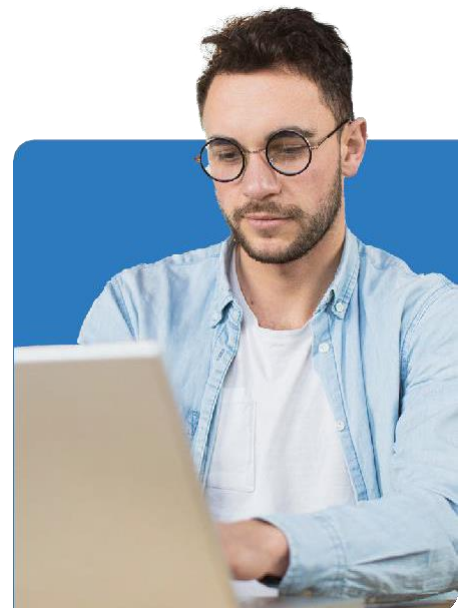


# ThriveDX™

# Figma Tutorial

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# TDXGD-102



# ThriveDX Figma Tutorial

## Time Commitment

2 days (total of 16 hours / 8 hours per day)

## Skill Level

Professional Level

## Course Category

Additional Courses

This is a concise and focused course on Figma software. In this course, we will learn and practice the intricacies of the system and understand how to use it to streamline our work and create high-quality outputs, integrating everything into prototyping. In addition, we will learn how to implement the design system methodology and how to work together as an efficient and professional team. All this will be done in an interesting, challenging, and enjoyable way.

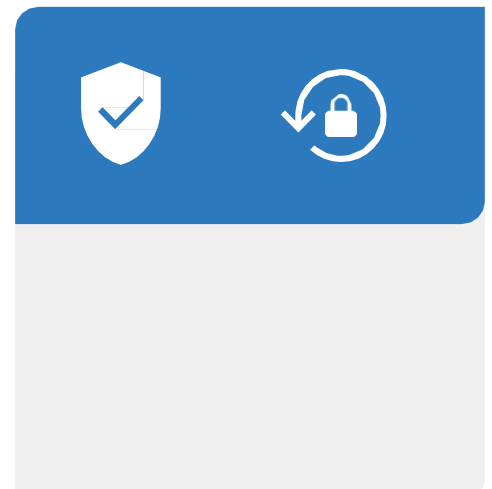
## Target Audience

Product Team -Team Managers, Graphic Designers, Social Designers, Creative Professionals, and UX/UI Designers.

Programmers - Team Managers, Full Stack Developers, Back End Developers, Full Stack Developers, and Data Scientists

## Prerequisites

To participate in this course, each participant needs to have a personal computer (desktop or laptop) with an active internet connection. Assistance will be provided for downloading the software and setting up a new user account if needed.



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## Objectives

What participants will take away from the course

1. In-depth Understanding of Figma Software

Participants will acquire deep knowledge about Figma's user interface, its main features, and how to leverage them to create excellent graphic works.

2. Teamwork and Collaboration Skills

Learning techniques and tools for efficient team working, including using tools for sharing and synchronizing work within Figma.

3. Implementation of Design System Methodology

Understanding the basic concepts of the design system methodology and how to implement them in real projects using Figma.

4. Creating Quality and Creative Outputs

Turning ideas into reality using creative and quality tools offered by Figma, understanding mockups, prototypes, and visualizations.

5. Developing Creative Skills and Design Thinking

Strengthening participants' design thinking and creative ability, and how to implement this in Figma projects

## Program Structure

**4 sessions, 4 hours each session**

### 1st Session

Comprehensive Overview of Figma and Advanced Tools

1. Introduction to Figma interface: Reviewing the interface, main features, and functions of Figma.
2. Advanced tools in Figma: Learning and practicing the software's advanced tools.
3. Creating and managing projects: Guidance on creating a new project, organizing, and managing the document.
4. Teamwork, comments, feedback, and sharing.

\* Each session combines learning, discussions, examples, and practical work.

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## **2nd Session**

### Design Systems

1. Introduction to design systems: Definition and importance of design systems in modern projects.
2. Building a design system in Figma: Creating a style guide, templates, and setting design standards.
3. Using styles: Familiarity with text styles, colors, and fonts in the design system. Saving and using them throughout the project.
4. Advanced tips: How to break the fourth wall and work most efficiently with other team members.

\* Each session combines learning, discussions, examples, and practical work.

## **3rd Session**

### Components and Variants

1. Comprehensive learning of component mechanics: Creating and using components in Figma to save time and improve efficiency.
2. Comprehensive learning of variant mechanics: Advanced learning on how to create and manage component variants and their properties.
3. Advanced techniques of components and variants: Developing dynamic components suitable for a variety of situations.

\* Each session combines learning, discussions, examples, and practical work.

## **4th Session**

### Creating Prototyping and Mockups

1. Introduction to prototyping in Figma: Familiarity with tools and options for creating prototypes.
2. Linking frames and creating interactions: Learning techniques for linking frames and creating practical interactions.
3. Familiarity with all types of prototyping and interactions of the system.
4. Advanced techniques: Practicing and examining different scenarios in the prototype.

\* Each session combines learning, discussions, examples, and practical work.

\* We can use your team's products and designs.

\* The syllabus can be tailored to the client's needs in a conversation.

\* The lecturer can be used as a consultant

