

# UI/UX Design Mastery Course

(Figma-Based Professional UI/UX Design Program)

Based on the curriculum structure and learning outcomes from the Udemy course [Figma UI UX Design Essentials by Daniel Walter Scott](#) and inspired by your uploaded syllabus format.

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## UI/UX Design (Job-Ready Course)

### SECTION 1: Introduction to UI/UX Design

#### What You Will Learn:

- Understanding UI Design vs UX Design
- Principles of User Experience Design
- Understanding User-Centered Design
- Design Thinking Process
- Roles and responsibilities of UI/UX Designers
- Difference between Web Design and App Design
- Industry-standard UI/UX workflow
- Career opportunities in UI/UX Design

#### Tools Covered:

- Figma
  - FigJam
  - Dribbble
  - Behance
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## SECTION 2: Figma Fundamentals

#### What You Will Learn:

- Figma interface and workspace
- Frames, layers, groups & pages
- Design file organization
- Shapes, alignment & spacing
- Grids and layout systems
- Pen tool & vector editing

- Typography fundamentals
- Working with colors and styles
- Image editing inside Figma
- Keyboard shortcuts & workflow optimization

#### **Minor Projects:**

- Social Media Post Design
  - Simple Landing Page UI
  - Mobile App Splash Screen
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## **SECTION 3: UX Research & Wireframing**

#### **What You Will Learn:**

- UX research fundamentals
- User personas creation
- User pain points analysis
- User journey mapping
- Information architecture
- Low-fidelity wireframing
- Mid-fidelity wireframing
- User flow creation
- Designing intuitive navigation systems

#### **Minor Projects:**

- Food Delivery App Wireframe
  - Ecommerce App User Flow
  - Mobile App UX Planning
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## **SECTION 4: UI Design Essentials**

#### **What You Will Learn:**

- Visual hierarchy principles
- Spacing and layout balance
- Color psychology in UI Design
- Typography pairing techniques
- Iconography and design consistency
- Designing buttons, cards & forms

- UI components and reusable assets
- Creating modern web interfaces
- Mobile-first design principles

#### **Minor Projects:**

- Dashboard UI Design
  - Login & Signup Screens
  - Ecommerce Product Page Design
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## **SECTION 5: Components, Auto Layout & Design Systems**

#### **What You Will Learn:**

- Components and reusable design elements
- Variants and component states
- Auto Layout mastery
- Constraints and responsive behavior
- Building scalable design systems
- Style guides and UI libraries
- Design tokens and consistency
- Team libraries and collaboration

#### **Minor Projects:**

- UI Component Library
  - Design System Creation
  - Responsive UI Kit
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## **SECTION 6: Prototyping & Interactions**

#### **What You Will Learn:**

- Interactive prototyping
- Page transitions and animations
- Smart animate features
- Micro interactions
- Hover and click states
- Mobile app prototyping

- Website interaction design
- User testing prototypes
- Sharing interactive projects

#### **Minor Projects:**

- Interactive Mobile App Prototype
  - Animated Website Prototype
  - App Navigation Prototype
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## **SECTION 7: Responsive Web & Mobile Design**

#### **What You Will Learn:**

- Responsive web design principles
- Desktop, tablet & mobile layouts
- Grid systems and breakpoints
- Adaptive UI Design
- Mobile app interface design
- Cross-platform design consistency
- Accessibility in UI/UX Design
- Designing for usability

#### **Major Project:**

- Responsive Ecommerce Website
  - Mobile Banking App Design
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## **SECTION 8: Real World UI/UX Projects**

#### **What You Will Learn:**

- Real client workflow simulation
- UX case study creation
- Problem-solving using design thinking
- End-to-end product design process
- Working with developers
- Developer handoff process
- Exporting assets and specifications
- Portfolio-quality project development

### Major Projects:

- SaaS Dashboard Design
  - Hospital Management UI
  - Travel Booking Mobile App
  - Portfolio Website UI Design
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## SECTION 9: Portfolio, Freelancing & Career Preparation

### What You Will Learn:

- Building a professional UI/UX portfolio
- Creating Behance and Dribbble profiles
- Freelancing workflow and client communication
- Resume preparation for UI/UX roles
- Interview preparation
- UI/UX design presentation skills
- Personal branding for designers
- Working with startups and agencies

### Bonus Topics:

- AI tools for UI/UX Designers
  - Figma AI Features
  - Productivity plugins
  - Design trends in modern UI/UX
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## SECTION 10: Certification & Placement Opportunity

### Included:

- Course Completion Certificate
- Real-world project evaluation
- Portfolio review session
- Internship opportunity guidance
- Placement assistance
- Freelancing roadmap

- Industry mentorship support
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## Software & Tools Covered

- Figma
  - FigJam
  - Adobe Photoshop
  - Dribbble
  - Behance
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## Course Duration

- 3 to 6 Months (Flexible)
  - Beginner to Advanced Level
  - 100% Practical Learning Approach
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## Who This Course Is For

- Beginners interested in UI/UX Design
  - Web Designers
  - Graphic Designers
  - Frontend Developers
  - Entrepreneurs & Startup Owners
  - Freelancers
  - Students seeking placement opportunities
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## Learning Outcome

After completing this course, students will be able to:

- Design professional websites and mobile apps
- Create wireframes and interactive prototypes
- Build scalable UI systems in Figma
- Conduct UX research and user analysis
- Create portfolio-ready real-world projects
- Work professionally as a UI/UX Designer

- Start freelancing or apply for UI/UX roles
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**Reference Course:**

[Udemy Course – Figma UI UX Design Essentials \(udemy.com\)](#)