms)

Responsive design

- Understanding the different responsive grids
 - Static grid
 - Fluid grille
 - Adaptive grid
 - Responsive grid
- Creating a fluid responsive design
- Implementing best practices for ambitious projects

Prototyping and animation

- Discovering the different states of components
- Understanding the characteristics of micro-interactions :
 - The trigger
 - The rules
 - Feedback
 - Loops
 - Modes
- Examples of effective micro-interactions
- Rules for creating micro-interactions

Exporting and sharing

- Learn to collaborate with other designers
- Learn to collaborate with developers (using Dev Mode)

Plugins and Community

- Discover Figma plugins
- Going further with Community Figma files

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.